

# Dyshas

**Diff.Name      Requires      Isho      RangeForm Col.      Notes**

## *Way of Cends dyshas*

### Shal

* Faint	S40,T10	20	20	Bolt	Shal
* Calm Animal	S25,T5	10	20	Bolt	Shal
** Blinding	S40,L30,De15	5	20	Bolt	Shal
** Scramble	S70,De20	50	10	Bolt	Shal
*** Body Freeze	S80,De50	10	10	Bolt	Shal
*** Brain Blast	S80,De50	20	10	Bolt	Shal
****Craze	S80,De20,T20	20	10	Bolt	Shal
****Drain	S90,T40,De20,Du15	40	20	Bolt	Shal

Dyshas generally ignore armour, apart from dyshas doing physical damage (those with damage values F, B, S etc). Armour protection subtracted from these dyshas as usual.

### Ebba

* Push	E15	3	10	Orb	Ebba
* Ping	E35	3	10	Orb	Ebba
** Power Orb	E25	5	10	Orb	Ebba
** Tumble	E30,L15,T5	10	na	Orb	Ebba
** Levitate	E40,T15	20	na	Orb	Ebba
** Power Hold	E50,G15	20	10	Orb	Ebba
*** Bell	S50,E30De5	5	20	Orb	Ebba
*** Suspension Orb	E60,G45,T10,Du5	25	5	Orb	Ebba
****Spinner	E75,G45,T10,Du5	50	5	Orb	Ebba
****Constrictor	E75,G60	75	10	Orb	Ebba

### Du

* Orb of Light	Du5	1	40	Orb	Du
* Dysha Display	Du25,+other 30	5	20	Depends	Du
** Flingers	Du15,E5	10	40	Orb	Du
** Quantum	Du35	15	20	Orb	Du
*** Blurring	Du40,T25,L15	30	na	Orb	Du
*** Cast Energy	Du50,De20	20	20	Orb	Du
****Crater	Du75,De40	30	10	Orb	Du

### Gobey

* Shield	G25,L20,T5	5	na	Orb	Gobey
* Support	G30,T15	10	10	Orb	Gobey
** Bubble	G60,E10,T5	20	10	Orb	Gobey
** Body Shield	G60,L30,T10	30	na	Body	Gobey
*** Wall	G70,E40,T5	60	10	Orb	Gobey
*** Shield Shatter	G70	20	20	Orb	Gobey
****Cage	G60,De40,E30,T5	40	10	Orb	Gobey
****Shield Implosion	G60,E50,De10	50	10	Orb	Gobey

### Desti

* Lightning Blast	De15	10	40	Bolt	Desti
* Stiff	De35,S10	15	40	Bolt	Desti
** Frost Bolt	De50,Du20,G10	20	20	Bolt	Desti
** Ignite	De40	5	10	Bolt	Desti

*** Lightning Strike	De70,E50,S20	40	20	Bolt	Desti
*** Electrify	De60,S30,E20	40	40	Bolt	Desti
****Penetration Bolt	De80,T50	50	10	Bolt	Desti

### Launtra

* Fire Touch	Du25,L25	5	na	Body	Launtra
* Night Eyes	L40,T10	1	na	Body	Launtra
** Healer	L25,S15,De5,T5	10	na	Body	Launtra
** Faint Touch	S40,L20,T10	1	na	Body	Launtra
** Spider Grip	L60,E30,G15	10	na	Body	Launtra
*** Leave Emotion	L50,E50,S30	10	na	Orb	Launtra
*** Enhance Senses	L70,E50,T40	5	na	Body	Launtra
****Spectral Stun	Du50,L40	5	10	Body	Launtra

### Tra

* Deflector	T20	1	na	Body	Tra
* Naull Reading	T25	5	na	Body	Tra
** Inner Ear	T30,L20	10	na	Orb	Tra
** Inner Eye	T40,L30	20	na	Orb	Tra
*** Reflect	T50	1	na	Body	Tra
*** Absorb	T70,S30	5	na	Body	Tra
****Create Warp	T80	100	5	Orb	Tra

### *Seytra dyshas*

** Carry	G45,E30	25	20	Orb	Gobey
** Force	G40,De30	20	20	Orb	Gobey
** Pull	G45,De40	40	20	Orb	Gobey
** Give Isho	T20	5	na	Body	Tra
** Capture Copra	T30	20	5	Orb	Tra
*** Summon	S70,E40	40	na	Body	Shal
*** Seek	T40,S20	20	na	Orb	Tra
*** Rummage	S60,T20,E5	60	na	Bolt	Shal
****Sway	S80,E50	60	na	Bolt	Shal
****Tunnel	G70,De50	60	20	Orb	Gobey
****Wipe	G80,E40,T40	80	10	Orb	Gobey
****Wrap	T90,Du70,S40	100	na	Orb	Tra

### *Il-shyee dyshas ("Death Weavers")*

** Confuse	S40,E20	10	10	Bolt	Shal
** Steal Sight	Du50,S20	30	5	Orb	Du
** Steal Isho	T40,E30	10	5	Orb	Tra
*** Steal Colour	T50,E40	40	na	Body	Tra
*** Weaken	S50,L30	30	20	Bolt	Shal
*** Isho Disease	S60,L40,De20	50	5	Bolt	Shal
****Isho Poison	S80,L60,De30	70	5	Bolt	Shal

### *Shal Legion dyshas*

** Capture Copra	T30	20	5	Orb	Tra
** Stinger	S30	30	40	Bolt	Shal

*** Summon	S70,E40	40	na	Body	Shal
*** Seek	T40,S20	20	na	Orb	Tra
*** Isho Disease	S60,L40,De20	50	5	Bolt	Shal
*** Rummage	S60,T20,E5	60	na	Bolt	Shal
****Sway	S80,E50	60	na	Bolt	Shal
****Isho Poison	S80,L60,De30	70	5	Bolt	Shal
****Enslave	S80,E65,T20	100	na	Bolt	Shal
****Spasm	S80,De40,Du20	80	40	Bolt	Shal

### *Sha-keen dyshas ("Guardian")*

#### Calling

** Capture Copra	T30	20	5	Orb	Tra
** Strengthen	G40,L20	20	20	Orb	Gobey
** Give Isho	T20	5	na	Body	Tra
*** Weaken	S50,L30	30	20	Bolt	Shal
*** Bell	S50,E30De5	5	20	Orb	Ebba
*** Kern Other	T40,S20	20	na	Body	Tra
****Illusion	Du70,E50,L30	40	5	Orb	Du

### *Laun-etta dyshas ("Preservers")*

** Heal Animal	L30,S15,De10,T10	10	na	Body	Launtra
** Regrow Plant	L40,S20,G20	20	na	Body	Launtra
*** Change Plant	L60,G40,E20	30	na	Body	Launtra
*** Guard	Du50,L30,T20	30	na	Body	Launtra

# Dysha effects

## Way of Gends dyshas

Name	Isho	D	Notes
<b>Shal</b>			
Faint	20		3D6 v ISHO or faint. +2 to roll per bundle. Out 1 min per point failure.
Calm Animal	10		3D6 v 10(manic), 12(Dangerous), 14(Obnoxious) – SIZE and +2 / bundle
Blinding	5		3D6 v SPOT. Failure =less blinding. Blinded 4 rnds – failure points.
Scramble	50		4D6 v COL. +2 to roll per bundle. Scrambles all moon skills except desti. 2 moon skills less per success point. Lasts 1 minute (20 rnds). +1 min per bundle.
Body Freeze	10		3D6 v CON. +2 to roll per bundle Loose body control 3 rnds.
Brain Blast	20		Skull 1D10 IP. 3D6 v CON or faint. 3D6 v AGI or fumble. +2 IP and +2 to roll per bundle. – 40 for 3 rnds thereafter.
Craze	20		3D6 V ISHO or epilepsy for 20 rnds – ISHO. 1D3 B4 (1D6) wounds.
Drain	40		Drains ½ isho per rnd for 3 rnds. Target can unweave.
<b>Ebba</b>			
Push	3		Up to 20 kg. +5 kg per bundle.
Ping	3	B1	Small area. No injury bundling, only range.
Power Orb	5	B6	+2 damage per bundle.
Tumble	10		Dampens fall injury roll with 10. +2 per bundle.
Levitate	20		10 m slowly up or stationary. Not sideways. Lasts 1 round per 2 isho points.
Power Hold	20		9 rnds – SIZEx2. Break free on 4D6 v STR + SIZE. +2 rnds and to roll/bundle.
Bell	5		1D6+2 words. Released to a certain signature. If not in range orb will last 1 day.
Suspension Orb	25		6 rnds. +2 per bundle. Shield worth 40 IP. +10 IP per bundle.
Spinner	50		Spin for 3 rnds –SIZE. +1 rnd per bundle. –15 per rnd of spinning for 5 rnds. after. 3D6 v AGI to drop items in hands every rnd.
Constrictor	75	S12	+2 damage per bundle. Can sever thin limbs/objects.
<b>Du</b>			
Orb of Light	1		Bright 10x10m 1 hour or dim 1 day.
Dysha Display	5		Various different displays of light, sparkles, isho rain, orbs and bolts. Harmless.
Flingers	10	F3	+2 per bundle. 5 orbs=up to 5 close targets. +20 for 1 target/-10 per additional.
Quantum	15	F8	No bundling allowed!
Blurring	30		Hard to attack. Multiple figures. –20 for attackers. +10 per bundle.
Cast Energy	20	F8	+2 per bundle.
Crater	30	F12	+2 per bundle. Damage to all within 10m, -1 damage per 2m away from centre.
<b>Gobey</b>			
Shield	5		Shield skill+AGIx2 <u>or</u> AGIx4 to defend. 3 rnds. Shield with 20 IP. +2 rnds <u>or</u> +5 IP per bundle.
Support	10		Supports walls, bridges, ledges etc with/for 40 kg. +10 kg per bundle. 1 day.
Bubble	20		270cm x 270cm shield worth 40 IP. +10 IP per bundle. Lasts until destroyed.
Body Shield	30		Armour of 10 v all attacks but fire and dyshas. 1 armour point less per rnd. +2 armour per bundle.
Wall	60		Max 3 <sup>2</sup> m. Shield worth 100 IP. +20 per bundle. Lasts until destroyed.
Shield Shatter	20		Destroys 20 isho shield IP. +20 per bundle. Noise and light.
Cage	40	F5	Shield worth 30 IP. Interference to escape. Strikes when it collapses. +10 IP <u>or</u> +2 damage per bundle.
Shield Implosion	50	B5	Destroys 20 isho shield IP per rnd for 5 rnds + 1 power orb per rnd.

## Desti

Lightning Blast	10	F6 +2 damage per bundle.
Stiff	15	3D6 v STR to drop objects in hands. 3D6 v AGI to fall. +2 to roll per bundle
Frost Bolt	20	F7 +2 damage per bundle.
Ignite	5	F1 Ignites burnable objects.
Lightning Strike	40	F10 +2 damage per bundle. Throws target 3m –SIZE (+1m/bundle). Fall damage?
Electrify	40	F7 +2 damage per bundle. Ignores armour. 2 rnds of damage if metal armour. Short circuits ET
Penetration Bolt	50	P7 +2 damage per bundle. Ignores <u>all</u> armour, even grunder, but not crystal armour.

## Launtra

Fire Touch	5	F6 +2 per bundle. 1 rnd = 1 attack.
Night Eyes	1	1 min. +1 min per bundle.
Healer	10	Heals 4 IP of 1 wound. Only once per wound. +1 HP. Gives **. Also heals slight infections and slows poisoning and disease.
Faint Touch	1	3D6 v ISHO or faint. Out 2 rnds per point failure. Must counter victim's isho with ½. If same amount =4D6, if x2 isho=5D6, x3=6D6 etc.
Spider Grip	10	1 min. +1 min per bundle. Ebba auto unweaves.
Leave Emotion	10	Emotion held for 1D6 days (or 1D6 weeks if 1 CP is spent).
Enhance Senses	5	1 min. +1 min per bundle. +5 to SPOT and LISTEN + other senses.
Spectral Stun	5	3D6 v SPOT. Failure=success. Stun 3 rnds –“success” points. –40 for(stun x10) rnds

## Tra

Deflector	1	1 isho point per 3 incoming.
Naull Reading	5	Perfect view of emotion, conscience, lies, truth, dysha and colour knowledge.
Inner Ear	10	Through 1.5m thick. 30 seconds. +30 seconds <u>or</u> 0.5m per bundle.
Inner Eye	20	Through 1.5m thick. 30 seconds. +30 seconds <u>or</u> 0.5m per bundle.
Reflect	1	1 isho point per 2 incoming. Reflect = attack roll from defender.
Absorb	5	Takes isho from incoming dysha if def. moon is higher. Bundles must be met by bundles.
Create Warp	100	Creates temporary warp that will last 1D6+1 rnds –1 per person warping. Roll warp manipulation after each person or 40% chance warp will close. Partner location unknown.

## *Seytra dyshas*

Carry	25	Up to 100 kg 100 m. +20 kg or m per bundle.
Force	20	Up to 100 kg 20 m. +20 kg or m per bundle. Can resist with 3D6 v STR, -2 per bundle.
Pull	40	Up to 100 kg 20 m. +20 kg or m per bundle. Can resist with 3D6 v STR, -2 per bundle.
Give Isho	5	Weaver can transfer isho to receiver. As much as he wants. Target can resist.
Capture Copra	20	Captures appearance of isho copra. 1 CP to memorise otherwise 4D6 v INT.
Summon	40	Calls upon chosen copra(s) within 50 km. +10 km per bundle. Must capture copra first.
Seek	20	Dysha homes in on a target's copra. +30 to attack. +5 per bundle. Must capture copra first
Rummage	60	Find certain thought or rough memory. If aware can resist w 3D6 v INT, -2 per bundle.
Sway	60	Plants simple thought or rough memory. If aware can resist w 3D6 v INT, -2 per bundle.
Tunnel	60	Combines Carry and Pull to transport away dirt etc. 100 kg per minute. Lasts 6 minutes.
Wipe	80	Movable Wall max 3 <sup>2</sup> m. Shield worth 100 IP. +20 per bundle. Lasts until destroyed. Can put Force upon opponent and press them away (3D6 v STR, -2 per bundle) -20 IP/ Force.
Wrap	100	Limited optical invisibility. No movement. -10 to SPOT. Lasts 1D6 rounds. No bundling.

## *Il-shyee dyshas (“Death Weavers”)*

Confuse	10	3D6 v INT or target is befuddled, confused and incapable of action for 1rnd/failure. +2 to roll per bundle. Can defend but not attack or speak clearly.
Steal Sight	30	Reversed night eyes. Black eyes. Target blinded for 10 rnds + 1rnd/failure. Can unweave.
Steal Isho	10	3D6 v ISHO, +2 to roll per bundle, or loose ½ isho to weaver. Bolt links weaver and target.
Steal Colour	40	3D6 v COLOUR (no bundles) or loose ½ col pts to weaver. All col pts if target is killed.

Weaken	30	Victim is weighed down by body dysha 1D6+3 rnds. -40 to all physical skills, -4 to F, S and Knockback rolls and no injury bonus. (+2 rnds or add -10 per bundle).
Isho Disease	50	3D6 vs ISHO (-2 per bundle) or become ill (-40 to all skills, -5 to all stats) for 1D6x5 hours. Can be relieved by kerning all isho.
Isho Poison	70	3D6 v ISHO or become poisoned. (-20 to all skill, -4 to stats accumulating per 12 hours until treated. If stat reaches 0 roll 3D6 v CON or die.) Can only be treated by greater dyshas or limilates. No bundling.

### *Shal Legion dyshas*

Capture Copra	20	Captures appearance of isho copra. 1 CP to memorise otherwise 4D6 v INT.
Stinger	30	F9 +2 damage per bundle. +1 to E rolls.
Summon	40	Calls upon chosen copra(s) within 50 km. +10 km per bundle. Must capture copra first.
Seek	20	Dysha homes in on a target's copra. +30 to attack. +5 per bundle. Must capture copra first.
Isho Disease	50	3D6 vs ISHO (-2 per bundle) or become ill (-40 to all skills, -5 to all stats) for 1D6x5 hours. Can be relieved by kerning all isho.
Rummage	60	Find a certain thought or rough memory. If aware can resist w 3D6 v INT, -2 per bundle.
Sway	60	Plants simple thought or rough memory. If aware can resist w 3D6 v INT, -2 per bundle.
Isho Poison	70	3D6 v ISHO or become poisoned. (-20 to all skill, -4 to stats accumulating per 12 hours until treated. If stat reaches 0 roll 3D6 v CON or die.) Can only be treated by greater dyshas or limilates. No bundling.
Enslave	100	3D6 v ISHO or binds targets mind/will to weaver. Weaver can impose one command/day ("Kill them", bring me...", nothing suicidal). Target resists command if 3D6 v INT. No bu
Spasm	80	All within 10m roll 3D6 v ISHO or spasm uncontrollably for 1D6 rnds. No bundling.

### *Sha-keen dyshas ("Guardian")*

Calling		
Capture Copra	20	Captures appearance of isho copra. 1 CP to memorise otherwise 4D6 v INT.
Strengthen	20	Victim is strengthened and supported by body dysha. +2 STR and injury bonus per bundle.
Give Isho	5	Weaver can transfer isho to receiver. As much as he wants. Target can resist.
Weaken	30	Victim is weighed down by body dysha 1D6+3 rnds. -40 to all physical skills, -4 to F, S and Knockback rolls and no injury bonus. (+2 rnds or add -10 per bundle).
Bell	5	1D6+2 words. Released to a certain signature. If not in range orb will last 1 day.
Kern Other	20	May roll 3D6 v ISHO (+2 to roll per bundle) or kerning process starts. May be kerning injuries if resisting. Kerning can be stopped by rolling 3D6 v ISHO.
Illusion	40	Creates soundless simple illusions, preferably of stronger light. (Shadows, silhouettes, simple objects.) Best at a distance, at night and cannot stand closer examination.

### *Laun-etta dyshas ("Preservers")*

Heal Animal	10	Heals animals at double effect compared to normal healer dysha.
Regrow Plant	20	Heals, regrows and mends plants.
Change Plant	30	Alters appearance, adds natural defences etc. Larger alterations takes hours or days.
Guard	30	F7 Wraps around creature or plant and follows it. All touching it will suffer injury. Stores 4 burn attacks and lasts 1D6 hours. (+2 injury and +1 burn attacks per bundle.)

## *Other shantic dyshas*

### **Ca-Shal**

- \*\*\*\*\*Statue Holds target totally still with no ability to move. Break free on 5D6 v STR (-2 per bundle)
- \*\*\*\*\*Charging Charges crystals again.
- \*\*\*\*\*Isho healer Restores isho imbalances, cures isho poisoning etc
- \*\*\*\*\*Shal's Blood F5 Electrifies target's blood/fluids with Shal. Causes massive shocks and incapacitates for 100 rounds – CON+ISHO. Causes 1D20 skin burns at 1D6 damage which ignore armour.

### **Cie-Ebba**

- \*\*\*\*\*Sending Send conversation over sho-sen to target. Must be within tra-sense range.
- \*\*\*\*\*Message Can leave a 2 minute message in an orb that will activate when approached by a copra/certain copra.
- \*\*\* Tracking Invisible dysha is placed on targets which manipulates target's copra, leaving a distinct tracking signature which is easy to find at long range (10 km). Even further with cle-eshta

### **Ca-Du**

- \*\*\*\*\*Sho-Caudal's Fury F26 Unleashes a true isho bomb capable of destroying buildings. Damage decreases with 1 per m away from centre of blast.
- \*\* Magnify Orb manifests as light orb. Provides shanta with clearer/magnified tra-sense in 1 km area

### **Ca-Gobey**

- \*\*\* Bridge Thin membrane over water or chasm.
- \*\*\*\*\*Shaping Isho slowly grinds and shapes materials (stone, wood etc) to certain shape. Only inanimate objects can be shaped. The stronger the longer it takes.
- \*\*\*\*\*Fortress 14 dome shields in three layers around max 10 m radius centre (40 IP + 10 per bundle per shield). Shield layers can be moved/targeted by weaver (i.e all can be used against 1 attacker)

### **Ca-Desti**

- \*\*\*\*\*Ignite Isho F\* Ignites the isho in a person. 1D6+isho points/3 damage per round for isho points/4 rnds unless target kerns.
- \*\*\*\*\*Red Fury 4D6 v ISHO (-2 per bundle) or become enraged, frenzied. Attacks anything. Failure still means fury, anger etc at degree depending on virtue. Weaver can choose only weaker effect.
- \*\*\*\*\*Desti's Crest F14 +2 damage per bundle. Shockwave of Desti energy spreads out from weaver. All within 20 m (+10 per bundle) are burnt.
- \*\*\*\*\*Evid Tagging Will lock a creatures copra to an evid. It will track and attack this copra if encountered.
- \*\*\*\*\*Thailier Bolts F14 +2 damage per bundle. 3 Desti bolts at 3 multiple targets.
- \*\*\*\*\*Desti Fire F18 Unstoppable flames that burns anything in the area affected and will ignite all burning substances normally. Tremendous heat.
- \*\*\*\*\*Coma 4D6 v ISHO (-2 per bundle) or slowly places victim in a coma for 3D6+10 –CON hours. +4 hours per bundle. Weaver can increase coma time with new dysha.

### **Ca-Launtra**

- \*\* Purify Water Originally intended to purify birthing water.
- \*\*\*\*\*Regenerate Heals 8 IP to one wound, gives +2 HR and +4 HP.
- \*\*\*\*\*Cleansing Cleanses most poisons, diseases and infections.
- \*\*\*\*\*Stasis Puts animal/creature in stasis – like keeper rod – for 1 week. No further injuries taken, no dreaming, no aging. Can be prolonged.

### **Ca-Tra**

- \*\*\*\* Warp merging Merges two or more warps for cashiln walking. Requires warp calculations first, with or without cle-eshta.
- \*\*\*\*\*Seering Ca-tra priests sees mystical connections between sho-sen, copra and past/ future. Unknown whether this is true seering or just extremely acute arithmetic.
- \*\*\*\* Funnel Shanta can funnel sound, smell and tra-sense details to it from 1 km away (depending on sho-sen)

# Dysha & hishtin skills

## Unweaving

Unweaving skill required. (Bought once.)

1. Roll Tra-sense to see colours of dysha.
2. Spend isho depending on dysha Difficulty (Not known by Tra- sense roll.)
3. State moon skill and roll. Must be higher than dysha's colour.
4. Dysha unwoven OR hits full force. No dodge.

### Dysha Cost

*	3
**	7
***	10
****	15
*****	20

## Bundling

Eperience	Orbs	Bolts	Range/Dur.
Unfamiliar	-	-	-
Familiar	x1	x1	x1
Experienced	x3	x1	x2
Seasoned	x5	x10	x3
Every 10 above - seasoned	+1	+1	+1

## Weave tricks

False colour	-20	
False magnitude	-20	
Dysha decoy	-40	CopraCaji. Du 80
Blend dyshas	-60	DharCopra 80 in relevant moons
Dysha delay	-50	Ebba 70. Up to 10 hours.
One hand weave	-20	Launtra 60
Quick weave	-30	CopraCaji. Desti 80. Double fumble. Weave and cast in 1 rnd.
Body weave	-40	CopraCaji. Launtra 80. Weave dyshas anywhere on body. No attack dyshas.
Tight weave	-20	Gobey 60. -20 to unweave and interfere.
Overcasting	-40	Desti 70. Bundle as level above. X2 fumble
Dysha improv.	-60	CopraCaji. 80 in relevant moon. Slight alterations possible.
Dysha feeding	-30	Ebba 70. Maintain a dysha with isho + roll.
Invisible dysha	-30	DharCopra. Du 80.
Gift dysha	-40	CopraCaji. Gobey 80. Caji can give dysha for another to throw. Orbs only.
Weaving aid	-30	Ebba 70. Helping caji can make roll if first caji fails. May add isho to unknown dysha

## Interference

Interference skill required (Bought once)

1. Isho spent automatically. (½ of dysha's isho.)
2. Roll v dominant moon skill if higher than dysha moon required.
3. Dysha interfered OR hits full force. Dodge -20 still allowed.

## Signature skills

### Signature spectrum

Roll under skill. Skill = m radius x sho-sen modifier. One "ping" per attempt. Obstacles and especially other signatures decrease radius. HIDDEN ROLL

### Signature recognition

Recognise race of signature, memorise signature (3D6 vs INT), recognise memorised signature (max INTx2 "stored"). Same round as sign. spec.

### False signature

Change own signature. Familiar = +/-2 size, experienced = +/-4 size, seasoned = +/-8 size. Roll v tra sense to fall for false signature. Penalties/skill level required for complex signatures.

### Mask signature

Hide own signature/blend into sho-sen. -20 hiding per 10 success v creatures with tra-sense (-20 if CS). HIDDEN ROLL

## New dyshas

A new dysha must be learnt from at least a Copra Caji. First weave must succeed. Costs colour points. Teachers can be used. Gets dysha at familiar level. Dysha rank increase is bought with XP thereafter.

## Dysha fumble

Dysha weaves at ½ strength	Only ½ cost
Dysha doesn't weave	No isho loss
Dysha unravels in the air/on contact	x1 isho loss
Dysha woven out of control & unravels	x2 isho loss
Dysha misdirection (bends away from aim)	x1 isho loss
Dysha garbled, slightly different often negative effect	x1 isho loss
Dysha won't release. Stuck to hand	
Must unweave -30. Sticks for 10+D6 rnds	x1 isho loss
Dysha implodes/turns on weaver/opp. Effect	x1 isho loss
Dysha scrambles weaves of dominant colour dyshas for 1 day	No isho loss
Dysha scrambles all weaving for 1 day.	No isho loss



# Sho-sen and isho skills

<i>Sho-sen &amp; isho geography</i>			<i>isho and Moons</i>			
<b>Geography</b>	<b>Modifier</b>	<b>Sho-sen</b>	<b>Moon Name</b>	<b>Isho Colour</b>	<b>Moon Colour</b>	<b>Properties</b>
Strong sho-sen	+1 - +5	1-2	Shal	Blue	Blue	Energy interacting with neurology.
Near shantic habitat	+2	3-4	Ebba	Yellow	Silver	Force and motion. Sender
Near strong shantic habitat/city	+3	5-6	Du	Orange	Amber	Heat and light.
Skyrealm	+2	7-9	Gobey	Brown	Black	Shields, stability
Volcanoe	+1	10-14	Desti	Red	Red	Electrical energy, fire and frost.
Before isho storm	+2 - +2	15-19	Launtra	Green	Green	Stable energy. Flows over body. Healer
Moon constellation	+3 - +4	20-29	Tra	White	White	Mystery, warps, seering. Senses.
Major moon constellation	+6 - +8	30-49 50-74 75-99 100-124				
Weak sho-sen	-1 - -5	125-149				
Near lamorri structure/ruins	-2	150-199				
The Doben-al	-1 - -2	200-249				
Inner reaches of the Doben-al	-4	250-299				
After isho storm	-1 - -2	300-399 400-499 500-649 650-799 800-999				
			<b>Crystals</b>			
			<b>Crystal</b>	<b>Isho</b>	<b>Colour</b>	<b>Effect</b>
			Blue	80	6	Zaps into unconsciousness
			Yellow	40	3	Lifts and levitates
			Orange	60	3	Great heat and explosion
			Brown	20	-	Creates a shield
			Red	50	3	Lightning blast
			Green	40	3	Heals wounds and naull
			White	100/50	4/2	Deflector or Warp
			Power	60	2	Powers certain shantic tech
			Clear	0-100	-	Can temp store 0-100/ set/HL
			Shil-tey	+60	+2	Various
			<b>Shantic tech</b>			
			1. Roll Tra-sense to understand the tech. (+Lore shantic tech roll)			
			2. Spend isho points and roll for appropriate moon skills			
			3. Spend colour points.(If any.)			
			1 round/stage. Add 1 round during moon skill roll failure. Max (isho stat/2) failures per attempt.			
			<b>Shantic tech</b>			
<b>Rapid isho rise</b> +4 steps within 1 hour. Isho storm, isho surge etc.  Roll 4D6 v ISHO if 20+ isho pts. +1 to roll for every 20 above 50. Failure = Roll 1D6 F3 wounds. 1 per 10 isho pts. Roll 1D6 F6 wounds per 10 isho over 100.			<b>Rapid isho fall</b> -4 steps within 1 hour. After storm, isho drain, lamorri temple etc.  Roll 4D6 v ISHO if 20+ isho pts. Failure 1-4 points = Loose ½ isho points. Failure 5+ points = Loose all isho points.			
<b>Caji entropy</b>			<b>Kerning</b>			
Roll under Caji Entropy skill. Costs 1 Colour pt. 5 min per roll. 1 <sup>st</sup> roll x1 isho 2 <sup>nd</sup> roll x2 isho 3 <sup>rd</sup> roll x3 isho 4 <sup>th</sup> roll x4 isho 5 <sup>th</sup> roll x5 isho Kerns in 1 hour. Fumble = violent kerning. 1D6 F3 wounds per 10 isho pts. X2 fumble risk at 4 <sup>th</sup> and 5 <sup>th</sup> rolls.			Roll v best moon skill. Each round dismisses ISHOx2 isho pts. ISHOx4 on a CS (Can choose)			
			<b>Crystal reading</b>			
			<b>Isho weather</b>			
<b>Warp man.</b>						
Prolong warp open time Close warp Stabilise warp "Shift warp" Dim/clarify warp			Find/follow dysha user/weaver Examine shantic tech (+20 to tra sense roll if successful) Examine shantic tech (+20 to tra-sense roll if successful) Read naull orb (detect emotions, experience etc without being close) Examine creatures naull (touch) Examine dysha make-up (amount of colour) Magnify isho weather result (+20 to isho weather if successful)			
			Detect close-by warp. Predict future sho-sen changes and isho storms. Find large isho source/anomalies. Find areas of high and low isho. Make isho geography/sho-sen map. Enhance chances of caji entropy (+20 if successful)			