

# Dyshas

Diff.Name	Requires	Isho	Range	Form	Colour	Notes	Rank
* 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		
* 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		
* 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		
* 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		
* Lightning Blast	De15	10	40	Bolt	Desti		
* Stiff	De35,S10	15	40	Bolt	Desti		
** Frost Bolt	De50,Du20,G10	20	20	Bolt	Desti		
** Ignite	Desti40	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		
* 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		
* 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		

# Isho Information Sheet

*Caji name*

*Caji rank*

Caji  Copra Caji  Dharcopra  Sholari

*Colour pts*

*Max Isho*

*Stats*

*Skill Increase*

		ISHO _____	ISHO skills _____
		COLOUR _____	COLOUR skills _____

*Isho, colour and sho-sen*

*Crystals*

Moon Name	Isho Colour	Moon Colour	Properties
Shal	Blue	Blue	Energy interacting with neurology.
Ebba	Yellow	Silver	Force and motion. Sender
Du	Orange	Amber	Heat and light.
Gobey	Brown	Black	Shields, stability
Desti	Red	Red	Electrical energy, fire and frost.
Launtra	Green	Green	Stable energy. Flows over body. Healer
Tra	White	White	Mystery, warps, seering. Senses.

Crystal	Isho	Colour	Effect
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 naul
White	100/50	4/2	Deflector or Warp

*New Dyshas*

Diff. Name      Requires Isho Range Form Col. Rank

*Weave tricks*

Name	Dysha pen.	Name	Dysha pen.

*Unweaving*

*Caji entropy*

*Shantic tech*

*Sho Sen*

- Knows how to unweave. (Bought as skill once.)
- Roll Tra-sense to see colours of dysha.
  - Spend isho depending on dysha difficulty (Not known by Tra-sense roll.)
  - State moon skill and roll. Must be higher than dyshas colour.
  - Dysha unwoven OR hits full force. No dodge.

Dysha diff.	Cost
*	3
**	7
***	10
****	15

Roll against Caji Entropy skill. Costs 1 Colour point. Takes 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. Double fumble risk at 4<sup>th</sup> and 5<sup>th</sup> rolls.

- Roll Tra-sense to understand the tech. (+Lore shantic tech roll)
- Spend isho points and roll for appropriate moon skills
- Spend colour points. (If any.)

1-2  
3-4  
5-6  
7-9  
10-14  
15-19  
20-29  
30-49  
50-74  
75-99  
100-124  
125-149  
150-199  
200-249  
250-299  
300-399  
400-499  
500-649  
650-799  
800-999

*Bundling*

*New Dyshas*

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

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

1 round/stage. Add 1 round during moon skill roll failure. Max (isho stat/2) failures per attempt.