

Way of Cends dyshas

Diff.	Name	Requires	Isho	Range	Form	Col.	Notes
Shal							
*	Calm Animal	S2,T2	10	20	Bolt	Shal	
*	Blinding	S4,L3,De2	5	20	Bolt	Shal	
**	Faint	S6,T4	30	20	Bolt	Shal	
**	Distort	S7,De2	50	10	Bolt	Shal	
***	Body Freeze	S8,De5	10	10	Bolt	Shal	
***	Brain Blast	S8,De5	20	10	Bolt	Shal	
****	Energize	S9,G5,De4	20	10	Bolt	Shal	
****	Craze	S9,De6,T4	20	10	Bolt	Shal	
****	Drain	S9,T4,De5,Du4	40	20	Bolt	Shal	
****	Hasten	S9,L6,De4,T4	40	10	Bolt	Shal	
Ebba							
*	Push	E2	3	10	Orb	Ebba	
*	Ping	E4	3	10	Orb	Ebba	
**	Power Orb	E6	5	10	Orb	Ebba	
**	Tumble	E5,L3,T3	10	na	Orb	Ebba	
**	Levitate	E4,T2	20	na	Orb	Ebba	
**	Power Hold	E6,G5	20	10	Orb	Ebba	
***	Bell	E5,S3,De1	5	20	Orb	Ebba	
***	Suspension Orb	E7,G5,T4,Du3	25	5	Orb	Ebba	
****	Spinner	E8,G6,T4,Du4	50	5	Orb	Ebba	
****	Constrictor	E9,G6	60	10	Orb	Ebba	
Du							
*	Orb of Light	Du3	1	40	Orb	Du	
*	Dysha Display	Du3,+other 3	5	20	Varies	Du	
**	Flingers	Du5,E3	10	40	Orb	Du	
**	Quantum	Du6	15	20	Orb	Du	
**	Images	Du6,E4	10	10	Orb	Du	
***	Blurring	Du7,T3,L2	30	na	Orb	Du	
***	Cast Energy	Du8,De3	20	20	Orb	Du	
****	Copra Ghost	Du9,E5,G4	40	20	Orb	Du	
****	Crater	Du9,De4	30	10	Orb	Du	
****	Isho Whip	Du9,E8,G6	50	na	Orb	Du	
Gobey							
*	Shield	G5,L3,T2	5	na	Orb	Gobey	
*	Support	G4,T3	10	10	Orb	Gobey	
**	Bubble	G6,E3,T3	20	10	Orb	Gobey	
**	Body Shield	G6,L4,T3	30	na	Body	Gobey	
**	Strengthen	G6,L3	20	20	Body	Gobey	
***	Wall	G7,E4,T3	60	10	Orb	Gobey	
***	Ishtem	G8,E6,L4	60	na	Orb	Gobey	
***	Shield Shatter	G8	20	20	Orb	Gobey	
****	Cage	G8,De4,E3,T3	40	10	Orb	Gobey	
****	Shield Implosion	G8,E5,De4	50	10	Orb	Gobey	

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

Desti

* Lightning Blast	De4	10	40	Bolt	Desti
* Stiff	De5,S3	15	40	Bolt	Desti
** Frost Bolt	De5,Du2,G2	20	20	Bolt	Desti
** Ignite	De5,L3	5	10	Bolt	Desti
** Fire Weaver	De6,Du4,G4	20	10	Bolt	Desti
*** Lightning Strike	De7,E5,S3	40	20	Bolt	Desti
*** Electrify	De8,S5,E3	40	40	Bolt	Desti
*** Mute	De8,S6	40	20	Bolt	Desti
****Penetration Bolt	De9,T5	50	10	Bolt	Desti
****Scramble	De9,S6	40	10	Bolt	Desti

Launtra

* Fire Touch	L5, Du3	5	na	Body	Launtra
* Night Eyes	L4,T3	1	na	Body	Launtra
** Healer	L5,S2,De2,T2	10	na	Body	Launtra
** Faint Touch	L5, S3,T3	1	na	Body	Launtra
** Spider Grip	L6,E3,G2	10	na	Body	Launtra
*** Curing	L8,S4,De4	20	na	Body	Launtra
*** Leave Emotion	L7,E5,S3	10	na	Body	Launtra
*** Enhance Senses	L8,E5,T4	5	na	Body	Launtra
****Spectral Stun	L8,Du4	20	na	Body	Launtra
****Cleansing	L9,S6,E4	60	na	Body	Launtra

Tra

* Deflector	T5	1	na	Body	Tra
* Naull Reading	T3	5	na	Body	Tra
** Inner Ear	T5,L2	10	na	Orb	Tra
** Inner Eye	T6,L3	20	na	Orb	Tra
** Jump	T6,E5	10	na	Body	Tra
*** Focus	T7,S5	20	na	Body	Tra
*** Reflect	T7,S4,G3	1	na	Body	Tra
*** Absorb	T8,S5	5	na	Body	Tra
****Magnify	T9,E4,L4	10	na	Body	Tra
****Create Warp	T9	100	5	Orb	Tra

Seytra dyshas

** Carry	G5,E3	25	20	Orb	Gobey
** Force	G4,De3	20	20	Orb	Gobey
** Pull	G5,De4	40	20	Orb	Gobey
** Give Isho	T2	5	na	Body	Tra
** Capture Copra	T3	20	5	Orb	Tra
*** Summon	S7,E4	40	na	Body	Shal
*** Seek	T4,S2	20	na	Orb	Tra
*** Rummage	S6,T2,E1	60	na	Bolt	Shal
****Sway	S8,E5	60	na	Bolt	Shal
****Tunnel	G7,De5	60	20	Orb	Gobey
****Wipe	G8,E4,T4	80	10	Orb	Gobey
****Wrap	T9,Du7,S4	100	na	Orb	Tra

Il-shyee dyshas ("Death Weavers")

** Confuse	S4,E2	10	10	Bolt	Shal
** Steal Sight	Du5,S2	30	5	Orb	Du
** Steal Isho	T4,E3	10	5	Orb	Tra
*** Steal Colour	T5,E4	40	na	Body	Tra
*** Weaken	S5,L3	30	20	Bolt	Shal
*** Isho Disease	S6,L40,De2	50	5	Bolt	Shal
**** Isho Poison	S8,L6,De3	70	5	Bolt	Shal

Shal Legion dyshas

** Capture Copra	T3	20	5	Orb	Tra
** Stinger	S3	30	40	Bolt	Shal
*** Summon	S7,E4	40	na	Body	Shal
*** Seek	T4,S2	20	na	Orb	Tra
*** Isho Disease	S6,L4,De2	50	5	Bolt	Shal
** Rummage	S6,T2,E1	60	na	Bolt	Shal
**** Sway	S8,E5	60	na	Bolt	Shal
**** Isho Poison	S8,L6,De3	70	5	Bolt	Shal
**** Enslave	S8,E7,T2	100	na	Bolt	Shal
**** Spasm	S8,De4,Du2	80	40	Bolt	Shal

Sha-keen dyshas ("Guardian")

Calling

** Capture Copra	T3	20	5	Orb	Tra
** Strengthen	G6,L3	20	20	Body	Gobey
** Give Isho	T2	5	na	Body	Tra
*** Weaken	S5,L3	30	20	Bolt	Shal
*** Bell	S5,E3,De1	5	20	Orb	Ebba
** Kern Other	T4,S2	20	na	Body	Tra
**** Illusion	Du7,E5,L3	40	5	Orb	Du

Laun-etta dyshas ("Preservers")

** Heal Animal	L3,S2,De1,T1	10	na	Body	Launtra
** Regrow Plant	L4,S2,G2	20	na	Body	Launtra
*** Change Plant	L6,G4,E2	30	na	Body	Launtra
*** Guard	Du5,L3,T2	30	na	Body	Launtra

Dysha effects

Way of Cends dyshas

Name Isho D Notes

Shal

Calm Animal	10		3D6 v 10(manic), 12(Dangerous), 14(Obnoxious) – SIZE and +2 / bundle
Blinding	5		3D6 v AWA. Failure =less blinding. Blinded 4 rnds – failure points.
Faint	30		3D6 v ISHO or faint. +2 to roll per bundle. Out 3 rnds per point failure.
Distort	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. No signature skills or isho tech use. Weaving still OK.
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. +5 IP and +2 to roll per bundle. – 4 for 3 rnds thereafter.
Energize	20	E2	Inanimate weapon or object strikes with extra 1D6 +2 energy damage (no armour) for 2 rounds. +1 to D6 per bundle. 3d6 vs ISH or stun 1 round.
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.
Hasten	40		+4 INI and MOV. 1 extra physical/combat action per round at -4. No bundling!

Ebba

Push	3		Push, not hit! Up to 40 kg. +10 kg per bundle.
Ping	3	B1	Hit small objects with little force. 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 (+2/bundle) 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	60	S12	+2 damage per bundle. Can sever thin limbs/objects.

Du

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. +2 for 1 target/-10 per additional.
Quantum	15	F8	No bundling allowed!
Images	10		Leave unseen isho image/text etc which can only be seen by tra-sene. 1CP=1 week
Blurring	30		Hard to attack. Multiple figures. –2 for attackers. +1 per bundle.
Cast Energy	20	F8	+2 per bundle.
Copra Ghost	40		Creates a false copra (tra-sense roll defines authenticity) with programmed move. 10rnds
Crater	30	F12	+2 per bundle. Damage to all within 10m, -1 damage per 2m away from centre.
Isho Whip	50	F8	Orb elongates as a whip, which can be used for 5 rnds. Might grab and ignite targets.

Gobey

Shield	5	Shield across arm/hand. Unarmed skill defence +2 (max 9) to defend. +3 to defence value if successful. Lasts 3 rnds. +2 rnds per bundle. Worth 20 IP
Support	10	Supports walls, bridges, ledges etc with/for 100 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 8 vs all attacks but fire and dyshas. 1 armour point less per rnd. +2 armour per bundle. Cannot be rewoven in 10 rnds on same target.
Strengthen	20	Victim is strengthened and supported by body dysha for 5 rounds. +2 STR / +1 injury Bonus. +1/+1 per bundle.
Wall	60	Max 3 ² m. Shield worth 100 IP. +20 per bundle. Lasts until destroyed.
Ishtem	60	Create a temporary physical isho-item lasting 10 rounds. Not life-like. Not hard enough for fighting/building/armour. Nearly any form (cup, key, clothes, rope etc). 1 CP lasts for 1 day
Shield Shatter	20	Destroys 20 isho shield IP. +20 per bundle. Noise and light.
Cage	40	F5 Shield worth 50 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.
Fire Weaver	20	Bolt enlarges, moves, spreads existing fire as caster programs. Can't shrink or extinguish.
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
Mute	40	Paralysis vocal cords and labours breathing (-4 CON endurance rolls) for 1 hour
Penetration Bolt	50	P7 +2 damage per bundle. Ignores <u>all</u> armour, even grunder, but not crystal armour.
Scramble	40	Target resists with 5d6 or gets -4 to weaving for 10 rounds.

Launtra

Fire Touch	5	F6 +2 per bundle. 1 rnd = 1 attack.
Night Eyes	1	2 min per isho point. Max 10 min per bundle.
Healer	10	Heals 20 IP. <u>OR</u> 1 Wound. Gives **. (+10 IP and one * extra per bundle/wound) Also heals slight infections and slows poisoning and disease. Cannot be re-cast on same target.
Faint Touch	1	3D6 v ISHO or faint. Out 1 rnd per point failure. Must counter victim's isho with ½. +1 to roll per bundle
Spider Grip	10	1 min. +1 min per bundle. Ebba auto unweaves.
Curing	20	Heals diseases if patient succeeds in a 3D6 CON roll (+1 per bundle).
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 AWA + other senses.
Spectral Stun	20	3D6 vs AWA. Failure=success. Stun 3 rnds -"success" points. -4 for(stun x10) rnds
Cleansing	60	Removes toxins, venom etc with a 4d6 CON resistance re-roll. +1 CON per bundle.

Tra

Deflector	1	1 isho point per 3 incoming (+1 per bundle). Defence move/reaction = attack also possible.
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.
Jump	10	Enables caji to perform a powered jump 5 m up or 10 m ahead. +1m per bundle.
Focus	20	Enhances synaptic contact and quickens mind. +2 DED and INT for rolls when learning or delving into own memory for 10 min. Eidetic memory. +1/bundle.
Reflect	1	1 isho point per 2 incoming. Higher INI! Reflect = defender attack roll. NOT defence move!
Absorb	5	Takes isho from incoming dysha if def. moon is higher. Bundles must be met by bundles.
Magnify	10	An isho object or copra is magnified for better tra-sense perception. +6 to detect, +4 to understand, +2 to use. Could cause disruptions in more advanced and sensitive isho tech.
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. +3 to attack. +1 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 ² 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 AWA. 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. -4 to all physical skills, -4 to F, S and Knockback rolls and no injury bonus. (+2 rnds or add -1 per bundle).
Isho Disease	50	3D6 vs ISHO (-2 per bundle) or become ill (-4 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. (-2 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. +3 to attack. +1 per bundle. Must capture copra first.
Isho Disease	50	3D6 vs ISHO (-2 per bundle) or become ill (-4 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. (-2 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 for 5 rounds. +2 STR and +1 injury Bonus. +1/+1 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
*** Fortitude		Strengthens the mind, protects it. From rummaging dyshas etc but also from lamorri essence attacks. +8 INT resistance.

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 50 IP and 2 wounds, +15 IP per day. ***** mutation factor.
- *****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 & tricks.
2. Spend isho depending on dysha difficulty (Not known by Tra- sense roll.)
3. State moon skill and roll. Must match one of dysha's colours.
4. Dysha unwoven OR hits full force. No dodge.

Dysha	Cost	Pen.
*	3	-
**	7	-1
***	10	-2
****	15	-4
*****	20	-6

Bundling

Weave rank	Orbs	Bolts	Range/Dur.
1-4	-	-	-
5-7	x1	x1	x1
8-12	x3	x1	x2
13-14	x5	x10	x3
15-16	x7	x12	x4

Weave tricks

False colour	-2	Choose other colours of same Magnitude. -2 tra-sense to spot
False magnitude	-2	Choose any other isho amount. -2 tra-sense to spot.
Dysha decoy	-4	CopraCaji. Du 8. -2 to spot
Blend dyshas	-6	DharCopra 8 in relevant moons
Anchor dysha	-4	CopraCaji. Ebba 7
Dysha delay	-5	Ebba 7. Up to 10 hours.
One hand weave	-2	Launtra 6
Body weave	-4	CopraCaji. Launtra 8. Weave dyshas anywhere on body. No attack dyshas.
Tight weave	-2	Gobey 6. -2 to unweave and interfere.
Overcasting	-4	Desti 7. Bundle as level above. X2 fumble
Dysha improv.	-6	CopraCaji. 8 in relevant moon. Slight alterations possible.
Dysha feeding	-3	Ebba 7. Maintain a dysha with isho + roll.
Invisible dysha	-6	DharCopra. Du 8. -6 to spot
Gift dysha	-4	CopraCaji. Gobey 8. Caji can give dysha for another to throw. Orbs only.
Weaving aid	-2	Ebba 7. 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 moon skill of dominant dysha colour (if higher than dysha colour required).
3. Dysha interfered OR hits full force. Dodge -2 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"). Performed and rolled same round as signature spectrum.

False signature

Change own signature. No penalty for +/-2 size, -4 penalty for +/-4 size, -6 penalty for +/-8 size. Roll v tra-sense to fall for false signature. Penalties/skill level required for complex signatures. Concentration each round to maintain. -4 other actions. F,S,stun, fumbles etc breaks concentration.

Mask signature

Hide own signature/blend into sho-sen. -2 hiding per 1 success v creatures with tra-sense (-2 if critical). HIDDEN ROLL. Concentration required as above.

New dyshas

A new dysha must be learnt from at least a Copra Caji and costs XP and 2 CP per *. (* and ** dyshas can be self-taught with 4d6 vs INT+COL/2. +1CP per *).

First weave must succeed with -1 per *. Teachers can be used for +1 to +3.

Dysha is thereafter woven with Weave Dysha skill.

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 -3. 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 & Isho geography</i>			<i>Isho and Moons</i>			
Geography	Modifier	Sho-sen	Moon Name	Isho Colour	Moon Colour	Properties
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 - +12	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				
			<i>Crystals</i>			
			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 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
			<i>Isho tech</i>			
			1. Roll Tra-sense to understand the tech. (+Lore shantic tech etc 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.			
<i>Rapid isho rise</i>			<i>Rapid isho fall</i>			
+4 steps within 1 hour. Isho storm, isho surge etc.			-4 steps within 1 hour. After storm, isho drain, lamorri temple etc.			
Roll 4D6 v ISHO if 20+ isho. +1 to roll for every 20 over 50. Failure = Roll one 1D6 F3 wound per 10 isho pts left. Roll one 1D6 F6 wound per 10 isho over 100 left.			Roll 4D6 v ISHO if 20+ isho pts. Failure 1-4 points = Loose ½ isho points. Failure 5+ points = Loose all isho points.			
<i>Caji entropy</i>			<i>Kerning</i>			
Roll under Caji Entropy skill. Costs 1 Colour pt. Takes 5 min per roll. 1 st roll x1 isho 2 nd roll x2 isho 3 rd roll x3 isho 4 th roll x4 isho 5 th roll x5 isho Kerns in 1 hour. Fumble = violent kerning. 1D6 F3 wounds per 10 isho pts. X2 fumble risk at 4 th and 5 th rolls.			Roll v best moon skill. Each round dismisses ISHOx2 isho pts. ISHOx4 on a critical (Can choose).			
<i>Warp man</i>			<i>Crystal reading</i>			
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)			
			<i>Isho weather</i>			
			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 (+2 if successful)			