

Skill list

White = open skills

Grey = closed skills

Skill	Base
<i>Combat</i>	
Unarmed (Auto skill, incl. shield use)	AGI+2
Throw Object (auto skill)	AIM+2
Knives	AGI
Swords	STR
Clubs & Axes	STR
Flails	STR
2H swords & Axes	STR
Polearms	STR
Nets & Whips	STR
Bows	AIM
Crossbows	AIM
Blowguns	AIM
Slings & Bolas	AIM
Throw Dyshas	AIM
Throw Weapons	AIM
Pistols & Rifles	AIM
Shields (def. skill only. Unarmed for off.)	AGI
<i>Physical</i>	
Jump (auto skill)	AGI+2
Climb (auto skill)	AGI+2
Stealth (auto skill)	AGI+2
Acrobatics	AGI
Swim	AGI
Contortions	AGI
<i>Common</i>	
Local Flora	INT
Local Fauna	INT
Peoples & Places	INT
Stories & Legends	INT
Religions & Cults	INT
Folk history	INT
Politics	INT
Dharsage silver	INT
Pod creatures	INT
Oratory	SOC
Weather	INT
Lore skills	INT
Friendly contact (once only)	2
Loyal contact (once only)	3
Streetwise (once per city. State city)	3

Skill	Base
Seduction	SOC
Fast talk	SOC
Gambling	INT
Juggling	AGI
Human etiquette	SOC+1
Caji Etiquette	SOC+1
Acting	SOC
Fishing	INT
Farming	INT
Cooking	INT
First aid	INT
Foraging	INT
Musical instrument	AGI
Singing	SOC
Story telling	SOC
Dancing	AGI
Information search	INT
Poetry	INT
Lore skills (shantas, ramian, isho etc)	INT
<i>Occupational</i>	
Shipwright	INT
Creature care	SOC
Crystal-cutting	INT
Limilate-making	INT
Carpentry	AGI
Sailing	INT
Navigation	INT
Astrology	INT
Fletching	AGI
Painting/Carving etc	AGI
Smithing	AGI
Forgery	INT
Military tactics	INT
Leather-working / Sewing	AGI
Rope-mastery	AGI
Poisons	INT
Armour-making	AGI
Disguise	INT

<i>Isho</i> (muadra only)	
Unweaving (Once only)	4
Kerning (Once only)	2
Increase max isho (3XP=5 isho points)	3
Warp manipulation	ISH
Moon skills	COL
Tra-sense	COL
Caji entropy	ISH
Weave dyshas	COL
New dysha	1+diff

<i>Hishtin</i> (boccord only)	
Interference (once only)	4
Signature spectrum	COL
Signature recognition	COL
False signature	COL
Mask signature	COL
Crystal reading (also av. to muadra & daijic)	COL
Moon skills	COL

Weave Tricks (muadra only)

Name	Cost	Pen	Required /Special
False colour	3	-2	Choose other colour(s). -2 tra-sense to notice
False magnitude	3	-2	Choose isho magnitude. -2 tra-sense to notice
Tight weave	3	-2	Gobey 6. -2 to unweave and interfere.
Overcasting	4	-4	Desti 7. Bundle as level above. X2 fumble
Dysha feeding	4	-3	Ebba 7. Maintain a dysha with isho + roll.
One hand weave	2		Launtra 6
Weaving aid	3	-2	Ebba 7. Helping caji can make roll if first caji fails. May add isho to unknown dysha.
Anchor dysha	5	-4	
Dysha delay	6	-5	Ebba 7. Up to 10 hours
Gift dysha	4	-4	CopraCaji. Gobey 8. Caji can give dysha for another (even non-muadra) to throw. Orbs only. Throw Dyshas or Throw Object with -4.
Body weave	5	-4	CopraCaji. Launtra 8. Weave dyshas anywhere on body. No attack dyshas.
Dysha decoy	6	-4	CopraCaji. Du 8. -2 tra-sense to notice
Dysha improvisation	6	-6	CopraCaji. 8 in relevant moon. Slight alterations possible.
Blend dyshas	8	-6	DharCopra 8 in relevant moons
Invisible dysha	8	-6	DharCopra. Du 8. -6 tra-sense to notice

Information about skills

Open skills (white)

Combat, athletic and common skills can be bought and raised freely by all occupations during character creation and with XP.

Closed skills (grey)

All the remaining skill groups are closed. Skills may only be bought at the Sholari's permission or if the occupation verifies it. Open skills already bought may be raised freely with XP.

Increasing skills with experience

Skills are raised with XP. One rank costs 2 XP (**monopoly skills cost only 1 XP**). Only one rank can be bought per level. Certificate skills cost the amount of XP stated instead of the base value.

Language ranks

1. Eat! Danger! Run! Friends! Single words known. No grammar known. Unable to follow normal conversation.
1. Speaks with a heavy foreign accent. Can converse normally and follow most conversations. Still stands out as a foreigner.
2. Speaks the language fluently and without accent. Can not imitate other accents within the language.
3. Total expert of the language. Can write perfect, academic texts (if literate) and speak all dialects of the language.

Contact ranks

1. A good and trusted friend, staunch business partner, shady informant,
2. A loyal family member, an indebted associate, a paramour, blood-oath bound

Lore skill suggestions

Lore: Isho tech

Lore: Race (one lore skill per race)

Lore: Realms or area (one per realm)

Lore: Crystals

Lore: Isho and dyshas

Lore: Siege warfare

Lore: Limilates

Lore: Religion (one per religion)