Skill list

White = open skills

Grey = closed skills

Skill	Base
Combat	
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
Physical Physical	
Jump (auto skill)	AGI+2
Climb (auto skill)	AGI+2
Stealth (auto skill)	AGI+2
Acrobatics	AGI
Swim	AGI
Contortions	AGI
Соммон	
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
Occupational	
Shipwright	INT
Creature care	SOC
Crystal-cutting	INT
Limilate-making	INT
	AGI
Carpentry Sailing	INT
Navigation	INT
Astrology	INT
Fletching	AGI
Painting/Carving etc	AGI
Smithing	AGI
Forgery	INT
Military tactics	INT
Leather-working / Sewing	AGI
	AGI
Rope-mastery Poisons	INT
	AGI
Armour-making	1
Disguise	INT

Tracking	INT
Evaluation	INT
Mining	INT
Trekking	INT
Pick pockets / Trickery	AGI
Mapmaking Mapmaking	INT
Set/Find & Disarm traps	INT
Military Etiquette	SOC+1
Pick locks	AGI
1 ICK TOCKS	Adi
Anîmal	
Bochigon	SOC
Horses	SOC
Thombo	SOC
Talmaron	SOC
Lothern	SOC
Tarro	SOC
Dogs	SOC
Pibber	SOC
Natikvi	SOC
Other animals	SOC
	330
lscîn	
Philosophy	INT
Engineering	INT
Biology	INT
Earth-tec	INT
Bio-tec	INT
Geography	INT
Geology	INT
Isho weather	INT
Astronomy	INT
Religions	INT
Races	INT
Learsis	INT
Pathology	INT
History	INT
Mathematics	INT
Thriddle math	INT
Linguistics	INT
Injine Tech (hybrid tech)	INT
Weaver Tech	INT
	1141

Languages (Cost/rank.1-4 ranks)	
Sakoq	3
Tikoq (only rank 3 possible)	5
Abahth (great variation)	3
Boru	4
Chaun-tse (great variation)	4
Rorch-ko (only rank 3 possible)	5
Cleash (only rank 2 possible)	6
Geebo (only rank 2 possible)	6
Cruuhd (great variation)	4
Corastin	4
Triddis (only rank 3 possible)	5
Troffa (great variation)	3
Entren	3
Erucian	3
Shantic (only rank 2 possible)	5
Skamaan	3
Fransei	3
Thuvill	4
Thowtis	4
Hotha	4
Entren dialects (if Entren= 2)	3
Anasani (if Thowtis= 2)	4
Degraloch (only rank 2 possible)	6
2 ografoon (om) rame 2 possione)	
Lip reading	INT
Ventriloquism	AGI
Sign language (only 2 ranks)	2
(Literacies are bought once only)	
Literacy Shantic, Triddis	10
Literacy Cleash, Scarmis, Degraloch	12
Literacy the rest	6
Diteracy the rest	
Interaction	
Military etiquette	SOC+1
Caji etiquette (Max 9 non-muadra)	SOC+1
Human etiquette	SOC+1
Thriddle madness	SOC
Acubon interaction	SOC
Ramian interaction (Max 7 possible)	SOC
Emotion control	SOC
Crugar interaction	SOC
Shantic etiquette (Max 5 non-muadra)	SOC
Shartic interaction (Max 5 non-muadra)	SOC
(ion maddiu)	
L	

<i>lsho</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

Tight weave

Overcasting

Dysha feeding

Weaving aid

Anchor dysha

Dysha delay

Body weave

Dysha decoy

Blend dyshas

Invisible dysha

Dysha improvisation

Gift dysha

One hand weave

Hishtin (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

Gobey 6. –2 to unweave and interfere.

fails. May add isho to unknown dysha.

CopraCaji. Gobey 8. Caji can give dysha

CopraCaji. Du 8. -2 tra-sense to notice

DharCopra. Du 8. -6 tra-sense to notice

Ebba 7. Up to 10 hours

on body. No attack dyshas.

DharCopra 8 in relevant moons

Desti 7. Bundle as level above. X2 fumble

Ebba 7. Maintain a dysha with isho + roll.

Ebba 7. Helping caji can make roll if first caji

for another (even non-muadra) to throw. Orbs only. Throw Dyshas or Throw Object with -4. CopraCaji. Launtra 8. Weave dyshas anywhere

CopraCaji. 8 in relevant moon. Slight alterations

We ave 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 magnitude2 tra-sense to notice	

3

4

4

2

3

5

6

4

5

6

6

8

8

-4

-3

-2

-4

-5

-4

-4

-4

-6

-6

-6

Launtra 6

possible.

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)