

Dyshas

Diff.Name	Requires	Isho Rng	Pen	Diff.Name	Requires	Isho Rng	Pen
SHAL MOON SKILL				DESTIMOON SKILL			
	Rank: _____	#	Pen.		Rank: _____	#	Pen.
* Calm Animal	S2,T2	10 20	Bolt +1	* Lightning Blast	De4	10 40	Bolt +1
* Blinding	S4,L3,De2	5 20	Bolt +1	* Stiff	De5,S3	15 40	Bolt +1
** Faint	S6,T4	30 20	Bolt +0	** Frost Bolt	De5,Du2,G2	20 20	Bolt +0
** Distort	S7,De3	50 10	Bolt +0	** Ignite	De5,L3	5 10	Bolt +0
*** Body Freeze	S8,De5	10 10	Bolt -1	** Fire Weaver	De6,Du4,G4	20 10	Bolt +0
*** Brain Blast	S8,De5	20 10	Bolt -1	*** Lightning Strike	De7,E5,S3	40 20	Bolt -1
**** Energize	S9,G5,De4	20 10	Bolt -2	*** Electrify	De8,S5,E3	40 40	Bolt -1
**** Craze	S9,De6,T4	20 10	Bolt -2	*** Mute	De8,S6	40 20	Bolt -1
**** Drain	S9,T4,De5,Du4	40 20	Bolt -2	**** Penetration Bolt	De9,T5	50 10	Bolt -2
**** Hasten	S9,L6,De4,T4	40 10	Bolt -2	**** Scramble	De9,S6	40 10	Bolt -2
EBBA MOON SKILL				LAUNTRA MOON SKILL			
	Rank: _____	#	Pen.		Rank: _____	#	Pen.
* Push	E2	3 10	Orb +1	* Fire Touch	L5,Du3	5 na	Body +1
* Ping	E4	3 10	Orb +1	* Night Eyes	L4,T3	1 na	Body +1
** Power Orb	E6	5 10	Orb +0	** Healer	L5,S2,De2,T2	10 na	Body +0
** Tumble	E5,L3,T3	10 na	Orb +0	** Faint Touch	L5,S3,T3	1 na	Body +0
** Levitate	E7,T4	20 na	Orb +0	** Spider Grip	L6,E3,G2	10 na	Body +0
** Power Hold	E6,G5	20 10	Orb +0	*** Curing	L8,S4,De4	20 na	Body -1
*** Bell	E5,S3,De1	5 20	Orb -1	*** Leave Emotion	L7,E5,S3	10 na	Body -1
*** Suspension Orb	E7,G5,T4,Du3	25 5	Orb -1	*** Enhance Senses	L8,E5,T4	5 na	Body -1
**** Spinner	E8,G6,T4,Du4	50 5	Orb -2	**** Spectral Stun	L8,Du4	20 na	Body -2
**** Constrictor	E9,G6	60 10	Orb -2	**** Cleansing	L9,S6,E4	60 na	Body -2
DU MOON SKILL				TRA MOON SKILL			
	Rank: _____	#	Pen.		Rank: _____	#	Pen.
* Orb of Light	Du3	1 40	Orb +1	* Deflector	T5	1 na	Body +1
* Dysha Display	Du3,+other 3	5 20	Varies+1	* Naul Reading	T3	5 na	Body +1
** Flingers	Du5,E3	10 40	Orb +0	** Inner Ear	T5,L2	10 na	Orb +0
** Quantum	Du6	15 20	Orb +0	** Inner Eye	T6,L3	20 na	Orb +0
** Images	Du6,E4	10 10	Orb +0	** Jump	T6,E5	10 na	Body +0
*** Blurring	Du7,T4,L2	30 na	Orb -1	*** Focus	T7,S5	20 na	Body -1
*** Cast Energy	Du8,De3	20 20	Orb -1	*** Reflect	T7,S4,G3	1 na	Body -1
**** Copra Ghost	Du9,E5,G4	40 20	Orb -2	*** Absorb	T8,S5	5 na	Body -1
**** Crater	Du9,De4	30 10	Orb -2	**** Magnify	T9,E4,L4	10 na	Body -2
**** Isho Whip	Du9,E8,G6	50 na	Orb -2	**** Create Warp	T9	100 5	Orb -2

GOBEY MOON SKILL			
	Rank: _____	#	Pen.
* Shield	G5,L3,T2	5 na	Orb +1
* Support	G4,T3	10 10	Orb +1
** Bubble	G6,E3,T3	20 10	Orb +0
** Body Shield	G6,L4,T3	30 na	Body +0
** Strengthen	G6,L3	20 20	Body -1
*** Wall	G7,E4,T3	60 10	Orb -1
*** Ishtem	G8,E6,L4	60 na	Orb -1
*** Shield Shatter	G8	20 20	Orb -1
**** Cage	G8,De4,E3,T3	40 10	Orb -2
**** Shield Implosion	G8,E5,De4	50 10	Orb -2

New Dyshas

Diff.Name	Requires	Isho Rng	Pen
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Moon Skill Proficiency

1 st best Moon Skill	(#1)	+2 to weave
2 nd best Moon Skill	(#2)	+1 to weave
3 rd best Moon Skill	(#3)	+0 to weave
4 th best Moon Skill	(#4)	-1 to weave
5 th best Moon Skill	(#5)	-2 to weave
6 th best Moon Skill	(#6)	-3 to weave
7 th best Moon Skill	(#7)	-4 to weave

If Moon Skills are tied, they both enjoy the higher status. Thus, all seven Moon Skills could theoretically share #1 position.

Isho Information Sheet

Caji name _____

Caji rank _____

Caji Copra Caji Dharcopra Sholari

Colour pts _____

Max Isho _____

Characteristics _____

ISHO _____
COLOUR _____

Weave tricks

Isho, colour and sho-sen

Name	Dysha pen.	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.

Weaving dyshas

Crystals

Roll Dysha Weaving skill. add/subtract bonuses/penalties. It is target value for successful weave.

- Dysha difficulty = *+1 **+0 ***-1 ****-2
- Moon skill proficiency = +2 down to -4
- Sho-sen = +0 to -8
- Isho tech, limitates = ?
- Hero Attributes = ?

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

Unweaving

Caji entropy

Isho tech Sho-Sen

Knows how to unweave. (Bought as skill once.)

- Roll Tra-sense to see colours of dysha & tricks
- Spend isho depending on dysha difficulty (Not known by Tra-sense roll.)
- State moon skill and roll. Must match one of dysha's colour.
- Dysha unwoven OR hits full force. No dodge.

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

Roll against Caji Entropy skill. Costs 1 Colour point. Takes 5 min per roll.

- 1st roll x1 isho
2nd roll x2 isho
3rd roll x3 isho
4th roll x4 isho
5th roll x5 isho

Kerns in 1 hour. Fumble = violent kerning. Double fumble risk at 4th and 5th rolls.

- Roll Tra-sense to understand the tech. (+Lore shantic tech etc 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

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

Bundling

New Dyshas

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

A new dysha must be learnt from at least a Copra Caji and costs 2 colour points per * (and XP). (* and ** dyshas can be self-taught with 4d6 vs INT+COL/2. +1 CP cost per *)
First weave must succeed with -1 per *. Teachers can be used for +1 to +3.