

# 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	Crystal	Isho	Colour	Effect
Shal	Blue	Blue	Energy interacting with neurology.	Blue	80	6	Zaps into unconsciousness
Ebba	Yellow	Silver	Force and motion. Sender	Yellow	40	3	Lifts and levitates
Du	Orange	Amber	Heat and light.	Orange	60	3	Great heat and explosion
Gobey	Brown	Black	Shields, stability	Brown	20	-	Creates a shield
Desti	Red	Red	Electrical energy, fire and frost.	Red	50	3	Lightning blast
Launtra	Green	Green	Stable energy. Flows over body. Healer	Green	40	3	Heals wounds and naul
Tra	White	White	Mystery, warps, seering. Senses.	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*

*Shanttic 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 shanttic 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.