

# *Skill list*

**Cost Stat Name**

## *Combat* (Open)

**	STR	Unarmed
**	STR	Throw object
**	STR	Knives
**	STR	Swords
**	STR	Clubs
**	STR	Axes
**	STR	Flails
**	STR	Spears
**	STR	Polearms
**	AGI	Nets
**	AGI	Whips
**	AIM	Bows
**	AIM	Crossbows
**	AIM	Blowguns
**	AIM	Slings
**	AIM	Thrown (one per weapon)
**	AIM	Dyshas
**	AIM	Pistols
**	AIM	Rifles
**	AGI	Shields
**	AGI	Fast draw
**	AGI	Disarm

## *Practical*

### *Knowledge* (Open)

*	INT	Local flora
*	INT	Local fauna
*	INT	Local geography
*	INT	Traveller
*	INT	Folk history
*	INT	Politics
*	INT	Dharsage silver
*	INT	Pod creatures
*	INT	Arithmetic
*	INT	Weather
*	INT	Lore skills

**Cost Stat Name**

## *Common* (Open)

*	AGI	Jump
*	AGI	Climb
*	AGI	Swim
*	AGI	Contortions
*	AGI	Acrobatics
*	SOC	Fast talk
*	AGI	Stealth
2-4	-	Contacts (Once only)
*	INT	Gambling
*	AGI	Juggling
*	SOC	Human etiquette
*	SOC	Oratory
*	SOC	Acting
3	-	Streetwise (3 ranks) (State city)
*	INT	Fishing
*	INT	Farming
*	INT	Cooking
*	INT	First aid
*	INT	Foraging
*	AGI	Musical instrument
*	SOC	Singing
*	SOC	Story telling
*	AGI	Dancing
**	SOC	Seduction
*	INT	Information search

## *Animal* (Closed)

****	SOC	Bochigon
**	SOC	Horses
**	SOC	Thombo
***	SOC	Talmaron
*	SOC	Lothern
****	SOC	Tarro
**	SOC	Dogs
*	SOC	Pibber
****	SOC	Natikvi
-	SOC	Other animals

### *Occupational* (Closed)

****	AGI	Pick pockets
***	INT	Make maps
**	AGI	Set/disarm traps
***	AGI	Pick locks
***	INT	Shipwright
***	SOC	Creature care
***	INT	Crystal cutting
***	INT	Limilate making
**	AGI	Carpentry
*	INT	Sailing
***	INT	Navigation
***	INT	Astrology
**	AGI	Fletching
***	AGI	Painting/Carving etc
***	AGI	Smithing
***	INT	Forgery
***	INT	Military tactics
**	AGI	Leather-working
**	AGI	Rope-mastery
****	INT	Poisons
***	AGI	Armour making
***	INT	Disguise
*	INT	Tracking

### *Isari* (Closed)

**	INT	History
**	INT	Mathematics
****	INT	Thriddle math
**	INT	Linguistics
**	INT	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

### *Languages* (Closed)

(Cost per rank. 4 ranks possible)

4	-	Sakoq
5	-	Tikoq (only 3 poss.)
6	-	Abahth (Great variation)
5	-	Boru
5	-	Chaun-tse (Great variation)
10	-	Rorch-ko (only 3 poss.)
12	-	Cleash (only 2 poss.)
8	-	Geebo (only 2 poss.)
6	-	Cruuhd (Great variation)
4	-	Corastin
8	-	Triddis (only 3 poss.)
4	-	Troffa (Great variation)
12	-	Degraloch (only 2 pos.)
4	-	Entren
4	-	Erucian
4	-	Julagran
12	-	Shantic (only 2 poss.)
5	-	Skamaan
4	-	Fransei
5	-	Thuvill
6	-	Thowtis
6	-	Hotha
4	-	Entren dialects (If Entren= 2)
6	-	Thowtis dialects (Anasani. As above.)
10	-	Lip reading (Once only)
**	AGI	Ventriloquism
5	-	Sign language (2 ranks)
25	-	Literacy Shantic, Thriddle (once)
20	-	Literacy Cleash, (once)
10	-	Scarmis, Degraloch Literacy the rest (once)

### *Interaction* (Closed)

*	SOC	Human etiquette (Varies w. culture.)
*	SOC	Military etiquette
*	SOC	Caji etiquette
***	SOC	Shantic etiquette
*	SOC	Thridle madness
*	SOC	Acubon interaction
**	SOC	Ramian interaction
**	SOC	Crugar interaction
**	SOC	Shantic interaction
***	SOC	Emotion control

### *Isho* (Muadra only)

10	-	Unweaving (Once only)
3	-	Kerning (Once only)
****	ISH	Increase max isho
**	ISH	Warp manipulation
**	COL	Estimate isho
**	COL	Tra-sense
**	ISH	Caji entropy
***	COL	Moon skills
Spec.	COL	Weave dyshas

### *Mishtin* (Closed)

10	-	Interference (Once only)
**	COL	Signature spectrum
***	COL	Signature recognition
***	COL	False signature
***	COL	Mask signature
**	COL	Crystal reading

### *Weave tricks* (Muadra only)

(Bought once only)

Cost	Name	Dysha pen.	Required/Special
3	False colour	-20	
3	False magnitude	-20	
10	Dysha decoy	-40	CopraCaji. Du 80
12	Blend dyshas	-60	DharCopra 80 in relevant moons
7	Dysha delay	-50	Ebba 70. Up to 10 hours.
5	One hand weave	-20	Launtra 60
8	Quick weave	-30	CopraCaji. Desti 80. Double fumble. Weave and cast in 1 round.
10	Body weave	-40	CopraCaji. Launtra 80. Weave dyshas anywhere on body. No attack dyshas.
3	Tight weave	-20	Gobey 60. -20 to unweave and interfere.
5	Overcasting	-40	Desti 70. Bundle as level above. X2 fumble
10	Dysha improvisation	-60	CopraCaji. 80 in relevant moon. Slight alterations possible.
5	Dysha feeding	-30	Ebba 70. Maintain a dysha with isho + roll.
15	Invisible dysha	-30	DharCopra. Du 80.
7	Gift dysha	-40	CopraCaji. Gobey 80. Caji can give dysha for another to throw. Orbs only.
5	Weaving aid	-30	Ebba 70. Helping caji can make roll if first caji fails. May add isho to unknown dysha.

## Buying skills (Character generation and experience)

Automatic skills (noted on the character sheet) start at STAT x 3. Moon skills not included.

1. Buy an occupational package (optional) (Subtract from EDU stat)
2. Buy practical knowledge skills (EDU x 15)
3. Buy common skills (EDU x 15)
4. Buy moon skills (COL x 5/10)
5. Buy/increase other skills (remaining EDU x 15)

1. Note skills gained by occupational packages. They start at given level + STAT.
- 2-3 Allocate skill points among chosen practical knowledge and common skills. Max 70 in any skill.
4. Allocate points among the moon skills. Max 70 in any skill.
5. A new skill in step 4 costs 5 pts to buy. The skill is then started at STAT x 2. (Weapons are started at STAT x 3.)  
Raising a skill is done normally by allocating points. Max 70 in any skill.

### Open skills

Combat, athletic, practical knowledge and common skills can be bought and raised at any time. Both during character generation and experience.

### Closed skills

All the remaining skill groups are closed. Skills may only be bought at the GM:s permission or if the occupation verifies it. Open skills already bought may normally be raised freely.

### Increasing skills with experience

Skills are raised differently depending on the stat related to it. Find the Raise Factor in the table below. (The exceptions to this rule are skills not depending on stats. These have fixed cost, different skill ranks or are only bought once.)

Stat	RF
1 – 5	2
6 – 8	3
9 – 13	4
14 – 15	5
16 – 17	6
18	7
19	8

A skill can be increased with *twice* the RF after each adventure. The skill costs XP equal to it's difficulty for each RF. (A hard skill thus costs 6 XP to raise twice.)

\* **Easy = 1 XP**    \*\* **Normal = 2 XP**    \*\*\* **Hard = 3 XP**    \*\*\*\* **Very hard = 4 XP**

### **Language ranks**

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

### **Streetwise ranks**

1. Knows his way around the city. Can find most institutions, legal goods, good inlepts etc
2. Knows some of the more seedier places. Knows where to get illegal goods, where to see illegal sherja fights, how to smuggle something into the city, who the DharDiyorda are etc.
3. Knows where to find contraband ET, safe havens, where the DharDiyorda can be found, etc.

### **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)

Lore: Legends