SKYREALMS OF JORUNE

Character Record Sheet, Page One

Character Name	Player Name	
Race	Origin	
Occupation	Birth Date	

Characteristics

Constitution	Strength	Speed	
Social	Education	Aim	
Color	Learn	Spot	
Isho	Agility	Listen	

Modifiers

Size Modifier	Injury Bo	nus
Lifting Weight	Aim Bonu	IS
Strength Bonus	Advantag	e Bonus
Running Speed	Hit Bonus	3

Wounds

Stamina	
Height	
Weight	
Age	
Gender	
Hair	

Body	1-10	
Left Leg	11	
Right Leg	12	
Secondary Arm	13-14	
Weapon Arm	15-18	
Head	19-20	

Skill Difficulty Table

Level ♥ Difficulty →	Combat	Easy	Mod	Hard	V Hard
Unfamiliar (U)	4	1			
Familiar (F)	10	6	5	4	3
Experienced (E)	13	12	10	8	6
Seasoned (S)	16	18	15	12	9

Difficulty: C=Combat, E=Easy, M=Moderate, H=Hard, V=Very Hard

Character Skills

Combat	(Mala	<u>a</u>)
Compat	INTELE	C,

Diff	Name	Lvl	Rnk
С	Advance		
C	Def w/o Weapon		
С	Def with Shield		
С	Entangle		
С	Fist		
С	Flank		
С	Kick		
C C C C C	Tackle		
С	Withdraw		

Common

Com	шоп		
Diff	Name	Lvl	Rnk
E	Bargain		
E	Bribe		
Е	Bureaucracy		
Е	Conceal Self in Wild		
Е	Contacts		
Е	Cooking		
Е	Fast Talk		
Е	First Aid		
Е	Foraging		
Е	Gaming		
	Getting Around:		
Е	, i		
Е			
Е			
Е	Hide in City		
Е	Information Search		
Е	Searching		
Е	Silent Movement		
Е	Tailing		
Е	Teaching		
Е	Tracking		
Е	Wilderness Travel		

Practical

Prac	tical		
Diff	Name	Lvl	Rnk
Е	Arithmetic		
Е	Bio-Tec		
Е	Current Events		
E	Earth-Tec		
Е	Fauna Recognition		
E	Flora Recognition		
E	Geography		
Е	Geology		
E	History		
	Lore:		
Ε			
E			
E			
E	Traveler		
E	Weather		

Social (Interaction/Etiquette)

Social (interaction/Etiquette)				
nk	Diff	Name	Lvl	Rnk
	H/V	Acubon		
	M/H	Blount		
	M/H	Boccord		
	M/H	Bronth		
	V	Cleash		
	M/H	Corastin		
	H/V	Croid		
		Crugar		
	M/H	Cygra		
	M/H	Human		
	M/H	Muadra		
		Ramian		
	M/H			
	H/V	Scarmis		
		Shantha		
		Thivin		
	H/V	Thriddle		
		Tologra		
		Trarch		
	M/H	Woffen		

Combat (Ranged)

Diff	Name	Lvl	Rn
Н	Bola		
Н	Bow		
M	Crossbow		
M	Dysha		
Н	Knife		
Н	Longbow		
M	Pistol		
M	Rifle		
Н	Rock		
С	Scope		
Н	Sis-ganj		
Н	Sling		
Н	Spear		
M	Throw Explode		
M	Turret		

Athletic							
Climb							
Jump							
Swim							
		Climb					

Moon [Color]+Isho

Diff Name Lvl Rnk

H	Desti [Red]		
Н	Du [Amber]		
Н	Ebba [Yellow]		
Н	Gobey [Brown]		
Н	Launtra [Green]		
Н	Shal [Blue]		
Н	Tra [White]		
Н	Caji Entropy		
Н	Estimate Isho		
Н	False Signature		
Н	Mask Signature		
Н	Race Signature		
Н	Signature Spectrum		
Cra	fts		
M	Carpentry		
M	Farming		
M	Fishing		
E	Sailing		

Other

Our	21			
Diff Name		Lvl	Rnk	
	Animal Handling:			
V	Bochigon			
M	Horse			
M	Pibber			
Н	Talmaron			
V	Tarro			
M	Thombo			
Н	Biology			
V	Bio-Tec			
Н	Creature Care			
Н	Crystal Cutting			
Е	Drinking			
Н	Earth-Tec			
	Etiquette:			
Н	Caji			
H	Military			
H	Thriddle Madness			
Н	Geology			
H	Geography			

Diff	` Name	Lvl	Rnk
V	History		
Н	Isho Weather		
	Language:		
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M	Limilate Finding	\vdash	
Н	Limilate		
	Preparation		
V	Literature		
V	Mathematics		
V	Medicine		
V	Philosophy		
Н	Pick Locks		
V	Pick Pockets		
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M	Set Traps		
Н	Shipwright		
Н	Underground Info		
	- Charles Sund Into		
	Writing:		
		-	

SKYREALMS OF JORUNE

Character Record Sheet, Page Two

Maximum Isho Current Isho Color Points

Dyshas

Name	Rng	Isho	Requires	Damage/Effect	Diff	Lvl	Rnk
Bell	20	5	L10 E6 De1	Makes 2 sec sound	M		
Blinding	20	5	S8 L6 De3	Blind for 10 secs	M		
Body Freeze	10	35	S16 De10	Frozen for 10 secs	Н		
Body Shield		30	G12 L6 T2	Covers for 10 mins	M		
Brain Blast	10	5	S16 De10	1 Stam, -5 Adv 3 rnds	Н		
Bubble	10	20	G12 E2 T1	Hemisphere shield	M		
Cage	10	40	G12 De8 E6 T1	L Blast	V		
Calm Animal	20	10	S5 T1	Calms animal	Ė		
Cast Energy	20	10	Du10 D4	Cast Energy, 6' orb	H		
Constrictor	10	75	E15 G12	Constrictor, Confines	V		
Crater	10	30	Du15 De8	Crater, 12' fire orb	V		
Craze	10	5	S16 De4 T4	Fits for 5 rnds	V		
Create Warp	5	100	T16	Open for 10 secs	V		
Deflector		1	T4	Redirects dysha	Ė		
Drain	20	40	S18 T8 De4 Du3	Drains isho	V		
Faint	20	20	S8 T2	Target faints	Ė		
Faint Touch		1	S8 L4 T2	Target faints	M		
Fire Touch		5	L5 Du5	Fire Touch, Burns	E		
Flingers	20	10	Du3 E1	Cast Energy-5	Ē		
Frost Bolt	20	20	De10 Du4 G2	Frost Bolt	M		
Healer		10	L5 S3 De1 T1	Heal 2 Stamina	M		
Inner Ear	2	10	T6 L4	Hear other location	M		
Inner Eye	2	20	T8 L6	See other location	Н		
Levitate		20	E8 T3	12' in 10 seconds	M		
Lightning Blast	40	10	De3	L Blast	E		
Lightning Strike	20	40	De14 E10 S4	L Strike, Knockback	H		
Night Eyes		1	L8 T2	See in dark for 10 secs	M		
Orb of Light	40	1	Du1	Illuminates area	E		
Penetration Bolt	10	50	De16 T10	L Blast, Auto-pen	V		
Ping	10	3	E7	Cast Energy-2	H		
Power Hold	10	3	E10 G3	4 confining rings	M		
Power Orb	10	5	E5	Power Orb, 1' orb	M		
Push	10	3	E3	Power Orb-2, 1' orb	E		
Quantum	20	5	Du7	Cast Energy-3, 3' orb	M		
Reflect		50	T10	Redirects dysha	H		
Scramble	10	50	S14 De4	Cripples moons	H		
Shield		5	G5 L4 T1	Protects one side	E		
Shield Implosion	10	50	G12 E10 De2	Power Orb	V		
Shield Shatter	20	20	G14	Damages shield	H		
Spectral Stun	10	5	Du10 L8	3 Stam, -5 Adv 3 rnds	V		
Spider Grip		10	L12 E6 G3	Climb easily 1 min	M		
Spinner	5	50	E15 G9 T2 Du1	Spins target	V		
Stiff	40	15	De7 S2	Stiff	E		
Suspension Orb	5	25	E12 G9 T4	Levitate target	H		
Tumble		10	E6 L3 T1	Eases fall	E		
Wall	10	60	G14 E8 T1	30ft ² shield	H		
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Weapons

Name	Adv	Def	Damage	Diff	Lvl	Rnk
Axe	-2	-4	Axe	С		
Battleaxe	-4	-4	Battleaxe	C		
Bite	+2	DW	Bite	C		1
Blaster Pistol	+2	+2	Blaster	M		
Blaster Rifle	+3	-1	Blaster+4	M		\vdash
Bola	+5	-1	Sling	H		-
Bow	+		Bow	H		-
		-		Н	_	-
Bow, Long			Longbow	С		-
Claws	+1	DW	Knife+##			-
Club	-2	-2	Club	C		-
Crossbow	ļ		Crossbow	M		
Crossbow, Heavy			Crossbow+2	M		-
Field Ram Pistol	+2		Field Ram	M		_
Field Ram Rifle	+4	-2	Field Ram+3	M		
Fist		DW	Fist	C		
Halberd	-2	-1	Halberd	C		
Kick		DW	Kick	C		
Knife	+2	DW	Knife	С		
Knife, Throwing		DW	Throwing Knife	Н		
Laser Pistol	+1		Laser	M		
Laser Rifle	+3	-1	Laser+4	M		İ
Laser Scalpel	-3	-3	Knife+4	С		1
Laser Torch	+3		Heat+4	C		
Mace		-2	Mace	C		
Mathin	+2			C		
Morning Star		-4	Morning Star	C		
Pike	-1		Pike	C		
Pulsar Pistol	+1		Laser	M		-
Pulsar Rifle	+1	-1	Laser+4	M		-
Rock	+2	- <u>1</u>	Rock	C	_	-
Shanthic Blade	-1	-1		C	_	-
			Sword+##	C		-
Sis-ganj	+1	DW	Throwing Knife+1	_		-
Sling	-1		Sling	H		-
Spear		-1_	Spear	C		-
Spear, Thrown	ļ	-1	Throwing Knife+1	Н		_
Staff	+2	+1	Staff	C		
Stunner Pistol	+1		10 Stamina	M		
Stunner Rifle	+1	-2_	14 Stamina	M		_
Sword, Hard			1-H Sword+1	C		
Sword, 1-handed			1-H Sword	С		
Sword, 2-handed	-1	-1	2-H Sword	C		
Thike	+2	DW	Knife	С		
Throw Explode			Field Ram-2/yd	M		
Trident		+2	Trident	С		
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Moons: L=Launtra, E=Ebba, S=Shal, Du=Du, De=Desti, G=Gobey, T=Tra

DW=Defend w/o Weapon skill used for this item

Dyshas

- The 1/20 automatic success/failure does not apply to dyshas (see next paragraph, however).
- A '1' (normally an automatic success) counts as your first weave.
- You may attempt a dysha which you have listed, but for which you have not achieved a first weave.

Combat

- Advantage modifier for melee weapons is: -3 Unfamiliar, 0
 Familiar, +3 Experienced, +5 Seasoned
- Roll D20 for Advantage. Apply Advantage modifiers
- Roll D20 for Attack or Defend actions. Apply modifiers for Size, Agility, Hit, Aim or Weapon, plus Sholari modifiers for difficulty.
- If the hit is successful, roll 2D6 for Armor Penetration, D20 for Location and 2D6 for Damage. Apply Injury Bonus.

SKYREALMS OF JORUNE

Character Record Sheet, Page Three

Focuses and Character Imp	provement		
Focuses and Character Imp	Diff	Attainment Points	Miscellaneous Attainment Points
	l l		
Money and Possessions			
Weapons, Armor			
Character Packground			
Character Background			
Notes			
11000			