

Character Record Sheet, Page One

Character Name		Player Name	
	Race		Origin
	Occupation		Birth Date

Modifiers

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

Size Modifier		Injury Bonus	
Lifting Weight		Aim Bonus	
Strength Bonus		Advantage Bonus	
Running Speed		Hit Bonus	

Skill Difficulty Table

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	

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

Character Skills

Social (Interaction/Etiquette)

[illegible]

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

[illegible]

Diff	Name	Lvl	Rnk
H/V	Acubon		
M/H	Blount		
M/H	Boccord		
M/H	Bronth		
V	Cleash		
M/H	Corastin		
H/V	Croid		
H/V	Crugar		
M/H	Cygra		
M/H	Human		
M/H	Muadra		
V	Ramian		
M/H	Salu		
H/V	Scarmis		
V	Shantha		
M/H	Thivin		
H/V	Thriddle		
H/V	Tologra		
M/H	Trarch		
M/H	Woffen		

Other

Diff	Name	Lvl	Rnk
H	Bola		
H	Bow		
M	Crossbow		
M	Dysha		
H	Knife		
H	Longbow		
M	Pistol		
M	Rifle		
H	Rock		
C	Scope		
H	Sis-ganj		
H	Sling		
H	Spear		
M	Throw Explode		
M	Turret		

Diff	Name	Lvl	Rnk
H	Desti [Red]		
H	Du [Amber]		
H	Ebba [Yellow]		
H	Gobey [Brown]		
H	Launtra [Green]		
H	Shal [Blue]		
H	Tra [White]		
H	Caji Entropy		
H	Estimate Isho		
H	False Signature		
H	Mask Signature		
H	Race Signature		
H	Signature Spectrum		

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

Diff	Name	Lvl	Rnk
V	History		
H	Isho Weather		
	Language:		
M	Limilate Finding		
H	Limilate Preparation		
V	Literature		
V	Mathematics		
V	Medicine		
V	Philosophy		
H	Pick Locks		
V	Pick Pockets		
M	Set Traps		
H	Shipwright		
H	Underground Info		
	Writing:		

Crafts

E	Climb		
E	Jump		
E	Swim		

M	Carpentry		
M	Farming		
M	Fishing		
E	Sailing		

SKYREALMS OF JORUNE

Character Record Sheet, Page Two

Maximum Isho	
--------------	--

Current Isho	
---------------------	--

Color Points	
---------------------	--

Dyshas

[illegible]

Moons: L=Launtra, E=Ebba, S=Shal, Du=Du, De=Desti, G=Gobey, T=Tra

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.

Weapons

[illegible]

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

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.

Focuses and Character Improvement

[illegible]

Money and Possessions

[illegible]

Weapons, Armor

[illegible]

Character Background

[illegible]

Notes

[illegible]