

ARMOR

AREA.....	TYPE	B	I	P	S	E	F	VALUE_
Skull.....	-----	-	-	-	-	-	-	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trunk.....	-----	-	-	-	-	-	-	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Arms.....	-----	-	-	-	-	-	-	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Hips.....	-----	-	-	-	-	-	-	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Legs.....	-----	-	-	-	-	-	-	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Feet.....	-----	-	-	-	-	-	-	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

B - Bludgeon I - Isho P - Puncture S - Slice E - Electrical F - Fire

WEAPONS

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Range _____ Extra Damage _____

Note:

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Range _____ Extra Damage _____

Note:

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Range _____ Extra Damage _____

Note:

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Range _____ Extra Damage _____

Note:

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Range _____ Extra Damage _____

Note:

MONEY

(in Gemules)

1st Career	-----
2nd Career	-----
3rd Career	-----
Losses.....	-----
Total Starting.....	-----
On Hand ___ Gemules ___ Gemlinks ___ Gem s	
___ Gemclusters ___ Gemstars	

HIT LOCATIONS

RANGE	MELEE
30 Skull	24 Skull
29 Jaw/Nape	23 Jaw/Nape
28 Neck	22 Neck
27 Wrist	21 Wrist
26 Elbow	20 Elbow
25 Gut/Back	19 Gut/Back
24 Upper Arm	18 Upper Arm
23 Hip	17 Trunk
22 Chest/Back	16 Hip
21 Hip	15 Thigh
20 Shoulder	14 Hip
19 Thigh	13 Trunk
18 Trunk	12 Chest/Back
17 Thigh	11 Forearm
16 Trunk	10 Wrist
15 Shoulder	9 Calf
14 Hip	8 Lower Arm
13 Chest/Back	7 Shoulder
12 Trunk	6 Knee
11 Forearm	5 Hand
10 Wrist	4 Vitals/Rear
9 Calf	
8 Lower Arm	Left/Right, Front/Back
7 Knee	Depend on position of
6 Hand	character during game
5 Vitals/Rear	play. Closest is hit.

COLOR POINTS

Tra.....[White]	O	_____
Shal..... [Blue]	O	_____
Launtera.....[Green]	O	_____
Ebba..... [Yellow]	O	_____
Du..... [Amber]	O	_____
Desti.....[Red]	O	_____
Gobey..... [Brown]	O	_____

ISHO SKILLS

Possible

Caji Entropy	O	_____
Estimate Isho.....	O	_____
Isho Sensitivity	O	_____
Signature - False	O	_____
Signature - Mask	O	_____
Signature - Race	O	_____
Signature-Spectrum.	O	_____
Tra Sense	O	_____
Warp Stabilization ..	O	_____

INTERACTIONS

Acubon.....	O	_____
Blount.....	O	_____
Boccord.....	O	_____
Bronth.....	O	_____
Cleash.....	O	_____
Corastin.....	O	_____
Croid.....	O	_____
Crugar.....	O	_____
Cygra.....	O	_____
Human.....	O	_____
Muadra.....	O	_____
Ramian.....	O	_____
Salu.....	O	_____
Scarmis.....	O	_____
Shantha.....	O	_____
Thivin.....	O	_____
Thriddle.....	O	_____
Tologra.....	O	_____
Trarch.....	O	_____
Woffen.....	O	_____

POSSESSIONS and NOTES

DYSHAS Primary Lih-al:

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___ **ISHO** ___ Du ___ Shal ___ Ebba

___ Launtra ___ Gobey ___ Tra ___ Desti

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