

Character Sheets v3.0

for

Shadowrun III

by

Wordman

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These character sheets come in a single PDF file. This file and copies of the sheets may be distributed freely to anyone and to anywhere, as long as three conditions are met: 1) no profit is made by such distribution. 2) the files and/or sheets are unaltered. In the case of xeroxes of these sheets, this cover page must be included. 3) These sheets, in any form, may not be included in any other publication, electronic or otherwise (e.g. KaGe, NERPS, etc.) without written permission from the creator.

Please mail any errors, corrections, or comments to me. The more feedback I get, the better I can make the sheets.

The first part of the file is a collection of six front sides for the sheets. The second is a collection of sixteen back sheets, based on archetype. The third part contains pages filled with multiple copies of similar items, (e.g. condition monitors, vehicles, etc.). The intent is to mix one back sheet with one front sheet for a complete character sheet, but you can use any number of sheets you like. Also, don't feel constrained by the archetype I gave each sheet. For example, your samurai may fit better on the Gadgeteer sheet. The listed archetype is just conceptual.

The font used here is Shadowrun, a font I designed. It should be available on the same ftp site from which you got this file.

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The page breakdowns for these sheets are as follows:

Fronts

Page One — This cover page.

Page Two — A standard front sheet.

Page Three — As page two, but with less space for skills and more space for weapons and contacts.

Page Four — As page two, but with more space for weapons and less space for contacts and skills.

Page Five — As page two, but with more space for contacts and less space for weapons and skills.

Page Six — As page two, but with more spaces for edges and flaws, and less space for gear.

Backs

Page Seven — Mage sheet.

Page Eight — Real Mage (no cyber, more spells).

Page Nine — Houngan sheet.

Page Ten — Conjurer sheet.

Page Eleven — Mage/Decker sheet.

Page Twelve — Decker/Physical Adept sheet.

Page Thirteen — Decker sheet.

Page Fourteen — Rigger sheet.

Page Fifteen — Rigger/Decker sheet.

Page Sixteen — Samurai sheet.

Page Seventeen — Samurai (alternate) sheet.

Page Eighteen — Mercenary sheet.

Page Nineteen — Gadgeteer sheet.

Page Twenty — Physical Adept sheet.

Page Twenty-one — Physical Mage sheet.

Page Twenty-two — Otaku sheet

Extras

Page Twenty-three — Vehicle records

Page Twenty-four — Bigger vehicle records

Page Twenty-five — Condition monitors

Page Twenty-six — Weapon records

Page Twenty-seven — NPC records

Page Twenty-eight — Gear

Page Twenty-nine — Finance

Street Name _____
Real Name _____
Player Name _____
Archetype _____
Vitals
 Race _____ Height _____
 Sex _____ Weight _____
 Eyes _____ Hair _____
 Birthdate _____
 Birthplace _____
Total Karma _____
Remaining Karma _____
Assets
 Credsticks
 Color/Bank _____
 Balance _____ ¥
 Certified _____ ¥
 Certified _____ ¥
 Certified _____ ¥
 Certified _____ ¥
 Real Estate _____
 Stock _____
Lifestyle _____

CONTACTS		
Name	Archetype	Notes

NOTES

ATTRIBUTES

Nat. Aug. _____

Body _____
 Quickness _____
 Strength _____
 Charisma _____
 Intelligence _____
 Willpower _____
 Essence _____
 Body Index _____
 Magic _____
 Reaction _____
 Initiative Dice _____

WEAPONS

Type	Cncl	Reach	Mode	Short	Med.	Long	Extr.	Ammo	Dmg

Natural Reach _____ Natural Recoil Modifier _____

POOLS

Karma _____ Hacking _____
 Combat _____ Magic _____
 Control _____ Task _____

ARMOR

Type	Cncl	Bllstc	Impct

SKILLS

GEAR

Rtng	Cncl

EDGES & FLAWS

Allergy _____ Severity _____

VEHICLE

Type _____

Speed _____

Accel _____

Handling _____

Bod/Amr /

Signature _____

Nav/Snsr /

Seating _____

Economy _____

Fuel _____

Extras

L M S D

CONDITION MONITOR

Mental Physical Overdamage

Light Stun +1 to target #'s -1 to Initiative	L	L	Light Wound +1 to target #'s -1 to Initiative
Moderate Stun +2 to target #'s -2 to Initiative	M	M	Moderate Wound +2 to target #'s -2 to Initiative
Serious Stun +3 to target #'s -3 to Initiative	S	S	Serious Wound +3 to target #'s -3 to Initiative
Deadly Stun Unconscious Wrap physical	D	D	Deadly Wound Unconscious and dying

The total number of boxes you have is equal to your unmodified Body score. Cross out extra space in the grid above.

CYBERWARE & BIONETICS			
Type	Rating	Cost	Notes

SPELLS									
Name	Force	Dmg	Duration	Type	Target	Resist	Range	Drain	Notes

f = force+2 round down F = Force MR = Magic Rating #s = number of successes LOS = line of sight

MAGICAL DATA	
Tradition _____	Magical Group _____
Totem _____	Name _____
Totem Bonuses _____	Type _____
Strictures _____	Strictures _____
Library _____	Members _____
Conjuring _____	
Enchanting _____	
Sorcery _____	
Theory _____	
Initiation _____	
Grade _____	
Centering Skill _____	
Geasa _____	
Ordeals Completed _____	Notes _____

MAGIC ITEMS		
Item	Rating	Description

BOUND SPIRITS		
Type	Force	Notes

ASTRAL DATA		
Reaction	Initiative	Pool
Combat Skill _____		Base Damage _____
Appearance _____		

CYBERWARE & BIONETICS			
Type	Rating	Cost	Notes

SPELLS									
Name	Force	Dmg	Duration	Type	Target	Resist	Range	Drain	Notes

f = force+2 round down F = Force MR = Magic Rating #s = number of successes LOS = line of sight

MAGICAL DATA	
Mait Tete _____	Magical Group
Bonuses _____	Name
_____	Type
Gifts _____	Strictures
_____	_____
_____	_____
Other Bound Loa _____	Members
_____	_____
_____	_____
Initiation Grade	_____
Centering Skill _____	_____
Geasa _____	_____
_____	_____
Ordeals Completed _____	Notes
_____	_____
_____	_____
_____	_____

MAGIC ITEMS		
Item	Rating	Description

BOUND WORK LOA		
Type	Force	Notes

ASTRAL DATA		
Reaction _____	Initiative _____	Pool
Combat Skill _____	_____	Base Damage
Appearance _____	_____	_____

CYBERWARE & BIONETICS			
Type	Rating	Cost	Notes

CYBERDECK			
	Current	Max	
MPCP			
Hardening			L
Response			
I/O			M
Memory			
Storage			S
ASSIST			
Case armor			
Hitcher jacks			D
ICCM filter	yes	no	
SatLink	yes	no	
Vidscreen	yes	no	
	Max	-50% +50%	
Bod			
Evasion			
Masking			
Sensors			
Detection Factor			
Reality Filter			
Decker Icon			

Programs				
Type	Rating	Size	Active?	Options/Notes

SPELLS									
Name	Force	Dmg	Duration	Type	Target	Resist	Range	Drain	Notes

MAGICAL DATA	
Tradition _____	Magical Group _____
Totem _____	Name _____
Totem Bonuses _____	Type _____
Strictures _____	Strictures _____
Library _____	Members _____
Conjuring _____	
Enchanting _____	
Sorcery _____	
Theory _____	
Initiation _____	
Grade _____	
Centering Skill _____	
Geasa _____	
Ordeals Completed _____	Notes _____

MAGIC ITEMS		
Item	Rating	Description

BOUND SPIRITS		
Type	Force	Notes

ASTRAL DATA		
Reaction _____	Initiative _____	Pool _____
Combat Skill _____		Base Damage _____
Appearance _____		

Mage/decker back ©1998 Lester L. Ward III (<http://pobox.com/~wordman>)

CYBERWARE & BIONETICS			
Type	Rating	Cost	Notes

Programs			
Type	Rating	Size	Options/Notes
		Active?	

CYBERDECK			
	Current	Max	
MPCP			
Hardening			L
Response			
I/O			
Memory			M
Storage			
ASSIST			S
Case armor			
Hitcher jacks			
ICCM filter	yes	no	D
SatLink	yes	no	
Vidscreen	yes	no	
	Max	-50%	+50%
Bod			
Evasion			
Masking			
Sensors			
Detection Factor			
Reality Filter			
Decker Icon			

ABILITIES			
Ability	Level	Cost	Notes

MAGICAL DATA
Initiation Grade _____
Centering Skill _____
Geasa _____
Ordeals Completed _____
Magical Group Name _____
Type _____
Strictures _____
Members _____

GEAR

MAGIC ITEMS		
Item	Rating	Description

ASTRAL DATA		
Reaction _____	Initiative _____	Pool _____
Combat Skill _____		Base Damage _____
Appearance _____		

NOTES

Decker/Physical adept back © 1998 Lester L. Ward III (http://pobox.com/~wordman)

CYBERWARE & BIONETICS			
Type	Rating	Cost	Notes

CYBERDECK			Current	Max
MPCP				
Hardening				
Response				
I/O				
Memory				
Storage				
ASSIST				
Case armor				
Hitcher jacks				
ICCM filter	yes	no		
SatLink	yes	no		
Vidscreen	yes	no		
	Max	-50%	+50%	
Bod				
Evasion				
Masking				
Sensors				
Detection Factor				
Reality Filter				
Decker Icon				

Programs				
Type	Rating	Size	Active?	Options/Notes

FRAMES						
Name	Size	Core	DINAB	BEMS	Programs	Notes

DRONE	
Type	
Handling	
Speed	
Body	
Pilot	
Econ	
Sig	
Accel	
Armor	
Sensors	
Fuel	

CRANIAL REMOTE DECK	
Rating	
Flux Rating	
Encryption	
ECCM	
Extras	
Hitcher jacks	
Range	
Decryption	
Storage	
Signal Condition	
Command Channel	
Simsense Channel	
System Channel	

REMOTE CONTROL DECK	
Rating	
Flux Rating	
Encryption	
ECCM	
Extras	
Hitcher jacks	
Range	
Decryption	
Storage	
Signal Condition	
Command Channel	
Simsense Channel	
System Channel	

DRONE	
Type	
Handling	
Speed	
Body	
Pilot	
Econ	
Sig	
Accel	
Armor	
Sensors	
Fuel	

VEHICLE	
Type	
Speed	
Handling	
Bod/Amr	
Signature	
Nav/Snsr	
Seating	
Economy	
Fuel	

VEHICLE	
Type	
Speed	
Handling	
Bod/Amr	
Signature	
Nav/Snsr	
Seating	
Economy	
Fuel	

DRONE	
Type	
Handling	
Speed	
Body	
Pilot	
Econ	
Sig	
Accel	
Armor	
Sensors	
Fuel	

VEHICLE	
Type	
Speed	
Handling	
Bod/Amr	
Signature	
Nav/Snsr	
Seating	
Economy	
Fuel	

VEHICLE	
Type	
Speed	
Handling	
Bod/Amr	
Signature	
Nav/Snsr	
Seating	
Economy	
Fuel	

CYBERWARE & BIONETICS

Type	Rating	Cost	Notes

GEAR		

EXPLOSIVES		
#/kg	Type	Rating

VEHICLE																						
Type _____	<input type="text" value="Extras"/>																					
Speed _____																						
Accel _____																						
Handling _____																						
Bod/Amr / _____																						
Signature _____																						
Nav/Snsr / _____																						
Seating _____																						
Economy _____																						
Fuel _____																						
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L	M	S	D																			

VEHICLE																						
Type _____	<input type="text" value="Extras"/>																					
Speed _____																						
Accel _____																						
Handling _____																						
Bod/Amr / _____																						
Signature _____																						
Nav/Snsr / _____																						
Seating _____																						
Economy _____																						
Fuel _____																						
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L	M	S	D																			

VEHICLE																						
Type _____	<input type="text" value="Extras"/>																					
Speed _____																						
Accel _____																						
Handling _____																						
Bod/Amr / _____																						
Signature _____																						
Nav/Snsr / _____																						
Seating _____																						
Economy _____																						
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<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>												
L	M	S	D																			

Gadgets back © 1998 Lester L. Ward III (http://pobox.com/~wordman)

CYBERWARE & BIONETICS			
Type	Rating	Cost	Notes

ABILITIES			
Ability	Level	Cost	Notes

SPELLS									
Name	Force	Dmg	Duration	Type	Target	Resist	Range	Drain	Notes

f = force+2 round down F = Force MR = Magic Rating #s = number of successes LOS = line of sight

MAGICAL DATA	
Tradition _____	Magical Group _____
Totem _____	Name _____
Totem Bonuses _____	Type _____
Strictures _____	Strictures _____
Library _____	Members _____
Conjuring _____	_____
Enchanting _____	_____
Sorcery _____	_____
Theory _____	_____
Initiation _____	_____
Grade _____	_____
Centering Skill _____	_____
Geasa _____	_____
Ordeals Completed _____	Notes _____
_____	_____
_____	_____
_____	_____

MAGIC ITEMS		
Item	Rating	Description

BOUND SPIRITS		
Type	Force	Notes

ASTRAL DATA		
Reaction	Initiative	Pool
_____	_____	_____
Combat Skill _____	_____	Base Damage _____
Appearance _____	_____	_____

CYBERWARE & BIONETICS			
Type	Rating	Cost	Notes

VIRTUAL DECK			
	Current	Max	
MPCP			
Hardening			
Response			L <input type="checkbox"/>
I/O			M <input type="checkbox"/>
Memory			
Storage			
ASSIST			S <input type="checkbox"/>
Case armor			
Hitcher jacks			
ICCM filter	yes	no	
SatLink	yes	no	D <input type="checkbox"/>
Vidscreen	yes	no	
	Max	-50%	+50%
Bod			
Evasion			
Masking			
Sensors			
Detection Factor			
Reality Filter			
Decker Icon			

CHANNELS	
Access	
Control	
Index	
Files	
Slave	

COMPLEX FORMS				
Type	Rating	Size	Active?	Options/Notes

GEAR	

SPRITES						
Name	Size	Core	DINAB	BEMS	Programs	Notes

VEHICLE

Type _____

Speed _____

Accel _____

Handling _____

Bod/Amr / _____

Signature _____

Nav/Snsr / _____

Seating _____

Economy _____

Fuel _____

Extras

L M S D

VEHICLE

Type _____

Speed _____

Accel _____

Handling _____

Bod/Amr / _____

Signature _____

Nav/Snsr / _____

Seating _____

Economy _____

Fuel _____

Extras

L M S D

DRONE

Type _____

Handling _____ Sig _____

Speed _____ Accel _____

Body _____ Armor _____

Pilot _____ Sensors _____

Econ _____ Fuel _____

LM

SD

VEHICLE

Type _____

Speed _____

Accel _____

Handling _____

Bod/Amr / _____

Signature _____

Nav/Snsr / _____

Seating _____

Economy _____

Fuel _____

Extras

L M S D

VEHICLE

Type _____

Speed _____

Accel _____

Handling _____

Bod/Amr / _____

Signature _____

Nav/Snsr / _____

Seating _____

Economy _____

Fuel _____

Extras

L M S D

DRONE

Type _____

Handling _____ Sig _____

Speed _____ Accel _____

Body _____ Armor _____

Pilot _____ Sensors _____

Econ _____ Fuel _____

LM

SD

VEHICLE

Type _____

Speed _____

Accel _____

Handling _____

Bod/Amr / _____

Signature _____

Nav/Snsr / _____

Seating _____

Economy _____

Fuel _____

Extras

L M S D

VEHICLE

Type _____

Speed _____

Accel _____

Handling _____

Bod/Amr / _____

Signature _____

Nav/Snsr / _____

Seating _____

Economy _____

Fuel _____

Extras

L M S D

DRONE

Type _____

Handling _____ Sig _____

Speed _____ Accel _____

Body _____ Armor _____

Pilot _____ Sensors _____

Econ _____ Fuel _____

LM

SD

VEHICLE

Type _____

Speed _____

Accel _____

Handling _____

Bod/Amr / _____

Signature _____

Nav/Snsr / _____

Seating _____

Economy _____

Fuel _____

Extras

L M S D

VEHICLE

Type _____

Speed _____

Accel _____

Handling _____

Bod/Amr / _____

Signature _____

Nav/Snsr / _____

Seating _____

Economy _____

Fuel _____

Extras

L M S D

DRONE

Type _____

Handling _____ Sig _____

Speed _____ Accel _____

Body _____ Armor _____

Pilot _____ Sensors _____

Econ _____ Fuel _____

LM

SD

VEHICLE

Type _____

Speed _____

Accel _____

Handling _____

Bod/Amr / _____

Signature _____

Nav/Snsr / _____

Seating _____

Economy _____

Fuel _____

Extras

L M S D

VEHICLE

Type _____

Speed _____

Accel _____

Handling _____

Bod/Amr / _____

Signature _____

Nav/Snsr / _____

Seating _____

Economy _____

Fuel _____

Extras

L M S D

DRONE

Type _____

Handling _____ Sig _____

Speed _____ Accel _____

Body _____ Armor _____

Pilot _____ Sensors _____

Econ _____ Fuel _____

LM

SD

DRONE

Type _____

Handling _____ Sig _____

Speed _____ Accel _____

Body _____ Armor _____

Pilot _____ Sensors _____

Econ _____ Fuel _____

LM

SD

VEHICLE

Name	Modification	Rating	CF	Load																
Model																				
Chassis	Condition																			
Point Value	<table border="1" style="width: 100%; height: 15px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Speed	L M S D Speed -25% -50%																			
Max Speed																				
Acceleration	Fuel 1 box =																			
Handling	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Body	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Armor	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Signature	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Nav/Pilot	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Seating	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Entry Points	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Firmpoints	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Hardpoints	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>											Weapon	Mount	Mode	Short	Med.	Long	Extr.	Ammo	Dmg
Cargo	CF <table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Load	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Stress	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Fuel Type	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Fuel Capcty	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Economy																				
Idle		Flux																		
L/T Profile		Rating																		
Setup Time	Sensors																			
Cost	¥ ECM																			
Maintenance	¥ ED																			
Optempo	¥ ECD																			

VEHICLE

Name	Modification	Rating	CF	Load																
Model																				
Chassis	Condition																			
Point Value	<table border="1" style="width: 100%; height: 15px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Speed	L M S D Speed -25% -50%																			
Max Speed																				
Acceleration	Fuel 1 box =																			
Handling	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Body	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Armor	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Signature	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Nav/Pilot	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Seating	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Entry Points	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Firmpoints	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Hardpoints	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>											Weapon	Mount	Mode	Short	Med.	Long	Extr.	Ammo	Dmg
Cargo	CF <table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Load	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
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Fuel Type	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
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Economy																				
Idle		Flux																		
L/T Profile		Rating																		
Setup Time	Sensors																			
Cost	¥ ECM																			
Maintenance	¥ ED																			
Optempo	¥ ECD																			

Model _____ **Ammo** _____

Conceal _____

Mode _____

Damage _____

Weight _____

Cost _____

Range _____ **Short** _____ **Medium** _____ **Long** _____ **Extreme** _____

Accessories _____

Model _____ **Ammo** _____

Conceal _____

Mode _____

Damage _____

Weight _____

Cost _____

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Accessories _____

Name	<hr/>	Race	<hr/>
Body	Skills	Cyber/Equipment	
Quickness	<hr/>	<hr/>	
Strength	<hr/>	<hr/>	
Intelligence	<hr/>	<hr/>	
Willpower	<hr/>	<hr/>	
Charisma	<hr/>	<hr/>	
Essense/B.I.	<hr/>	<hr/>	
Magic	<hr/>	<hr/>	
Reaction	Notes	<hr/>	
Init Dice	<hr/>	<hr/>	
Pools	<hr/>	<hr/>	

Mental

Light Stun
+1 to target #'s
-1 to Initiative

Moderate Stun
+2 to target #'s
-2 to Initiative

Serious Stun
+3 to target #'s
-3 to Initiative

Deadly Stun
Unconscious
Wrap physical

Physical

Light Wound
+1 to target #'s
-1 to Initiative

Moderate Wound
+2 to target #'s
-2 to Initiative

Serious Wound
+3 to target #'s
-3 to Initiative

Deadly Wound
Unconscious and dying

Overdamage

The total number of boxes you have is equal to your unmodified Body score. Cross out extra space in the grid above.

Name	<hr/>	Race	<hr/>
Body	Skills	Cyber/Equipment	
Quickness	<hr/>	<hr/>	
Strength	<hr/>	<hr/>	
Intelligence	<hr/>	<hr/>	
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GEAR

Item

Cncl

Rating

Weight

Location

Notes

IDENTITY

Name _____
 SIN _____
Credstick
 Rating _____ Color _____
 Balance _____ ¥
 Bank _____
Legal Residence _____

Notes

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Name _____
 SIN _____
Credstick
 Rating _____ Color _____
 Balance _____ ¥
 Bank _____
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Name _____
 SIN _____
Credstick
 Rating _____ Color _____
 Balance _____ ¥
 Bank _____
Legal Residence _____

Notes

STOCK			
Company	#Shares	Purchase Price	Notes

IDENTITY

Name _____
 SIN _____
Credstick
 Rating _____ Color _____
 Balance _____ ¥
 Bank _____
Legal Residence _____

Notes

BONDS				
Type	Rate	Face Value	Maturity Date	Notes

IDENTITY

Name _____
 SIN _____
Credstick
 Rating _____ Color _____
 Balance _____ ¥
 Bank _____
Legal Residence _____

Notes

CASH & SCRIP	
Currency	Value

CERTIFIED
Value

LOANS			
To/From	Rate	Principle	Due