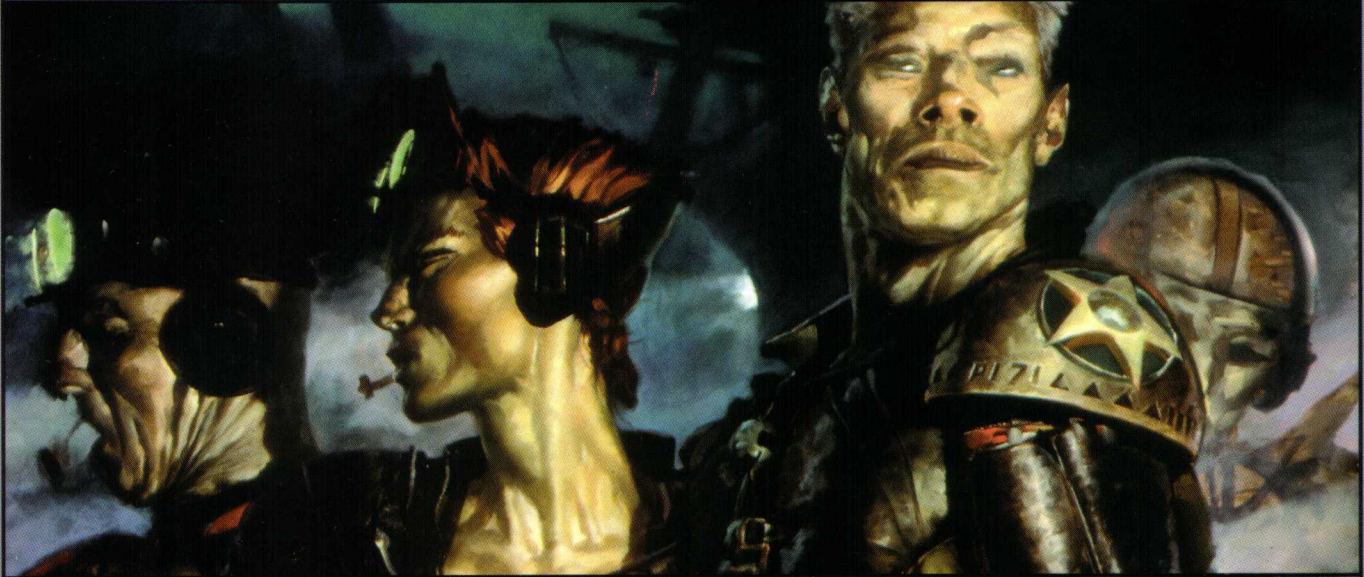
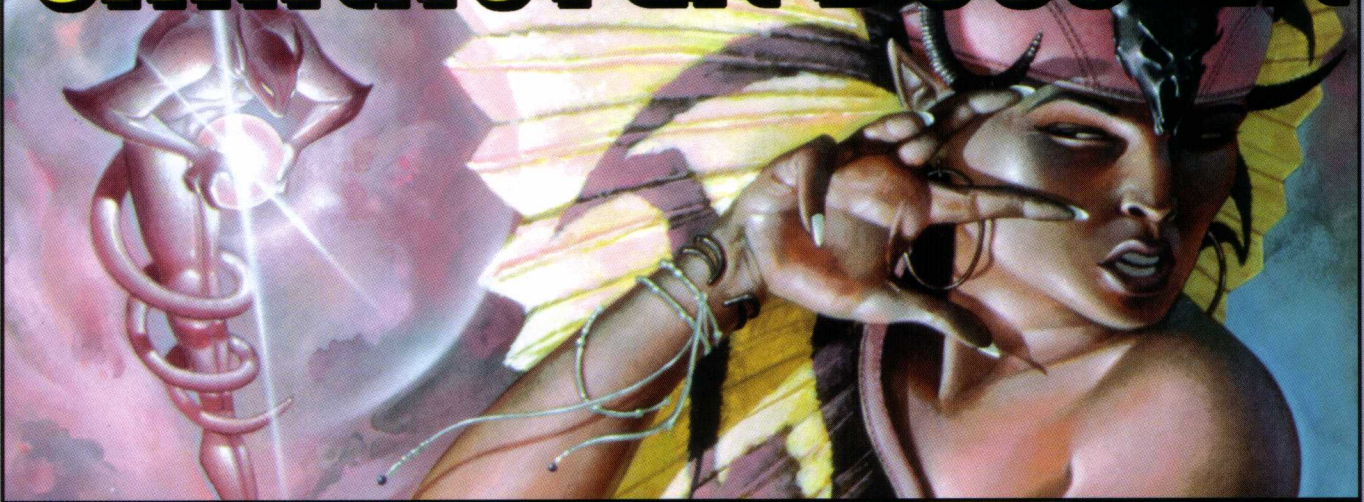


CHARACTER DOSSIER



WKGAMES™

FANPRO

searching...

By Adam Jury and Jeff Mackintosh

SUMMARIES

COMBAT TURN SEQUENCE

- All dice pools refresh
- Determine Initiative (reaction + Initiative Dice)
- Characters take actions in their Combat Phase (characters act in order of highest Initiative to lowest)
 - Declare actions
 - Resolve actions
 - Declare and resolve actions of remaining characters
 - Calculate the next Initiative Pass (by subtracting 10 from each Initiative Score)
- Begin new Combat Turn

RESOLVING RANGED COMBAT

(Occurs at Step 3B of the Combat Turn)

- Determine Range (TN based on Weapon Range Table)
- Apply Situation Target Modifiers (Situations Modifiers Table)
- Make Attacker's Success Test (Skill + Combat Pool against TN)
- Resolve Dodge Test (Combat Pool against TN 4 plus modifiers; if defender's successes exceed attacker's, the attack misses)
- Resolve Target's Damage Resistance Test (Body + Combat Pool against TN of Weapon's Power - Armor)
- Determine the Outcome (Net successes stage weapon damage)
- Apply Damage
(Return to Step 3C of Combat Turn)

RESOLVING MELEE/ASTRAL COMBAT

(Occurs at Step 3B of the Combat Turn)

- Make Attacker's Success Test (Skill + Combat Pool against TN 4)
- Make Defender's Success Test (Skill + Combat Pool against TN 4)
- Compare Successes (Net successes does damage, tie goes to attacker)
- Determine Damage (Winner does damage per net success; over D damage 2 successes increase weapon's power)
- Resist Damage (Body + Combat Pool against TN of Weapon's Power - Armor)
(Return to Step 3C of Combat Turn)

VEHICLE COMBAT TURN SEQUENCE

- Determine starting distance and speeds (first Combat Turn only)
- Begin Combat Turn (Steps 3, 4 and 5 take place before Initiative is rolled)
- Determine Vehicle, Terrain and Speed Points for each vehicle
- Allocate Control Pool Dice
- Determine Driver Points and calculate the final vehicle Maneuver Scores for the Combat Turn
- Begin standard Combat Turn Sequence at Step 2
- Determine changes in speed, distance or terrain for the start of the next Combat Turn (end of Combat Turn Only)

RESOLVING SPELLCASTING

(Occurs at Step 3B of the Combat Turn)

- Preparation (choose spell, Force, pool dice, targets, etc.)
- Sorcery Test (Sorcery + Spell Pool, TN determined by spell)
- Spell Resistance Test (Target Attribute against Spell Force)
- Spell Effect (net successes determines spell's outcome; tie goes to target)
- Drain Resistance Test (Willpower + Spell Pool against the spell's Drain Code)
(Return to Step 3C of Combat Turn)

DEFAULT TABLE

Default To:	TN Modifier	Dice Pool
Specialization	+3	= to 1/2 specialization's base skill
Skill	+2	= to 1/2 base skill being used
Attribute	+4	No pool dice allowed

SKILLS AND LINKED ATTRIBUTES TABLE

PHYSICAL ATTRIBUTES

Body

Athletics

Driving

Parachuting

Strength

Edged Weapons

Clubs

Pole Arms/Staffs

Cyber-Implant Combat

Unarmed Combat **

Throwing Weapons

Projectile Weapons

Heavy Weapons

Spray Weapons

Underwater Combat

Off-Hand Clubs

Off-Hand Edged Weapons

Off-Hand Cyber-Implant Combat

Quickness

Pistols

Submachine Guns

Rifles

Assault Rifles

Shotguns

Bracer †

Gun Cane †

Gyrojet Pistol †

Laser Weapons

Whips

Stealth

Blowgun

Eye Gun

Oral Gun

Oral Strike

Off-Hand Whips

Lock Picking

MENTAL ATTRIBUTES

Intelligence

Aura Reading

Demolitions

Disguise

** Can be replaced with a martial art

† Can only default to Pistols and Quickness

Gunnery
Launch Weapons

Computer
Electronics

Biotech

Build/Repair Skills

Knowledge Skills

Language Skills

Navigation

Small Unit Tactics

Charisma

Etiquette

Instruction

Interrogation
Intimidation

Leadership

Negotiation

Willpower

Conjuring *

Sorcery *

Enchanting *

Centering *

Divining *

Wilderness Survival

SPECIAL ATTRIBUTES

Reaction

Bike

Car
Tracks

Motorboat
Ship

Sailboat

Winged Aircraft
Rotor Aircraft
Vector Thrust Aircraft
Lighter-Than-Air Aircraft
Suborbital

Submarine

Walker
Mechanical Arm Operator

* These skills have no default. You cannot perform these actions without the actual skill.

SKILL IMPROVEMENT COST TABLE

Base Skill	Knowledge/	
	Active	Language
New Skill Rating is...		
Less than or equal to Attribute Rating	1.5	1
Less than or equal to (2 x Attribute Rating)	2	1.5
More than (2 x Attribute Rating)	2.5	2
Specializations		Knowledge/
	Active	Language
New Skill Rating is...		
Less than or equal to Attribute Rating	.5	.5
Less than or equal to (2 x Attribute Rating)	1	1
More than (2 x Attribute Rating)	1.5	1.5

PRIMARY RANGED WEAPON

Weapon _____ Type _____
 Conceal _____ Mode _____
 Damage _____ Weight _____

Range/TNs Short Medium Long Extreme

Accessories and Modifications

- Smartlink Smartlink-2 Laser Sight
 Silencer Sound Suppressor Gas Venting (Rating _____)

AMMUNITION

Type _____
 Effect _____
 Load _____ in a _____
 Extra Reloads _____
 Rounds Unloaded _____
 Rounds Fired _____

AMMUNITION

Type _____
 Effect _____
 Load _____ in a _____
 Extra Reloads _____
 Rounds Unloaded _____
 Rounds Fired _____

PRIMARY RANGED WEAPON

Weapon _____ Type _____
 Conceal _____ Mode _____
 Damage _____ Weight _____

Range/TNs Short Medium Long Extreme

Accessories and Modifications

- Smartlink Smartlink-2 Laser Sight
 Silencer Sound Suppressor Gas Venting (Rating _____)

AMMUNITION

Type _____
 Effect _____
 Load _____ in a _____
 Extra Reloads _____
 Rounds Unloaded _____
 Rounds Fired _____

AMMUNITION

Type _____
 Effect _____
 Load _____ in a _____
 Extra Reloads _____
 Rounds Unloaded _____
 Rounds Fired _____

OTHER RANGED WEAPONS

Weapon Type Conceal Mode Short Medium Long Extreme Damage Modifiers/Notes Ammo

MELEE WEAPONS

Weapon	Reach	Damage	Notes

MARTIAL ARTS

Tradition/Skill Rating _____
 Advantages _____
 Disadvantages _____
 Maneuver _____ Effect _____

RANGED ATTACK TARGET NUMBERS

	S	M	L*	E*
Standard	4	5	6 (8)	9
Laser Sight †	3	4	5 (7)	8
Smart Goggles **	3	3	5 (7)	8
Smartlink	2	3	4 (6)	7
Smartlink-2 w/ Range Finder	2	3	3 (5)	7
Image Magnification				
Level 1	4	4	5 (6)	6 (8)
Level 2	4	4	4 (4)	5
Level 3	4	4	4 (4)	4
Image Magnification with Laser Sight				
Level 1	3	3	4 (4)	4
Level 2	3	3	3 (3)	4
Level 3	3	3	3 (3)	3

* Number in paranthesis is for grenade launchers, mortars, and missile launchers. Only applicable modifier to indirect fire is the -1 modifier from a smartlink-2 system.
 † Standard laser sights have an effective range of 50 meters during daylight; 150 at night. Extended laser sights are 150/500.
 ** Or any non-completely cybernetic smartlink system.

LIFESTYLE

Lifestyle _____ Monthly Cost _____ Months Paid _____

Address _____

Description and Edges/Flaws _____

LIFESTYLE

Lifestyle _____ Monthly Cost _____ Months Paid _____

Address _____

Description and Edges/Flaws _____

LIFESTYLE

Lifestyle _____ Monthly Cost _____ Months Paid _____

Address _____

Description and Edges/Flaws _____

LIFESTYLE

Lifestyle _____ Monthly Cost _____ Months Paid _____

Address _____

Description and Edges/Flaws _____

CERTIFIED CREDSTICKS

Balance _____ Notes _____

REGISTERED CREDSTICK/SIN

Type/Rating _____ Balance _____

Description & Notes _____

REGISTERED CREDSTICK/SIN

Type/Rating _____ Balance _____

Description & Notes _____

REGISTERED CREDSTICK/SIN

Type/Rating _____ Balance _____

Description & Notes _____

CONTACT

Name _____ Contact Level _____

B Q S C I W E M R

Initiative _____

Dice Pools _____

Karma/Professional Rating _____

Notes _____

CONTACT

Name _____ Contact Level _____

B Q S C I W E M R

Initiative _____

Dice Pools _____

Karma/Professional Rating _____

Notes _____

CONTACT

Name _____ Contact Level _____

B Q S C I W E M R

Initiative _____

Dice Pools _____

Karma/Professional Rating _____

Notes _____

CONTACT

Name _____ Contact Level _____

B Q S C I W E M R

Initiative _____

Dice Pools _____

Karma/Professional Rating _____

Notes _____

CONTACT

Name _____ Contact Level _____

B Q S C I W E M R

Initiative _____

Dice Pools _____

Karma/Professional Rating _____

Notes _____

CONTACT

Name _____ Contact Level _____

B Q S C I W E M R

Initiative _____

Dice Pools _____

Karma/Professional Rating _____

Notes _____

CONTACT

Name _____ Contact Level _____

B Q S C I W E M R

Initiative _____

Dice Pools _____

Karma/Professional Rating _____

Notes _____

CONTACT

Name _____ Contact Level _____

B Q S C I W E M R

Initiative _____

Dice Pools _____

Karma/Professional Rating _____

Notes _____

PERSONAL MAGICAL DATA

Tradition _____ Totem _____
Totem Bonuses _____

Initiation _____ Grade _____
Metamagical Techniques _____

Totem Penalties _____

Library	Rating	Media	Size	Cost
Conjuring	_____	_____	_____	_____
Sorcery	_____	_____	_____	_____
Enchanting	_____	_____	_____	_____
Background	_____	_____	_____	_____

Geasa _____

Lodge/Circle
Force _____
Location _____
Description _____

Ordeals Completed _____

ASTRAL DATA

Astral Pool _____ Astral Combat Pool _____
Combat Skill _____ Base Damage _____
Astral Initiative _____ Spell Pool _____
Appearance and Notes _____

MAGICAL GROUP

Name _____
Type/Members _____
Strictures _____
Resources/Notes _____

SPELLS

Spell	Max Force	Type	Target	Resisted	Duration	Range	Drain	Notes

ALLY SPIRIT

Name _____ Native Plane _____

<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"/>
B	Q	S	C	I	W	E	R	Force	

Initiative _____ Astral Initiative _____

Attack _____

Dice Pools

Karma _____

Combat _____

Astral Combat _____

Homunculus

Material _____

Armor _____

Allergy _____

Power _____ Action _____ Range _____ Duration _____ Effects _____

Appearance

1 _____

2 _____

3 _____

Skills/Rating _____ Spells/Force _____

WATCHER SPIRITS

Number _____ Force _____ Length of Life _____

ASTRAL BARRIERS & WARDS

Type _____ Rating _____ Notes _____

BOUND SPIRIT

Name _____ Great Form (Y/N) _____

<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"/>
B	Q	S	C	I	W	E	R	Force	

Initiative _____ Astral Initiative _____

Attack _____

Dice Pools

Combat _____ Astral Combat _____ Karma _____

Great Form Bonus _____

Power _____ Action _____ Range _____ Duration _____ Effects _____

Weaknesses _____

Initiative _____ Astral Initiative _____

Attack _____

Dice Pools

Combat _____ Astral Combat _____ Karma _____

Great Form Bonus _____

Power _____ Action _____ Range _____ Duration _____ Effects _____

Weaknesses _____

VEHICLE

Vehicle _____ Model _____ Type _____

Handling	Speed	Max Speed	Acceleration	Body/Hull	Armor/ Bulwark	Signature	<input type="checkbox"/> Manual	<input type="checkbox"/> Datajack Port
							<input type="checkbox"/> Rigger Adaption	<input type="checkbox"/> Remote Control

Autonav	Pilot	IVIS Pool	Firmpoints	Hardpoints

Seating	Entry Points	Fuel	Economy	Cargo	Load	Setup/ Breakdown	Landing/ Takeoff	Accommodation	Stress	Total Cost

Speed x1.2 = = Speed in KPH

Speed x.75 = = Speed in MPH

Vehicle Condition Monitor

-25% Speed		-50% Speed			
+1 TN -1 Init	+2 TN -2 Init	+3 TN -3 Init			
Light	Moderate	Serious	Destroyed		

	Rating	Flux Rating	Modified Flux	Max Flux
Sensors				
Sonar				
ECM				
ECCM				
ED				
ECD				

Total Cost ÷ 100 + Stress x10 = Maintenance Cost

+ =

Maintenance Cost ÷ 100,000 = Optempo Rate

÷ 100,000 =

Weapons, Customizations, Notes

Vehicle Points + Terrain Points + Speed Points + Driver Points = Maneuver Score

+ + + =

VEHICLE

Vehicle _____ Model _____ Type _____

Handling	Speed	Max Speed	Acceleration	Body/Hull	Armor/ Bulwark	Signature	<input type="checkbox"/> Manual	<input type="checkbox"/> Datajack Port
							<input type="checkbox"/> Rigger Adaption	<input type="checkbox"/> Remote Control

Autonav	Pilot	IVIS Pool	Firmpoints	Hardpoints

Seating	Entry Points	Fuel	Economy	Cargo	Load	Setup/ Breakdown	Landing/ Takeoff	Accommodation	Stress	Total Cost

Speed x1.2 = = Speed in KPH

Speed x.75 = = Speed in MPH

Vehicle Condition Monitor

-25% Speed		-50% Speed			
+1 TN -1 Init	+2 TN -2 Init	+3 TN -3 Init			
Light	Moderate	Serious	Destroyed		

	Rating	Flux Rating	Modified Flux	Max Flux
Sensors				
Sonar				
ECM				
ECCM				
ED				
ECD				

Total Cost ÷ 100 + Stress x10 = Maintenance Cost

+ =

Maintenance Cost ÷ 100,000 = Optempo Rate

÷ 100,000 =

Weapons, Customizations, Notes

Vehicle Points + Terrain Points + Speed Points + Driver Points = Maneuver Score

+ + + =

VEHICLE AND DRONE WEAPONS

Type	Vehicle	Mode	Ammo	Short	Medium	Long	Extreme	Damage
Handling	Speed	Range	Body	Intelligence	Signature	Blast	Scatter	

SIGNAL CONDITION MONITORS

Command Channel

Light Degradation	Moderate Degradation	Serious Degradation	Channel Disengaged
+1 TN	+2 TN	+3 TN	

Simsense Channel

Light Degradation	Moderate Degradation	Serious Degradation	Channel Disengaged
+1 TN	+2 TN	+3 TN	

System Channel

Light Degradation	Moderate Degradation	Serious Degradation	Channel Disengaged
+1 TN	+2 TN	+3 TN	

REMOTE CONTROL DECK

Rating _____
 Max Flux _____
 Current Modified Flux _____
 ECCM _____
 Encryption Module _____
 Decryption Module _____
 Protocol Emulation Module _____
 Flux _____
 IVIS Master Unit
 FDDM Master Unit
 Notes _____

FLUX RANGES

Rating	Distance
0	250m
1	1km
2	2km
3	4km
4	6km
5	9km
6	12km
7	16km
8	20km
9	25km
10+	(2 x Flux) +10km

SUBSCRIBED DRONES

Current _____
 Maximum Active (RCD Rating) _____ Maximum Subscribed (RCD Rating x 2) _____

Drone	Type	Pilot	Handling	Body	Armor	Signature	Adapt. Pool	IVIS Pool	Affiliated (✓)

Autosofts, Accessories, Standing Commands, and Notes

Vehicle & Drone Weapons

CYBERDECK

Cyberdeck _____

Hardening <input style="width:100%;" type="text"/>	MPCP <input style="width:100%;" type="text"/>	Active Memory <input style="width:100%;" type="text"/>	Storage Memory <input style="width:100%;" type="text"/>	I/O Speed <input style="width:100%;" type="text"/>	Response Increase <input style="width:100%;" type="text"/>	ICCM <input style="width:100%;" type="text"/>	ASIST <input style="width:100%;" type="text"/>	Reality Filter <input style="width:100%;" type="text"/>		
Notes _____						Masking Rating <input style="width:40%;" type="text"/>	+	Sleaze Rating <input style="width:40%;" type="text"/>	÷2=	Detection Factor <input style="width:40%;" type="text"/>

CYBERDECK

Cyberdeck _____

Hardening <input style="width:100%;" type="text"/>	MPCP <input style="width:100%;" type="text"/>	Active Memory <input style="width:100%;" type="text"/>	Storage Memory <input style="width:100%;" type="text"/>	I/O Speed <input style="width:100%;" type="text"/>	Response Increase <input style="width:100%;" type="text"/>	ICCM <input style="width:100%;" type="text"/>	ASIST <input style="width:100%;" type="text"/>	Reality Filter <input style="width:100%;" type="text"/>		
Notes _____						Masking Rating <input style="width:40%;" type="text"/>	+	Sleaze Rating <input style="width:40%;" type="text"/>	÷2=	Detection Factor <input style="width:40%;" type="text"/>

MATRIX INITIATIVE CALCULATION

	Reaction	Initiative
Base Reaction	_____	_____
Manual controls (Reaction)	_____	_____
Pure DNI (Intelligence)	_____	_____
Base Initiative		+1D6
Running Pure DNI	+2	+1D6
Reality Filter Active	+2	+1D6
Response Increase	+2 per level	+1D6 per level
Using 'trodes	+2	max +2D6
Final Matrix Initiative	_____	_____

PERSONA CONDITION MONITOR

Light	Moderate	Serious	Persona Crashed	Icon Rating
+1 TN	+2 TN	+3 TN	<input style="width:100%;" type="text"/>	<input style="width:40%;" type="text"/>

PERSONA

	Rating	Effective Rating
MPCP	_____	_____
Bod	_____	_____
Evasion	_____	_____
Masking	_____	_____
Sensor	_____	_____

UTILITIES/COMPLEX FORMS

Utility/Complex Form	Active?	Rating	Type	Size	Options	Effect



ADEPT POWERS

Power	Rating	Notes	Power	Rating	Notes

FOCI

Item	Rating	Description	Item	Rating	Description

LIVING PERSONA

_____ MPCP (Int + Wil + Cha) ÷ 3
 _____ Bod (Wil)
 _____ Evasion (Int)
 _____ Masking (Wil + Cha) ÷ 2
 _____ Sensors (Int)

_____ Detection Factor
 _____ Hardening
 _____ I/O Speed
 _____ Matrix Reaction
 _____ Matrix Initiative
 _____ Icon Rating

CHANNELS

Access _____
 Control _____
 Index _____
 Files _____
 Slave _____

OTAKU DATA

Path _____ Path Bonus _____
 Tribe's Name _____ Tribe's Members _____
 Tribe's Resources _____
 Notes _____

 Submersion Grade _____
 Echoes _____

EDGES

Edge	Rating	Notes

FLAWS

Flaw	Rating	Notes

CHARACTER HISTORY AND BACKGROUND

Lined area for character history and background notes.

CHARACTER SKETCH

Large blank area for character sketch or drawing.

HEIGHT

Input field for height.

WEIGHT

Input field for weight.

EYE COLOR

Input field for eye color.

HAIR COLOR

Input field for hair color.

OTHER FEATURES

Lined area for other features.

IMPORTANT DATES AND FUN FACTS

Grid of fields for important dates and fun facts, including Date Created, Date First Played, Date Retired, Biggest debt, Most rounds fired in a single firefight, etc.



DAMAGE AND HEALING

Healing Stun Damage: Body or Willpower (2) Test, injury modifiers apply.

Base time = 60 minutes on a per box basis.

Medical Attention Required? Roll natural Body vs. Wound Level table TN. Failure (or Deadly damage) requires medical attention to heal.

First Aid: Roll Biotech on First Aid Table, modifiers apply. Success reduces damage by 1 Level.

Long-Term Healing: Roll natural Body on Healing Table to reduce each level. Apply Doctoring Table modifiers.

WOUNDS

Wound Level	Target Number
Light	2
Moderate	4
Serious	6

HEALING TABLE

Damage Level	Base Time	Minimum Time	Body Test TN	Minimum Lifestyle
Deadly	30 days	3 days	10	Hospitalized
Serious	20 days	2 days	8	High
Moderate	10 days	1 day	6	Middle
Light	24 hours	2 hours	4	Low

DOCTORING TABLE

Situation	Modifier
Intensive Care (hospital only)	-2
Long-term magical care	-2
Conditions (only one applies)	
Not in hospital or clinic	+2
Bad conditions	+3
Terrible conditions	+4
Patient is magician	+2
Patient's natural Body is:	
1-3	+0
4-6	-1
7-9	-2
10 or more	-3
Patient's natural Willpower is:	
1-3	+0
4-6	-1
7-9	-2
10 or more	-3

FIRST AID TABLE

Damage Level	Biotech TN	Treatment Time
Light	4	5 Combat Turns
Moderate	6	10 Combat Turns
Serious	8	15 Combat Turns
Deadly	10	Special

FIRST AID TARGET NUMBER MODIFIERS

Situation	Modifier
Patient is Awakened	+2
Bad conditions	+1
Terrible Conditions	+3
Patient's Body Attribute is 1-3	+0
Patient's Body Attribute is 4-6	-1
Patient's Body Attribute is 7-9	-2
Patient's Body Attribute is 10 or more	-3
No medkit available	+4

DAMAGE AND HEALING NOTES

ATTRIBUTE STRESS

	Stress	Permanent Stress
Body	_____	_____
Quickness	_____	_____
Strength	_____	_____
Intelligence	_____	_____
Willpower	_____	_____
Reaction	_____	_____

ESSENCE OR BIO INDEX SLOTS

Slot 1 _____	Slot 4 _____
_____	_____
_____	_____
Slot 2 _____	Slot 5 _____
_____	_____
_____	_____
Slot 3 _____	Slot 6 _____
_____	_____
_____	_____

CURRENT RUN NOTES

CREDITS

Designed by: Adam Jury and Jeff Mackintosh
Development by: Rob Boyle
Cover Artwork by: Rick Berry and John Zeleznik (front)
Adi Granov (back)

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Notes & Credits

SUMMARY OF ACTIONS

The following actions are described in **SR3, Rigger 3, Matrix, Magic in the Shadows** and the **Critters** book in the **SR3 GM Screen**.

FREE

GENERAL

Activate Cyberware
Delay Action
Drop Object
Drop Prone
Gesture
Observe
Speak a Word

COMBAT

Call a Shot
Change Smartgun Fire Mode
Eject Smartgun Clip

CRITTER

Cold Aura
Corrosive Saliva
Fading
Flame Aura
Magical Guard
Shadow Cloak

DECKING

Allocate Utility Pool (SKs and AIs Only)
Analyze IC or Icon
Jack Out
Maintain Monitored Operation
Notice New Icon
Terminate Download/Upload
Unload Program from Active Memory
Unsuppress IC

MAGIC

Allocate Spell Defense/Reflecting/Shielding dice
Centering (Metamagic)
Deactivate Focus
Drop Deliberate Masking (Metamagic)
Drop Sustained Spell
End Manifestation
Missile Parry (Adept Power)

RIGGING/VEHICLE

Activate/Deactivate Rigged Auto-nav/Sensors/ECM/ECCM/ECD
Arm/Disarm a Rigged Weapon System
Call Up a Status Report
Suppress CCSS Automatic Alarms

SIMPLE

GENERAL

Change Position
Observe in Detail
Pick Up/Put Down Object
Use Reflex Trigger (Activate/Deactivate Wired Reflexes)
Use Simple Object

COMBAT

Change Gun Mode
Fire Weapon (SS, SA or BF)
Insert Clip
Quick Draw
Ready Weapons
Remove Clip
Set Up Bipod/Tripod
Take Aim
Throw Weapon

CRITTER

Concealment
Magic Sense
Materialize/Dematerialize
Mimicry
Sense Link
Telepathic Link

DECKING

Analyze Operation
Analyze Security or Subsystem
Attack
Decrypt Access, File or Slave
Download Data
Edit File
Encrypt Access, File or Slave
Improvise Attack
Locate Tortoise User
Monitor Slave
Perform Combat Maneuver
Relocate Trace
Scan Icon
Send Data
Suspend Icon Operations
Swap Memory
Upload Data

MAGIC

Activate/Deactivate Focus
Call Nature Spirit
Command a Spirit
Deliberately Mask the Aura (Metamagic)
Issue Mental Command (Control Manipulation Spells)
Manifest Astral Form on Physical Plane
Observe Spell for Design Inspiration
Read an Aura
Rooting (adept power)
Shift to/from Astral Perception

RIGGING/VEHICLE

Activate/Deactivate Non-rigged Autonav/Sensors/ECM/ECCM/ECD
Affiliate/Disaffiliate a Drone
Jump into a Primary Drone
Monitor Radio Traffic
Perform the Same Free Action on Multiple Drones
Return to Captain's Chair

COMPLEX

GENERAL

Use Complex Object
Use Skill

COMBAT

Attempt to Break Free from Grapple/Entanglement
Fire Automatic Weapon (FA)
Make Spotter Test for Indirect Fire
Melee/Unarmed Attack
Reload Firearm

CRITTER

Accident
Aid Power
Animal Control
Animal Form
Animal Gateway
Binding
Blindness
Compulsion
Confusion
Desire Reflection
Dispell
Empathy
Engulf
Essence Drain
Fear
Glamour
Guard
Human Form
Hypnotic Song
Influence
Innate Spell
Mist Form
Movement
Noxious Breath
Paralyzing Touch/Howl
Petrifying Gaze
Possession
Psychokinesis
Search
Silence
Sonic Projection
Spraying
Storm
Wealth
Weather Control

DECKING

Abort Host Shutdown
Alter Icon
Analyze Host
Block System Operation
Control Slave
Crash Application or Host
Decoy
Decompress a file or program
Disarm Data Bomb
Disinfect
Dump Log
Edit Slave
Freeze Vanishing SAN
Graceful Logoff

Infect

Intercept Data
Invalidate Account
Jack Out Under Attack from Black IC
Locate Access Node, Decker, File, Frame, IC, Payload or Slave
Logon to Host, LTG or RTG
Make Comcall
Null Operation
Redirect Datatrail
Switch Modes
Tap Comcall
Use Medic or Restore Utility
Validate Account

MAGIC

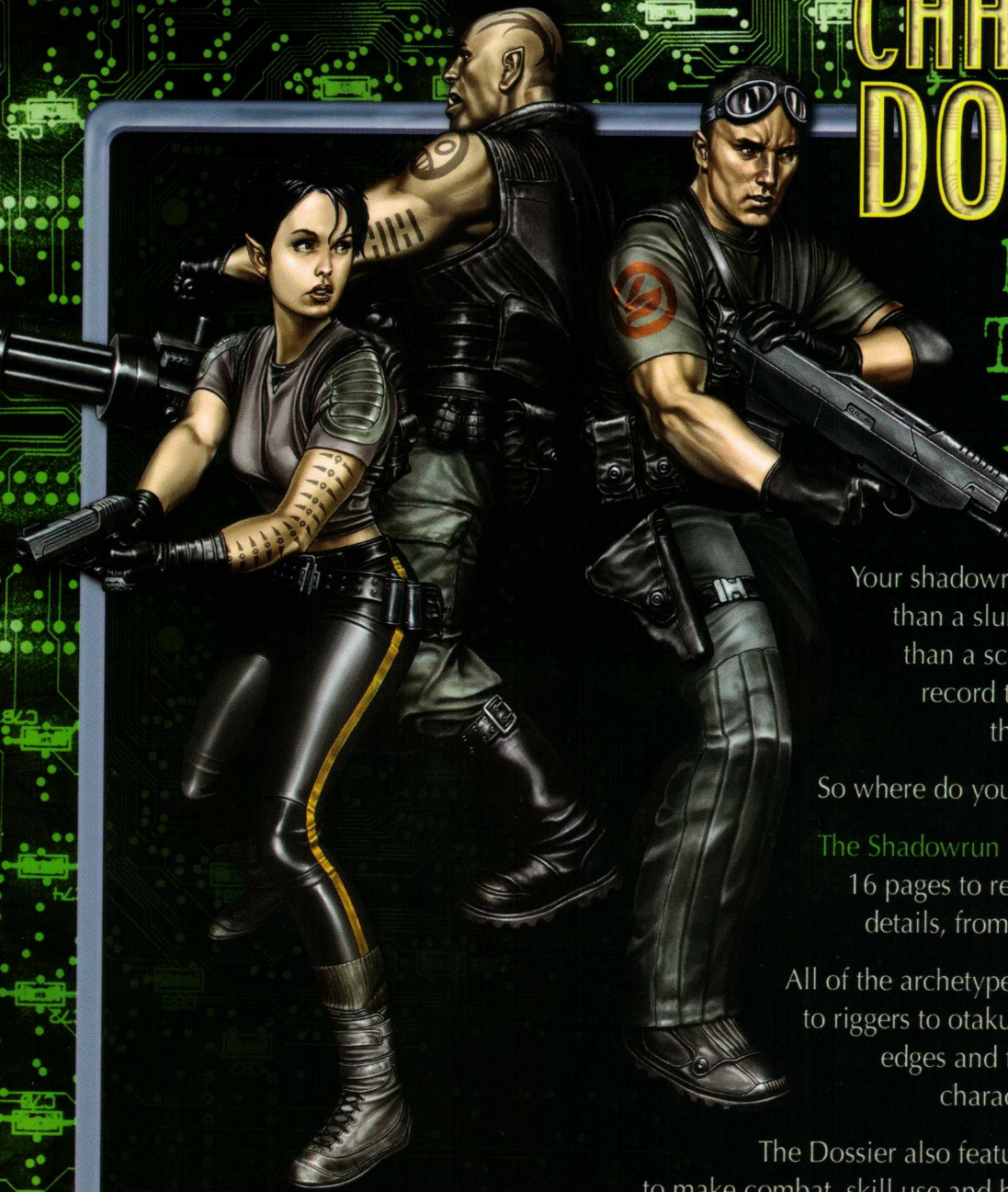
Activate Sustaining Focus
Astrally Project or Return
Banish Spirit
Call Elemental/Ally
Cast Spell
Cleansing (Metamagic)
Divination (Metamagic)
Conjure Spirit
Control Spirit
Create Wards
Dispell a Spell
Erase Astral Signature
Heal Spirit
Link Spell to Anchoring Focus
Move Area of Effect of a Sustained Illusion/Manipulation Spell
Possession (Metamagic)
Quicken a Spell (Metamagic)
Remove Self from Ritual Team
Ritual Sorcery
Struggle to Change Course of Action (Dog Shamans Only)
Suppress Astral Barrier
Use Expendable Spell Focus

RIGGING/VEHICLE

Accelerating/Braking
Break Missile Target Lock
Conduct Signal Interception
Conduct MIJI
Control a Room through CCSS
Disengage from a CCSS System
Engage a Security Rigger in CCSS Combat
Fire Mounted or Vehicle Weapon
Hiding
Issue a Command
Make a Sensor Test for Gunnery Target Lock
Observe through a Secondary Drone
Operate a Drone
Positioning
Ramming
Reconnect a Lost Carrier
Reduce Footprint
Regenerate Channel Degradation
Turn On/Off Device through CCSS

CHARACTER DOSSIER

More Data
Than Your
Rap Sheet



Your shadowrunner has more safehouses than a slumlord, more false identities than a schizophrenic and a criminal record that takes up more memory than a Black Hammer utility.

So where do you keep track of all that info?

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Store your runner's info here and put Mr. Johnson's files to shame!

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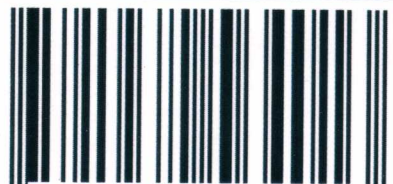
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