Character Sheets v2.3 for Shadowrun II

by

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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 three front sides for the sheets. The second is a collection of thirteen back sheets, based on archetype. The intent is to mix one back sheet with one front sheet for a complete character sheet. The third part contains pages filled with multiple copies of similar items, (e.g. condition monitors, vehicles, etc.)

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.

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 more space for weapons and armor and less space for contacts.

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

Backs

Page Five — Mage sheet.

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

Page Seven — Mage/Decker sheet.

Page Eight — Decker sheet.

Page Nine — Rigger sheet.

Page Ten — Rigger/Decker sheet.

Page Eleven — Samurai sheet.

Page Twelve — Samurai (alternate) sheet.

Page Thirteen — Mercenary sheet.

Page Fourteen — Gadgeteer sheet.

Page Fifteen — Physical Adept sheet.

Page Sixteen — Physical Mage sheet.

Page Seventeen — Otaku sheet

Extras

Page Eighteen — Vehicle records

Page Nineteen — Condition monitors

Page Twenty — Weapon records

Page Twenty-one — NPC records

Street Name	ATTRIBUT	FS		SKILLS		
Real Name	11	ug. Alt.				
Player Name		- 11				
Archetype	Quickness =					
Vitals						
Race Height	Strength					
Sex Weight	C					
Eyes Hair		— — —				
Birthdate	Willpower					
Birthplace	Essence					
Total Karma	Body Index					
Remaining Karma						
Assets	Reaction					
Credsticks	Init. Dice					
Color/Bank						
Balance			CONTAC	CTS		
Certified					- CC11	
Certified		Archetype	Relation	Location	Affiliation	LTG#
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Stock	-	_				
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Lifestyle						
POOLS						
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Control Task	- II					
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ARMOR	.					
Type Cncl Blistc Imp	pct					
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GEAR	Natural Reach	Natural	Recoil Modifie	er		
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GEAR	CONDITION Mental Phys	ON MONIT(sical Ov	OR erdamage Ty Sp	peEx	/EHICLE	
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GEAR	CONDITION Mental Phys Light Stun 1 to target 4's - L 1 to Initiative L L	ON MONITO	OR erdamage Ty Sp	peEx		
GEAR	CONDITION Mental Physics Light Stun +1 to taged #5 - L L L Moderate Stun +2 to target #5 - M M	ON MONITO Sical Ov Light Wound + I to larget #'s - I to Initiative Moderate Wound + 2 to target #'s	OR erdamage Ty Sp Ad	peEx		
GEAR	CONDITION Mental Phys Light Stan 1 to target #'s L _ L 1 to Initiative Moderate Stan 2 to target #'s A	ON MONITO Sical Ov. Light Wound + I to target #'s - I to Initiative Moderate Wound - 2 to target #'s - 2 to Initiative Serious Wound	OR erdamage Ty Sp Ad	peExcelExndling		
GEAR	CONDITION Mental Physics Light Stun + I to target #'s L L L Moderate Stun + 2 to target #'s - 2 to initiative M M M	ON MONITO Sical Over Light Wound +1 to target #'s -1 to Initiative Output Output	OR erdamage Ty Sp Ad Ha Bo	peEx ceedEx ccel undling od/Amr _/_ gnature		
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Player Name	Body	II				
Archetype	Quickness					
Vitals	Strength	I I				
Race Height	Charisma	11				
SexWeight	Citatisitia	11				
Eyes Hair						
Birthdate	Willpower	-				
Distinction	Essence	11				
Birthplace	Body Index					
Total Karma						
Remaining Karma	Magic	I I				
Assets	Reaction					
Credsticks	Init. Dice					
Color/Bank						
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POOLS						
Karma Hacking	-					
Combat Magic						
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GEAR	Mental Physic		~	Гуре		
JLAN	Light Stun +1 to target #'s -1 to Initiative	Light Wound — +1 to target #'s -1 to Initiative		Speed	Extras	
	Moderate Stun	Moderate Wound		Accel	_	
	Moderate Stun +2 to target #'s — M M — -2 to Initiative	Moderate Wound +2 to target #'s -2 to Initiative		Handling		
	- 2 to minative	-2 to illitative		Bod/Amr/	_	
	- Sorious Star	Sorious Manual			-	
	Serious Stun +3 to target #'s 3 to Initiative	Serious Wound +3 to target #'s		Signature	-	
	-3 to Initiative	-3 to Initiative		Nav/Snsr/_	_	
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Street Name	ATTRIBUTE	s II		SKI	LLS	
Real Name	Nat. Au	- 11				
Player Name		- 11				
Archetype	Quickness					
Vitals						
Race Height	Strength					
Sex Weight						
Eyes Hair						
Birthdate	Willpower					
Birthplace	Essence	-				
Total Karma	Body Index	-				
Remaining Karma	Magic					
Assets	Reaction					
Credsticks		-				
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EDGES & FLAWS	Туре	Cncl			d. Long Extr. A	mmo Dmg
EDGES & FLAWS	Туре	Cncl			d. Long Extr. A	mmo Dmg
EDGES & FLAWS	Туре	Cncl			d. Long Extr. A	mmo Dmg
			Reach Mo	ode Short Me	d. Long Extr. A	mmo Dmg
EDGES & FLAWS	Type Natural Reach			ode Short Me	d. Long Extr. A	mmo Dmg
	Natural Reach	Natural	Reach Mo	ode Short Me		mmo Dmg
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	Natural Reach CONDITIC Mental Physic Light Stun I to larget #'s I to linitative Moderate Stun	Natural N MONITC Cal Ove Light Wound + to target #'s - to Initiative Moderate Wound	Reach Mo	lifier	VEHICLE	mmo Dmg
	Natural Reach CONDITIO Mental Physic Light Stur 1 to target #'s -1 to Initiative L L	Natural N MONITC Cal Ove Light Wound + 1 to target #'s - 1 to Initiative	Reach Mo	lifier	VEHICLE	mmo Dmg
	Natural Reach CONDITIC Mental Physic Light Stun 1 to target #'s 1 to Initiative L L L L L L L L L L L L L	Natural N MONITC Cal Ove Light Wound + 1 to target #'s - 1 to Initiative Moderate Wound +2 to target #'s	Reach Mo	lifier Type Speed	VEHICLE	mmo Dmg
	Natural Reach CONDITIO Mental Physic Light Stun +1 to target 8's -1 to Indiative Moderate Stun +2 to target 8's -2 to Indiative M M	Natural N MONITC Cal Ove Light Wound + 1 to target #'s - 1 to Initiative Moderate Wound - 2 to target #'s - 2 to Initiative	Reach Mo	lifier Type Speed Accel Handling Bod/Amr/	VEHICLE	mmo Dmg
	Natural Reach CONDITIO Mental Physic Light Stun 1 to target #'s 1 to Initiative L L L M M M M	Natural N MONITC Cal Ove Light Wound + I to target #'s - I to Initiative Moderate Wound - 2 to target #'s - 2 to Initiative	Reach Mo	TypeSpeedHandlingSignature	VEHICLE	mmo Dmg
	Natural Reach CONDITIC Mental Physic Light Stun 1 to target #'s -1 to Initiative L L L Moderate Stun 2 to target #'s -2 to Initiative Serious Stun +3 to target #'s S S	Natural NMONITC Cal Ove 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	Reach Moc Recoil Moc OR rdamage	TypeSpeedAccel HandlingBod/Amr/_SignatureNav/Snsr/_	VEHICLE	mmo Dmg
	Natural Reach CONDITIC Mental Physic Light Stun 1 to target #'s -1 to Initiative L L L Moderate Stun 2 to target #'s -2 to Initiative Serious Stun +3 to target #'s S S	Natural N MONITC Cal Ove 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	Recoil Moo	TypeSpeedHandlingSignature	VEHICLE	mmo Dmg

Туре	Ratio	ng Cost	CYBERWA	RE & BIONET	ICS Notes			
				SPELLS				
Name	Force I	Dmg Dura	tion Type	Target	Resist	Range	Drain	Notes
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force÷2 round down F =	Force MR	- Magic Rating	#s – number of su	cresses IOS – line of	sight			
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					SPELI	.S				
Name	Force	Dmg	Duration	Туре	Targ		Resist	Range	Drain	Notes
force÷2 round down F	= Force N	лR = Mag	ic Rating #s =	number of	successes	LOS = line of sig	ght			
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			ical Group			ltem	Rating	g	Descri	ption

MAGICAL DATA						
Tradition Totem Totem Bonuses	Name					
Strictures						
Library						
Conjuring						
Enchanting						
Sorcery						
Theory						
Initiation						
Grade						
Centering Skill						
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Ordeals Completed						
	Notes					

ltem	MAGIC Rating	Description				
	BOUND	SPIRITS				
Туре	Force	Notes				

	ASTRAL DATA	
Reaction	Initiative	Pool
Combat Skill Appearance		Base Damage

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Туре	CYBERW Rating C	ARE & I	BIONE	TICS	Notes			MPCP Harden Respon I/O Memor Storage ASSIST Case au	ing	ent Max	- L - M S S
Туре	Rating Size	Program Active?		Optio	ons/Notes			Hitcher ICCM fi SatLink Vidscre Bod Evasion Maskin Sensors Detecti Reality Decker	ilter ye ye en ye Max g s on Factor Filter	s no s no -50%	+50%
Name	Force Dmg	Duration	Туре		ELLS Target	R	esist	Range	Drain	Note	s
M	AGICAL DA	ГА		$\overline{}$			MAG	GIC ITE	MS		
Tradition					Ite	n	Rating		Descri	otion	
Totem											
Totem Bonuses Strictures		e ctures		_							
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Sorcery	Men	nbers			Тур	e	Force	511	Note	es	
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Type Rating Cost Notes MPCP Hardening Response L V/O M Memory Storage Storage		CYBER	RWARE	& BIONETIC	CS .			CY	BERD	ECK	
Hardening Response	Туре	Rating	Cost		Notes				Current	Max	
Response VO											-
I/O							I	Hardening			L L
Memory Storage ASSIST S Case armor Hitcher jacks ICCM filter yes no Sattlink yes no D Vidscreen yes no Max -50% +50% Bod Evasion Masking Sensors Detection factor Reality Filter Decker Icon Decker Icon Decker Icon Decker Icon Decker Icon Decker Icon Decker Icon Decker Icon D											-
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GEAR Programs Type Rating Size Active? Options/Notes FRAMES											
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Туре	Rating Cost	CYBERWARE & BIONETICS Notes	
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lux Rating Rar	-	Flux Rating Range	Handling Sig Sig
ncryption Dec	cryption	Encryption Decryption	Speed Accel M
	rageMp	ECCM StorageMp	Body Armor
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ignal Condition L M	I S D	Signal Condition L M S D	Econ Fuel
ommand Channel		Command Channel	
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уре	.C	Type	Handling Sig —
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landling Extras		Handling Extras	Econ Fuel S
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ignature lav/Snsr/		Signature Nav/Snsr _ /	
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ype	_Handling Accel	Type Handling Speed Accel	Body Armor
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	CYBE	RWARE &	BIONETICS		C	BERDECK
Туре	Rating	Cost	Notes			Current Max
					MPCP	
					_	
					Response	
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					Case armor	
					Hitcher jack	
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						yes no D
		Progra			Vidscreen	yes no
Туре	Rating S	ize Active?	Options/Notes			Max ~50% +50%
					Bod	
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Handling Sig	_ []	Flux Rating	Range	Flux Rat	ing	Range
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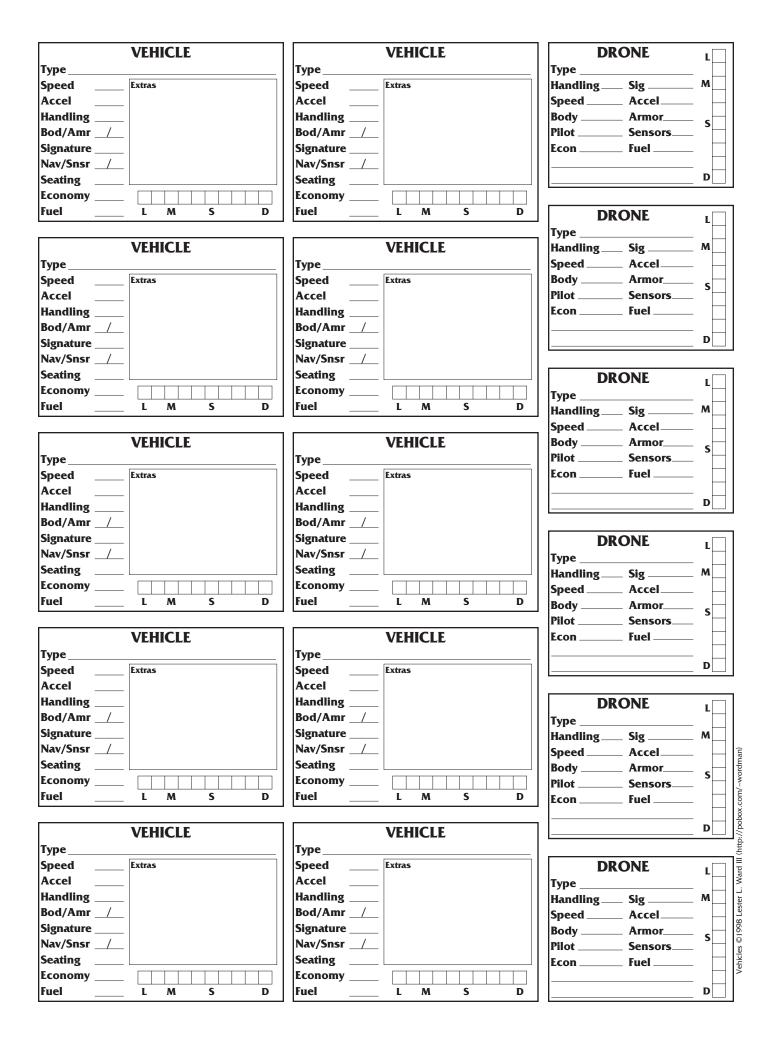
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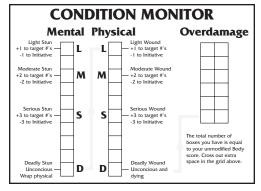
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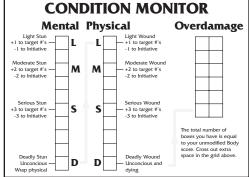
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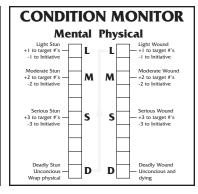
Туре	Rating		CYBERV	ARE & BION		lotes			
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Name	Force Dmg	Duratio	on Type	SPELLS Target	Resis	5t	Range	Drain	Notes
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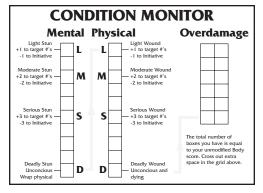
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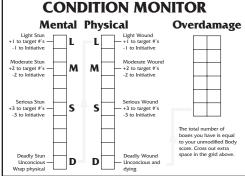


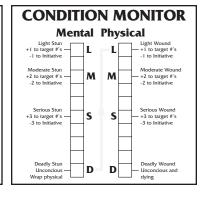


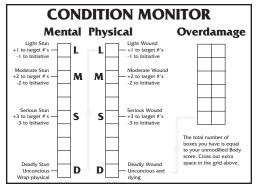


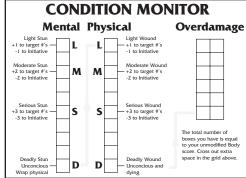


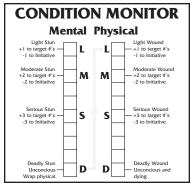


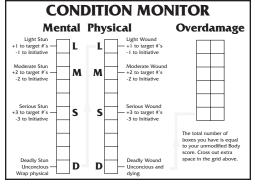


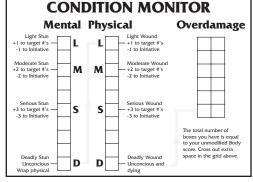


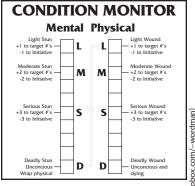


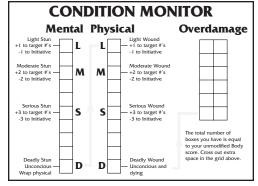


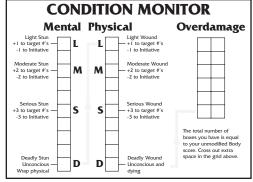


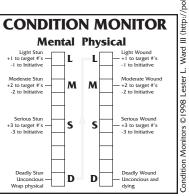












Model Conceal Mode Damage Weight Cost Range	Ammo	
Conceal Mode Damage Weight Cost		
Conceal Mode Damage Weight	Ammo	
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.ost ange	Short Medium Long Extreme	
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Damage		++
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Cost Range	Short Medium Long Extreme	
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Damage		
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Lost Range	Short Medium Long Extreme	
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Range	Short Medium Long Extreme	
Cost		
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Mode		
Conceal		
Model	Ammo	
Accessories		
Range	Short Medium Long Extreme	
Cost		
Weight		
Damage Weight		
Weight		

Name		Race	Mental	-	Overdamage
Body	Skils	Cyber/Equipment	Light Stun +1 to target #'s —	Light Wound +1 to target #'s	
Quickness			-1 to Initiative	-1 to Initiative	
Strength			Moderate Stun +2 to target #'s — M	Moderate Wound +2 to target #'s	
Intelligence			-2 to Initiative	-2 to Initiative	
Willpower			Serious Stun	Serious Wound	
Essense			+3 to target #'s —	+3 to target #'s	
Body Index					The total number of
Magic		<u> </u>		\vdash	boxes you have is equal to your unmodified Body
Reaction	Notes		Deadly Stun Unconcious — D	Deadly Wound Unconcious and	score. Cross out extra space in the grid above.
Init Dice			Unconcious — D Wrap physical	Unconcious and dying	
Pool					
L .					
Name		Race	Mental	Physical	Overdamage
Body	Skils	Cyber/Equipment	Light Stun +1 to target #'s —	Light Wound +1 to target #'s	
Quickness			-1 to Initiative	-1 to Initiative	
Strength			Moderate Stun +2 to target #'s -2 to Initiative	Moderate Wound +2 to target #'s -2 to Initiative	
Intelligence			2.0	2 to micauve	
Willpower			Serious Stun	Serious Wound	
Essense			+3 to target #'s — S	+3 to target #'s -3 to Initiative	
Body Index					The total number of
Magic			H		boxes you have is equal to your unmodified Body score. Cross out extra
Reaction	Notes		Deadly Stun Unconcious — D	Deadly Wound — Unconcious and	score. Cross out extra space in the grid above.
Init Dice			Unconcious — Wrap physical	Unconcious and dying	
Pool					
-					
Name		Race		Physical	Overdamage
Body	Skils	Cyber/Equipment	Light Stun +1 to target #'s —	Light Wound +1 to target #'s	
Quickness			-1 to Initiative	-1 to Initiative	
Strength			Moderate Stun +2 to target #'s — M	Moderate Wound +2 to target #'s	
Intelligence			-2 to Initiative	-2 to Initiative	
Willpower			Serious Stun	Serious Wound	
Essense			+3 to target #'s —	+3 to target #'s	
Body Index					The total number of
Magic			<u> </u>		boxes you have is equal to your unmodified Body score. Cross out extra
Reaction	Notes		Deadly Stun Unconcious — D	Deadly Wound Unconcious and	score. Cross out extra space in the grid above.
Init Dice			Wrap physical	dying	
Pool					
		Race		Physical	Overdamage
Body	Skils	Race Cyber/Equipment	Light Stun +1 to target #'s	Light Wound +1 to target #'s	Overdamage
Body Quickness	Skils	· · · · · · · · · · · · · · · · · · ·	Light Stun +1 to target #'s — -1 to Initiative	Light Wound +1 to target #'s -1 to Initiative	Overdamage
Strength	Skils	· · · · · · · · · · · · · · · · · · ·	Light Stun +1 to target #'s	Light Wound +1 to target #'s	Overdamage
Body Quickness Strength Intelligence	Skils	· · · · · · · · · · · · · · · · · · ·	Light Stun +1 to target #'s — L Moderate Stun +2 to target #'s — M	Light Wound +1 to target #'s -1 to Initiative Moderate Wound +2 to target #'s	Overdamage
Body Quickness Strength Intelligence Willpower	Skils	· · · · · · · · · · · · · · · · · · ·	Light Stun +1 to target #'s -1 to Initiative Moderate Stun +2 to target #'s -2 to Initiative M	L Light Wound +1 to target #'s -1 to initiative Moderate Wound +2 to target #'s -2 to initiative Serious Wound	Overdamage
Body Quickness Strength Intelligence Willpower Essense	Skils	· · · · · · · · · · · · · · · · · · ·	Light Stun + I to target #'s - I to Initiative Moderate Stun +2 to target #'s - 2 to Initiative M	Light Wound +1 to target #'s -1 to initiative Moderate Wound +2 to target #'s -2 to initiative	
Body Quickness Strength Intelligence Willpower Essense Body Index	Skils	· · · · · · · · · · · · · · · · · · ·	Light Stun +1 to target *s - L 1 to Initiative Moderate Stun +2 to target *s - Z to Initiative Serious Stun +3 to target *s - S	L Light Wound +1 to target #'s -1 to initiative Moderate Wound +2 to target #'s -2 to initiative Serious Wound -3 to target #'s	
Body Quickness Strength Intelligence Willpower Essense Body Index Magic		· · · · · · · · · · · · · · · · · · ·	Light Stun +1 to target *s - L 1 to Initiative Moderate Stun +2 to target *s - Z to Initiative Serious Stun +3 to target *s - S	L Light Wound +1 to target #'s -1 to initiative Moderate Wound +2 to target #'s -2 to initiative Serious Wound -3 to target #'s	
Body Quickness Strength Intelligence Willpower Essense Body Index Magic Reaction	Skils	· · · · · · · · · · · · · · · · · · ·	Light Stun +1 to target #'s -1 to Initiative Moderate St#n +2 to target #'s -2 to Initiative Serious Stun +3 to target #'s -3 to Initiative Deadily Stun Unconclous D	L Light Wound +1 to target #'s -1 to initiative Moderate Wound +2 to target #'s -2 to initiative Serious Wound -3 to target #'s	
Body Quickness Strength Intelligence Willpower Essense Body Index Magic Reaction Init Dice		· · · · · · · · · · · · · · · · · · ·	Light Stun +1 to target #'s — L -1 to Initiative Moderate Stun +2 to target #'s — A -2 to Initiative Serious Stun +3 to target #'s — S -3 to Initiative Serious Stun	L 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	
Body Quickness Strength Intelligence Willpower Essense Body Index Magic Reaction		· · · · · · · · · · · · · · · · · · ·	Light Stun +1 to target #'s -1 to Initiative Moderate St#n +2 to target #'s -2 to Initiative Serious Stun +3 to target #'s -3 to Initiative Deadily Stun Unconclous D	Light Wound 1 to target #'s 1 to initiative Moderate Wound 1 2 to target #'s 2 to larget #'s 2 to Initiative Serious Wound 4 3 to target #'s 3 to Initiative Deadly Wound Unconclous and	
Body Quickness Strength Intelligence Willpower Essense Body Index Magic Reaction Init Dice Pool		Cyber/Equipment	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 Unconclous Wrap physical D	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 Unconclous and dying	
Body Quickness Strength Intelligence Willpower Essense Body Index Magic Reaction Init Dice Pool Name	Notes	Cyber/Equipment	Light Stun 1 to target #'s L 1 to Initiative Moderate Stun 1 to Initiative Serious Stun 3 to Initiative Deadly Stun Unconclous Wrap physical Mental	L 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 Unconclous and dying	
Body Quickness Strength Intelligence Willpower Essense Body Index Magic Reaction Init Dice Pool Name Body		Cyber/Equipment	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 Unconclous Wrap physical Mental Light Stun 1 to target #'s L	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 Unconclous and dying	
Body Quickness Strength Intelligence Willpower Essense Body Index Magic Reaction Init Dice Pool Name Body Quickness	Notes	Cyber/Equipment	Light Stun 1 to target #'s L 1 to Initiative Moderate Stun 2 to target #'s M Serious Stun 3 to target #'s S Deadly Stun Unconclous Wrap physical Light Stun Light Stun Li	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 Physical Light Wound thronchous and dying Light Wound -1 to target #'s -1 to initiative	
Body Quickness Strength Intelligence Willpower Essense Body Index Magic Reaction Init Dice Pool Name Body Quickness Strength	Notes	Cyber/Equipment	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 Unconclous Wrap physical Light Stun +1 to target #'s -1 to Initiative Moderate Stun +2 to target #'s -1 to Initiative Moderate Stun +2 to target #'s -1 to Initiative Moderate Stun +2 to target #'s -1 to Initiative Moderate Stun +2 to target #'s -1 to Initiative	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 Unconclous and dying Physical Light Wound +1 to target #'s -1 to initiative Moderate Wound +2 to target #'s -1 to initiative	
Body Quickness Strength Intelligence Willpower Essense Body Index Magic Reaction Init Dice Pool Name Body Quickness Strength Intelligence	Notes	Cyber/Equipment	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 Unconclous Wrap physical Light Stun +1 to target #'s -1 to Initiative Mental	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 Unconclous and dying Physical Light Wound 1 to initiative	
Body Quickness Strength Intelligence Willpower Essense Body Index Magic Reaction Init Dice Pool Name Body Quickness Strength	Notes	Cyber/Equipment	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 Unconclous Wrap physical Mental Light Stun +1 to target #'s -1 to Initiative Moderate Stun M M Serious Stun L Deadly Stun Unconclous Unconclous Vrap physical M M Serious Stun A M M Serious Stun A M M Serious Stun M M M Serious Stun A M M Serious Stun M Serious Stun M M Serious Stun M M Serious Stun M Serious Stun M Serious Stun M Serious Stun M M Serious Stun M Serious Stun M M M Serious Stun M M M Serious Stun M M M M M M M M M M M M M	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 Unconclous and dying Physical Light Wound +1 to target #'s -1 to initiative Moderate Wound +2 to target #'s -2 to initiative Serious Wound Serious Wound Serious Wound -2 to target #'s -2 to initiative	
Body Quickness Strength Intelligence Willpower Essense Body Index Magic Reaction Init Dice Pool Name Body Quickness Strength Intelligence Willpower Essense	Notes	Cyber/Equipment	Light Stun +1 to target *s -1 to Initiative Moderate Stun -2 to Initiative -2 to Initiative Serious Stun +3 to target *s -3 to Initiative Deadly Stun Unconclous Wrap physical Mental Light Stun +1 to target *s -1 to Initiative Moderate Stun -2 to target *s -2 to Initiative Moderate Stun -2 to Initiative M	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 Unconclous and dying Physical Light Wound +1 to target #'s -1 to initiative Moderate Wound Moderate Wound -2 to target #'s -2 to Initiative	
Body Quickness Strength Intelligence Willpower Essense Body Index Magic Reaction Init Dice Pool Name Body Quickness Strength Intelligence Willpower Essense Body Index	Notes	Cyber/Equipment	Light Stun +1 to target *s -1 to Initiative Moderate Stin -2 to Initiative -2 to Initiative Serious Stun +3 to target *s -3 to Initiative Deadly Stun Unconclous Wrap physical Light Stun +1 to target *s -1 to Initiative Moderate Stun -2 to Initiative A to target *s -1 to Initiative Serious Stun -2 to Initiative -3 to Initiative Serious Stun -3 to target *s -3 to Initiative Serious Stun -3 to target *s -3 to Initiative Serious Stun -3 to target *s -3 to Initiative Serious Stun -3 to Initiative Serious Stun -3 to target *s -3 to Initiative	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 Unconclous and dying Physical Light Wound +1 to target #'s -1 to initiative Moderate Wound -1 to target #'s -2 to target #'s -2 to larget #'s -3 to target #'s -3 to farget #'s -4 to target #'s -4 to target #'s -4 to target #'s -5 to initiative	
Body Quickness Strength Intelligence Willpower Essense Body Index Magic Reaction Init Dice Pool Name Body Quickness Strength Intelligence Willpower Essense Body Index Magic Magic Magic	Notes	Cyber/Equipment	Light Stun +1 to target *s -1 to Initiative Moderate Stin -2 to Initiative -2 to Initiative Serious Stun +3 to target *s -3 to Initiative Deadly Stun Unconclous Wrap physical Light Stun +1 to target *s -1 to Initiative Moderate Stun -2 to Initiative A to target *s -1 to Initiative Serious Stun -2 to Initiative -3 to Initiative Serious Stun -3 to target *s -3 to Initiative Serious Stun -3 to target *s -3 to Initiative Serious Stun -3 to target *s -3 to Initiative Serious Stun -3 to Initiative Serious Stun -3 to target *s -3 to Initiative	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 Unconclous and dying Physical Light Wound +1 to target #'s -1 to initiative Moderate Wound -1 to target #'s -2 to target #'s -2 to larget #'s -3 to target #'s -3 to farget #'s -4 to target #'s -4 to target #'s -4 to target #'s -5 to initiative	
Body Quickness Strength Intelligence Willpower Essense Body Index Magic Reaction Init Dice Pool Name Body Quickness Strength Intelligence Willpower Essense Body Index Magic Reaction	Notes	Cyber/Equipment	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 Unconclous Wrap physical Mental Light Stun +1 to target #'s -1 to Initiative Moderate Stun A to target #'s -2 to Initiative Moderate Stun Mental Light Stun +1 to target #'s -1 to Initiative Moderate Stun -2 to Initiative Serious Stun -3 to target #'s -3 to Initiative Serious Stun -3 to target #'s -3 to Initiative Serious Stun -3 to Initiative Serious Stun -3 to Initiative -3 to Initiative -3 to Initiative	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 Unconclous and dying Physical Light Wound +1 to target #'s -1 to initiative Moderate Wound +2 to target #'s -2 to initiative Serious Wound -2 to target #'s -3 to initiative	
Body Quickness Strength Intelligence Willpower Essense Body Index Magic Reaction Init Dice Pool Name Body Quickness Strength Intelligence Willpower Essense Body Index Magic Magic Reaction	NotesSkils	Cyber/Equipment	Light Stun +1 to target *s -1 to Initiative Moderate Stin -2 to Initiative -2 to Initiative Serious Stun +3 to target *s -3 to Initiative Deadly Stun Unconclous Wrap physical Mental Light Stun Light Stun Loronicous Wrap physical Moderate Stin -2 to Initiative Serious Stun +1 to target *s -1 to Initiative Moderate Stin -2 to Initiative Serious Stun +3 to target *s -3 to Initiative S since Stun -3 to Initiative S since Stin -3 to Initiative	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 Unconclous and dying Light Wound -1 to target #'s -1 to initiative Moderate Wound -1 to inget #'s -2 to target #'s -3 to Initiative Serious Wound -1 to initiative Moderate Wound -1 to initiative -1 to initiative -1 to target #'s -1 to initiative	The total number of boxes you have is equal to your unmodified Body score. Cross out extra space in the grid above. Overdamage The total number of boxes you have is equal to your unmodified Body score. Cross out extra