Shadowrun Character Sheets v3.1

by Wordman

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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 eight front sides for the sheets. The second is a collection of eighteen 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.
- Page Seven As page four, but replacing the gear section with space for martial arts maneuvers.
- Page Eight As page two, but adding a space for spells.

Backs

- Page Nine Mage sheet
- Page Ten Real Mage (no cyber, more spells)
- Page Eleven No spell mage (for use w/the front with spells)
- Page Twelve Houngan sheet
- Page Thirteen Conjurer sheet
- Page Fourteen Mage/Decker sheet
- Page Fifteen Decker/Physical Adept sheet
- Page Sixteen Decker sheet
- Page Seventeen Rigger sheet
- Page Eighteen Rigger (alternate) sheet
- Page Nineteen Rigger/Decker sheet
- Page Twenty Samurai sheet
- Page Twenty-one Samurai (alternate) sheet
- Page Twenty-two Mercenary sheet
- Page Twenty-three Gadgeteer sheet
- Page Twenty-four Physical Adept sheet
- Page Twenty-five Physical Mage sheet
- Page Twenty-six Otaku sheet

Extras

Page Twenty-seven — Vehicle records Page Twenty-eight — Bigger vehicle records Page Twenty-nine — Condition monitors Page Thirty — Weapon records Page Thirty-one — NPC records Page Thirty-two — Gear Page Thirty-three — Finance Page Thirty-four — History, drawing & notes Page Thirty-four — History, drawing & notes Page Thirty-five — Ally/Free Page Thirty-six — Cyberdeck Page Thirty-seven — Frame/Agent Page Thirty-eight — Sprite/Dæmon Page Thirty-nine — Grid/Host Page Forty — Storage device

Street Name] []	CONTACTS] [ATHLETI	CS
Real Name	Name	Archetype	Notes	Walking	(Q)	
Player Name						
						m/turn
Archetype Vitals						m/turn
Race Height				Climbing	((Q+S)÷8)	m/phase
Race Height				Sprint w/	o test (B÷2)	turns
Sex Weight				Standing	lump (O÷3)	m
Eyes Hair						m
Birthdate						eadkg
Birthplace						eaukg
Total Karma				-		
Remaining Karma			WEAPONS			
Assets	Туре	Cncl	Reach Mode S	hort Med.L	ong Extr.	Ammo Dmg
Credsticks						
Color/Bank						
Balance ¥						
Certified¥	£					
Certified ¥	<u> </u>					
Certified ¥	<u> </u>					
Certified ¥	Natural Reach	Natural R	ecoil Modifier			
Real Estate						
Stock		SKILLS			GE	AR
		UNILLU				Rtng Cncl
Lifestyle				— — []		
	J			-		
ATTRIBUTES						
Nat. Aug						
Body						
Quickness				-		
L						
Charisma				-		
Intelligence				•		
Willpower				[_]		
Essence						
Body Index				— — [] [:]		
Magic		· ·		— — []		
Initiative Dice				— — -		
POOLS	1					
Karma Hacking						
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Control Task				-		
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EDGES & FLAWS		EHICLE		CONDI	FION MON	NITOR
	_ Type			Mental Ph	ysical	Overdamage
	- Speed Ext	ras	Light +1 to targ	Stun et #'s	Light Wound +1 to target #'s	
	Accel		-1 to Init		-1 to Initiative	
	Handling		Moderate +2 to targ		Moderate Wound +2 to target #'s	
·			-2 to Init	iative	-2 to Initiative	
	_ Bod/Amr _/					
	_ Signature		Serious +3 to targ	et #'s — S T S	Serious Wound +3 to target #'s	
	Nav/Snsr _/		-3 to Init	iative	-3 to Initiative	
	Seating					The total number of boxes you have is equal
	Economy					to your unmodified Body score. Cross out extra
AllergySeverity		L M S	Deadly DUncor	icious — D D D		space in the grid above.
Juneisy Jeveiny	-11		Wrap ph	y succes	dying	

Standard front $@2000\ Lester\ L.\ Ward\ III\ (http://pobox.com/~wordman)$

Street Name			CONTACTS			THLETICS
		Name	Archetype	Notes	11	
Real Name		Name	Archetype	Notes	Walking (Q)	
Player Name						mod)m/turn
Archetype					- Swimming (Run	n÷5)m/turn
Vitals)÷8)m/phase
Race	_ Height					st (B÷2)turns
	_ Weight					• (Q+3)m
	Hair					
Birthdate						(Q)m
Birthplace					Liftkg	Over headkg
Total Karma						
Remaining Karm	a				.	NOTES
Assets					.	
Credsticks						
Color/Bank						
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	¥					
	¥			WEAPONS	5	
	·		pe Cncl	Reach Mode S	hort Med. Long	Extr. Ammo Dmg
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			,			
Lifestyle						
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	Nat. Aug					
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Strength _						
Charisma _						
Intelligence _			· · · · · · · · · · · · · · · · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · _ · · _ = _ · _ = _ · _ = _ · _ = _ · _ = _ · _ = _ · _ = _ · _ = _ · _ = _ · _ = _ · _ = _ · _ = _ · _ = _ · _ = _ =			
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Essence Body Index		Natural Reach		Recoil Modifier _		GEAR Rtng Cncl
Essence Body Index		Natural Reach		Recoil Modifier _		
Essence _ Body Index _ Magic _ Reaction _		Natural Reach		Recoil Modifier _		
Essence _ Body Index _ Magic _ Reaction _ Initiative Dice _		Natural Reach		Recoil Modifier _		
Essence _ Body Index _ Magic _ Reaction _ Initiative Dice _		Natural Reach		Recoil Modifier _		
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Essence Body Index Magic Reaction Initiative Dice _ PO Karma	OLS Hacking	Natural Reach _		Recoil Modifier _		
Essence Body Index Magic Reaction Initiative Dice PO Karma Combat	OLS Hacking Spell	Natural Reach		Recoil Modifier _		
Essence Body Index Magic Reaction Initiative Dice _ PO Karma Combat Control	OLS Hacking Spell Task	Natural Reach		Recoil Modifier _		
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Essence Body Index Magic Reaction Initiative Dice _ PO Karma Combat Control ARM	OLS Hacking Spell Task			Recoil Modifier _		
EssenceBody Index Magic Reaction Initiative Dice PO Karma Combat Control ARM	OLS Hacking Spell Task MOR			Recoil Modifier _		
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EssenceBody Index Magic Reaction Initiative Dice PO Karma Combat Control ARM	OLS Hacking Spell Task MOR			Recoil Modifier _		
Essence Body Index Magic Reaction Initiative Dice _ PO Karma Combat Control Type C	OLS Hacking Spell Task MOR Cncl Bilstc Impct			Recoil Modifier _		Rtng Cncl
Essence Body Index Magic Reaction Initiative Dice _ PO Karma Combat Control Type C	OLS Hacking Spell Task MOR			Recoil Modifier _		
Essence Body Index Magic Reaction Initiative Dice _ PO Karma Combat Control Type C	OLS Hacking Spell Task MOR Cncl Bilstc Impct		SKILLS	Recoil Modifier _		Rtng Cncl
Essence	OLS Hacking Spell Task MOR Cncl Bilstc Impct	t Type_	SKILLS			
Essence Body Index Magic Reaction Initiative Dice _ PO Karma Combat Control Type C	OLS Hacking Spell Task MOR Cncl Bilstc Impct	t Type	SKILLS			Rtng Cncl
Essence Body Index Magic Reaction Initiative Dice _ PO Karma Combat Control Type C	OLS Hacking Spell Task MOR Cncl Bilstc Impct	t Type	SKILLS	Ligh - Ligh - I to In - I to In - I to Moderat		Rtng Cncl
Essence	OLS Hacking Spell Task MOR Cncl Bilstc Impct	t Type	SKILLS	Light + I to tag - i to hil		Rtng Cncl
Essence	OLS Hacking Spell Task MOR Cncl Bilstc Impct	t Type	SKILLS	Light + I to tag - i to Ini + Zo tag		Rtng Cncl
Essence	OLS Hacking Spell Task MOR Cncl Bilstc Impct	t Type	SKILLS	Ligh + I to targ - I to Ini Moderat + 2 to targ - 2 to Ini		Rtng Cncl
Essence Body Index Magic Reaction Initiative Dice _ PO Karma Combat Control Type C	OLS Hacking Spell Task MOR Cncl Bilstc Impct	t Type	SKILLS	Light + i to tag - i to hi Modeata + 2 to tag - 2 to hi		Rtng Cncl
Essence	OLS Hacking Spell Task MOR Cncl Bilstc Impct	Image: state of the state	SKILLS	Light + 1 to tar + 1 to tar -1 to Ini + 2 to tar + 2 to tar + 2 to tar + 3 to tar		Rtng Cncl
Essence	OLS Hacking Spell Task MOR Cncl Bilstc Impct	t Type Speed Accel Handling Bod/Amr Signature Nav/Snsr Seating Seating	SKILLS	Light + 1 to tar + 1 to tar -1 to Ini + 2 to tar + 2 to tar + 2 to tar + 3 to tar		Rtng Cncl
Essence	OLS Hacking Spell Task MOR Cncl Bilstc Impct	Image: state of the state	SKILLS	Light Light +1 to tag -1 to Ini Moderati +2 to tag -2 to Ini Seriou +3 to tag -3 to Ini	CONDITION Mental Physica	Rtng Cncl

Street Name			CONTACTS			HLETICS
		Name	Archetype	Notes		
		Name	Archetype	NOLES	Walking (Q)	
						nod)m/turn
Archetype					- Swimming (Run÷	5)m/turn
Vitals					Climbing ((Q+S)-	+8)m/phase
Race	Height					turns
Sex	Weight					(Q÷3)m
Eyes	Hair					
Birthdate						(Q)m
					_ Liftkg	Over headkg
	ma			WEAPON	S	
Assets		Тур	e Cncl	Reach Mode S	Short Med. Long	Extr. Ammo Dmg
Credsticks						
Color/Bank_						
	¥					
	¥					
	¥					
	¥					
	+ ¥					
Stock						
				·		
Lifestyle						
		- -		·		
	RIBUTES					
	Nat. Aug					
Body						
Quickness						
Strength						
Charisma						
Intelligence						
Willpower		Natural Reach	Natural R	Recoil Modifier		
Essence						
Body Index			SKILLS			GEAR
Magic			UNILLU			Rtng Cncl
Reaction						
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Initiative Dice		J				
P	OOLS					
Karma	Hacking					
Combat	_ Spell					
Control	Task					
	RMOR					
Туре	Cncl Blistc Impct	·				
	0 EL 111/0					
EDGES	& FLAWS		VEHICLE		CONDITION	MONITOR
		Туре			Mental Physical	Overdamage
		Speed	Extras	+1 to tar	get #'s	ght Wound to target #'s
	······································	Accel		- i to In	itiative -1	to Initiative
	· · · · · · · · · · · · · · · · · · ·	Handling		Moderat +2 to tar		oderate Wound
				-2 to In	itiative -2	to Initiative
		ID. 1/1 /				
		Bod/Amr _/				
		Bod/Amr _/ Signature		Seriou +3 to tar		rious Wound 3 to target #'s
				Seriou +3 to tan -3 to In	get #'s	
		Signature Nav/Snsr/		+3 to tar	get #'s	3 to target #'s to lnitiative The total number of boxes you have is equal
		Signature Nav/Snsr/ Seating		+3 to tar	get #'s	to Initiative The total number of boxes you have is equal to your unmodified Body score. Cross out extra
 Allergy	Severity	Signature Nav/Snsr/		+3 to tar -3 to in Dead	ti ative S S	3 to target #'s to Initiative The total number of boxes you have is equal to your unmodified Body

Extra weapon front O2000 Lester L. Ward III (http://pobox.com/~wordman)

Street Name		(CONTACTS			ATHLETICS	
Real Name		Name	Archetype	Notes			
Player Name			21			ılk*mod)	
Archetype							
Vitals						Run÷5)	
Race Heigh	+ I					(+S)÷8)	•
Sex Weigh	t					t est (B÷2)	
Eyes Hair _						mp (Q÷3)	
Birthdate					Running Jui	np (Q)	m
Birthplace					Liftk	g Over head	dkg
Total Karma							
Remaining Karma						NOTES	
Assets							
Credsticks							
Color/Bank							
Balance							
Certified							
Certified							
Certified							
Certified							
Real Estate							
Stock							
Lifestyle							
ATTRIBUTE	S			WEAPONS			
	ug	Turne	Cral I	Reach Mode Si			
		Туре		keach mode S	non mea. Lon	g extr. An	imo Ding
Body — –							
Quickness							
Strength							
Charisma							
Intelligence							
Willpower							
Essence		Natural Reach	Natural Re	coil Modifier _			
Body Index			SKILLS			GEA	D
Magic			JKILLJ			ULA	Rtng Cncl
							King Cher
					— — I [
Initiative Dice					— — I I		
POOLS							
Karma <u> </u>							
	ng						
Combat Spell							
Control Task							
ARMOR							
	stc Impct						
Type Cncl Bl	iste imper				— — <u> </u>		
					— — <u> </u>		
					— — —		
					— — II—		
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		L					
EDGES & FLA	ws	VE	EHICLE		CONDITIO	ON MONIT	OR
		Туре	AIIQEE		Mental Phys		verdamage
				Light	Stun	Light Wound	verualitage
			as	+1 to targe -1 to Initia	et #'s — L	+1 to target #'s -1 to Initiative	
		Accel		Moderate	Stun	Moderate Wound	
		Handling		+2 to targe -2 to Initia	et #'s — M M	+2 to target #'s -2 to Initiative	
		Ded/Ameri /		111			
	I	Bod/Amr _/					
		Signature		Serious		Serious Wound	
				Serious +3 to targe -3 to Initia		 Serious Wound +3 to target #'s -3 to Initiative 	
		Signature Nav/Snsr/		+3 to targe		- +3 to target #'s - 3 to Initiative	The total number of boxes you have is equal
		Signature Nav/Snsr/ Seating		+3 to targe		+3 to target #'s -3 to Initiative	boxes you have is equal to your unmodified Body score. Cross out extra
 		Signature Nav/Snsr/	M S	+3 to targe	stun clous — D D D	+3 to target #'s -3 to Initiative	boxes you have is equal to your unmodified Body

Street Name	CONTACTS	ATHLETICS
Real Name	Name Archetype Not	
Player Name		Running (Walk*mod)m/turn
Archetype		Swimming (Run÷5)m/turn
Vitals		Climbing ((Q+S)÷8)m/phase
Race Height		
Sex Weight		Sprint w/o test (B÷2)turns
Eyes Hair		Standing Jump (Q+3)m
		Running Jump (Q)m
Birthdate		Liftkg Over headkg
Birthplace		
Total Karma		
Remaining Karma		NOTES
Assets		[]
Credsticks		
Color/Bank		
Balance ¥		
Certified ¥		
Certified ¥		PONS
Certified ¥	Type Cncl Reach M	ode Short Med. Long Extr. Ammo Dmg
Real Estate		- 0
Stock		
Lifestyle]	
ATTRIBUTES		
Nat. Aug		
Body		
DOCIY		
Quickness	Natural Reach Natural Recoil Mo	difier
Strength		
Charisma	SKILLS	EDGES
Intelligence		[]
Willpower	· · · · · · · · · · · · · · · · · · ·	
Essence	· · · · · · · · · · · · · · · · · · ·	[]
Body Index		
÷		[]
Magic		[]
Reaction		[]
Initiative Dice		
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POOLS		
Karma Hacking		
_		FLAWS
Combat Spell		
Control Task		
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ARMOR		
Type Cncl Bllstc Impct		
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	<u></u>	AllergySeverity
GEAR	VEHICLE	CONDITION MONITOR
Rtng Cncl	Туре	Mental Physical Overdamage
	Speed Extras	Light Stun
		+1 to target #'s
	Accel	Moderate Stun Moderate Wound
	Handling	+2 to target #'s -2 to Initiative
	Bod/Amr/	
	Signature	Serious Stun
	Signature	Serious Stun +3 to target #'s -3 to Initiative
	Nav/Snsr/	+3 to target #'s - S S - +3 to target #'s - 3 to Initiative - 3 to Initiative
		+3 to target #5 S S +3 to target #5 -3 to Initiative -3 t
	Nav/Snsr _/	+3 to target #'s - S S - +3 to target #'s3 to Initiative3 to I
	Nav/Snsr/	+3 to target #'s

Street Name			CONT	ACTO					A 1	THLET		
		Name				1						
		Name	Are	hetype	N	lotes	- I I	Walkin	g (Q)		i	m/turn
Player Name							_ F	Runnin	g (Walk*	'mod)]	m/turn
											1	
Vitals											m	
	Height											
Sov	Weight											
							— s	Standir	ng Jumj	p (Q÷3)_		m
	Hair											
Birthdate												
Birthplace							_ L		kg	Over	head	kg
Total Karma												
	ma				WE	APON	IS					
-	III.a	T.		Crack					Lana	Faster		D
Assets		13	уре	Chci	кеасп	mode	Snor	τ меα	. Long	Extr.	Ammo	Dmg
Credsticks												
Color/Bank_												
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ATTH	RIBUTES											
	Nat. Aug											
Body									·			
Quickness									·			·
Strength									·			
Charisma												
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Intelligence												
Willpower												
Willpower Essence		Natural Reach		Natural R	ecoil N	lodifier	r	_	·			
Essence		Natural Reach			ecoil N	lodifier	r		·			
Essence Body Index		Natural Reach		Natural R	ecoil N	lodifier	r			MAN	EUVER	<u>.</u>
Essence		Natural Reach			ecoil N	lodifier	r			MAN	EUVER	
Essence Body Index Magic		Natural Reach			lecoil N	lodifier	r	 		MAN	EUVER	25
Essence Body Index Magic Reaction		Natural Reach			lecoil N	Aodifier	r			MAN	EUVER	S
Essence Body Index Magic		Natural Reach			lecoil M	Nodifier	r			MAN	EUVER	25
Essence Body Index Magic Reaction Initiative Dice		Natural Reach			lecoil M	 lodifier	r			MAN	EUVER	2 S
Essence Body Index Magic Reaction Initiative Dice		Natural Reach			ecoil N	Nodifier	r			MAN	EUVER	S
Essence Body Index Magic Reaction Initiative Dice		Natural Reach			ecoil N	1 odifier	r			MAN	EUVER	2 S
Essence Body Index Magic Reaction Initiative Dice PC Karma	OOLS	Natural Reach			ecoil N	Nodifier	r			MAN	EUVER	S
Essence Body Index Magic Reaction Initiative Dice PC Karma Combat	Image: Spell Image: Spell	Natural Reach			ecoil N	1odifier	r			MAN	EUVER	S
Essence Body Index Magic Reaction Initiative Dice PC Karma	OOLS	Natural Reach			ecoil N	1odifier	r			MAN	EUVER	S
Essence Body Index Magic Reaction Initiative Dice PC Karma Combat	Image: Spell Image: Spell	Natural Reach			ecoil N	1odifier	r			MAN		S
Essence Body Index Magic Reaction Initiative Dice PC Karma Combat Control	Image: Constraint of the second se	Natural Reach			ecoil N	1odifier	r			MAN		S
Essence Body Index Magic Reaction Initiative Dice PC Karma Combat Control	Image: Spell Image: Spell	Natural Reach			ecoil N	1odifier	r			MAN		S
Essence Body Index Magic Reaction Initiative Dice PC Karma Combat Control	Image: Constraint of the second se				ecoil N	Aodifier	r			MAN		S
Essence Body Index Magic Reaction Initiative Dice PC Karma Combat Control	DOLS Hacking Spell Task KMOR				ecoil N	Aodifier	r			MAN		S
Essence Body Index Magic Reaction Initiative Dice PC Karma Combat Control	DOLS Hacking Spell Task KMOR				ecoil N	Aodifier	r			MAN		S
Essence Body Index Magic Reaction Initiative Dice PC Karma Combat Control	DOLS Hacking Spell Task KMOR				ecoil N	Aodifier	r			MAN		2S
Essence Body Index Magic Reaction Initiative Dice PC Karma Combat Control	DOLS Hacking Spell Task KMOR				ecoil N	Aodifier	r			MAN		S
Essence Body Index Magic Reaction Initiative Dice PC Karma Combat Control	DOLS Hacking Spell Task KMOR				ecoil N	1odifier	r			MAN		IS
Essence Body Index Magic Reaction Initiative Dice PC Karma Combat Control	DOLS Hacking Spell Task KMOR				ecoil N	1odifier	r			MAN		S
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Maneuvers front @2000 Lester L. Ward III (http://pobox.com/~wordman)

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								m/turn
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Allore	Source -	- Fuel	L M S	D	Deadly S Unconci	ious — D D D		space in the gild above.
Allergy	Severity				Wrap phys	sical L	dying	

Spells front @2000 Lester L. Ward III (http://pobox.com/~wordman)

Туре	Rating	Cost	CYBERWARE & BIONETICS	Notes
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Name	Force	Dmg	Duration	Туре	SPELLS Target	Resist	Range	Drain	Notes
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Name	Force	Dmg	Duration	Туре	SPELLS Target	Resist	Range	Drain	Notes
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Туре	Rating	Cost	CYBERWARE & BIONETICS Notes

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Tradition Totem Totem Bonuses Strictures	Name Type		Rating	•
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Туре	CYBERWARE & BIONETICS Rating Cost Notes	CYBERDECK Rating MPCP ASIST hot cold Hardening ICCM yes no Response Reality on off I/O Case Memory Ports Storage H. Jacks Detection Factor
Туре	Programs Rating Size Active? Options/Notes	Icon Rating Bandwidth L M Sensors
		Reality Filter

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Decker Icon_

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			& BIONETICS	CYBERDECK
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				Hardening ICCM yes no
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GEAR				Programs Active?	
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Name	Size	Core	Pilot	B/E/M/S	FRAMES Programs	Notes

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Type Ratin	g Cost	CYBERWARE & BIONETICS Notes	
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Simsense Channel System Channel Name Model Chassis Chassis Speed Max Speed Max Speed Max Speed Max Speed Signature Signature Signature Seating Entry Points Firmpoints Firmpoints Firmpoints Cargo Load Stress Fuel Type Economy Idle		Cond	lition M 25% 1 E		50% =			Simsense Channel System Channel VEHIC	CLE Modific	ation			Rating	CF	Loae
Simsense Channel System Channel Name Model Chassis Chassis Speed Max Speed Max Speed Max Speed Acceleration Handling Body Armor Signature Signature Stress Fuel Type Economy Idle		Cond			50% =			Simsense Channel System Channel VEHIC	CLE Modific	ation			Rating	CF	Loae
Simsense Channel System Channel Name					50% =			Simsense Channel System Channel VEHIC	CLE Modific	ation			Rating	CF	
Simsense Channel System Channel Model Chassis Point Value Speed Max Speed Max Speed Acceleration Handling Body Armor Signature Nav/Pilot Seating Entry Points Firmpoints Hardpoints Cargo Load Stress Fuel Type Fuel Capcty Economy Idle L/T Profile Setup Time			lition M 25% 1 b 1 b 1 b 1 b 1 b 1 b 1 b 1 b 1 b 1 b		50% =			Simsense Channel System Channel VEHIC	CLE Modific	ation			Rating	CF	Load
Simsense Channel System Channel Name Model Chassis Chassis Speed Max Speed Max Speed Acceleration Handling Body Armor Signature Signature Nav/Pilot Seating Entry Points Hardpoints			lition M 25% 1 b 1 b 1 b 1 b 1 b 1 b 1 b 1 b 1 b 1 b		50% =			Simsense Channel System Channel VEHIC	CLE Modific	ation			Rating	CF	

Туре		RWARE & BIONETICS Cost Notes	CYBERDECK Rating MPCP ASIST hot cold
			Hardening ICCM yes no
			Response Reality on off
			I/O Case
			Memory Ports
			H. Jacks
			Detection Factor
			Icon Rating Bandwidth
			L M S D
		Programs	Rating Effective
Туре	Rating 9	ize Active? Options/Notes	Bod Evasion
турс	Kaning S	options/Notes	Evasion Masking
			6 - m m
			Sensors
			[
			Reality Filter
			Decker Icon
		FRAMES	
Name	Size Core	Pilot B/E/M/S Programs	Notes
DRON		CRANIAL REMOTE DECK	REMOTE CONTROL DECK
Туре		Rating Hitcher jacks	Rating Hitcher jacks
Handling Sig		Flux Rating Range	Flux Rating Range
Speed Accel		Encryption Decryption	Encryption Decryption
Body Armo	r	ECCM Storage Mp	ECCM Storage Mp
Pilot Senso	orss	Extras	Extras
Econ Fuel _			
		Signal Condition L M S D	Signal Condition L M S D
		Command Channel	Command Channel
	D	Simsense Channel	Simsense Channel
		System Channel	System Channel
DRON		+1 to T# +2 to T# +3 to T# Dis.	+1 to T# +2 to T# +3 to T# Dis.
Туре		VEHICLE	VEHICLE
Handling Sig			
Speed Accel		Type	Type Speed Accel
Body Armo	r	Speed Accel	
Pilot Senso	orsc	Handling Extras	Handling Extras
Econ Fuel _	3	Bod/Amr _/	Bod/Amr _/
	[]	Signature	Signature
	[]	Nav/Snsr/	Nav/Snsr/
	D	Seating	Seating
		Economy	Economy
DRONE		Fuel L M S D	
	L		Fuel L M S D
Туре			
Type Sig	M	VEHICLE	
Type Sig Handling Sig Speed Accel	M	VEHICLE TypeHandling	
Type Sig Handling Sig Speed Accel Body Armo	M M r s	VEHICLE Type Handling Speed Accel	
Type Sig Handling Sig Speed Accel Body Armo Pilot Senso	M M r s	VEHICLE Type Handling Speed Accel Bod/Amr Signature	
Type Sig Handling Sig Speed Accel Body Armo Pilot Senso	M M r s	VEHICLE Type Handling Speed Accel Bod/Amr/ Signature Nav/Snsr _/ Seating	VEHICLE Type Handling Speed Accel Bod/Amr _/ Signature Nav/Snsr _/ Seating
Type Sig Handling Sig Speed Accel Body Armo Pilot Senso Econ Fuel _	M M r s	VEHICLE Type Handling Speed Accel Bod/Amr Signature	VEHICLE Type Handling Speed Accel Bod/Amr Signature

			CYBERWARE & BIONETICS
Туре	Rating	Cost	Notes
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			CYBERWARE
Туре	Rating	Cost	Notes
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			BIONETICS
Туре	Rating	Cost	DIONETICS Notes
туре	nauiig	CUSI	110165

Туре	Rating	Cost	Notes

Type Rating Cost Notes

GEAR	AMM	UNITION		EX	PLOSIVES	
	Туре	Form	Rounds	#/kg	Туре	Rating
					VEHICLE	
				Туре	VEINCEL	
				Speed F	xtras	
				Accel		
				Handling Bod/Amr/		
				Signature		
				Nav/Snsr _/		
				Seating		
				Economy Fuel	L M S	D
		_			E M 3	D

Mercenary back ©2000 Lester L. Ward III (http://pobox.com/~wordm

		CYB	RWARE & BIONETICS
Туре	Rating C	CIDI	Notes
-76-	3		
	G	EAR	EXPLOSIVES
			#/kg Type Rating
	·		
	·		
			VEHICLE
			Туре
			Speed Extras
			Accel
			Handling
			Bod/Amr _/
			Signature
			Nav/Snsr _/
			Seating
			Economy
			Fuel <u>L</u> M S D
			VEHICLE
			Туре
			Speed Extras
			Accel
			Handling
			Bod/Amr _/
	·		Signature
			Nav/Snsr _/
	·		Seating
			Economy
			L M S D
			VEHICLE
			Туре
			Speed Extras
	·		Accel
			Handling
			Bod/Amr _/
			Signature
			Seating
			Economy [
			Fuel L M S D

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			CYBERWARE & BIONETICS
Туре	Rating	Cost	Notes

			ABILITIES
A 1. 2124.	Laural	Cast	ADILITIES
Ability	Level	Cost	Notes
		-	

MAGICAL DATA	GEAR		MAGIC I	TEMS	
Initiation Grade		Item	Rating	Description	Ê
Centering Skill		_			ordman)
Geasa					~~vor
Ordeals Completed					box.com/
 Magical Group			ASTRAL		http://pc
Name		Reaction			_ =
Туре				Base Damage	 Nard III (http
Strictures		Appearance			يَ ا
		_	NOT	ES	0 Lest
Members					©200
					back —
		-			adept back
					Physical

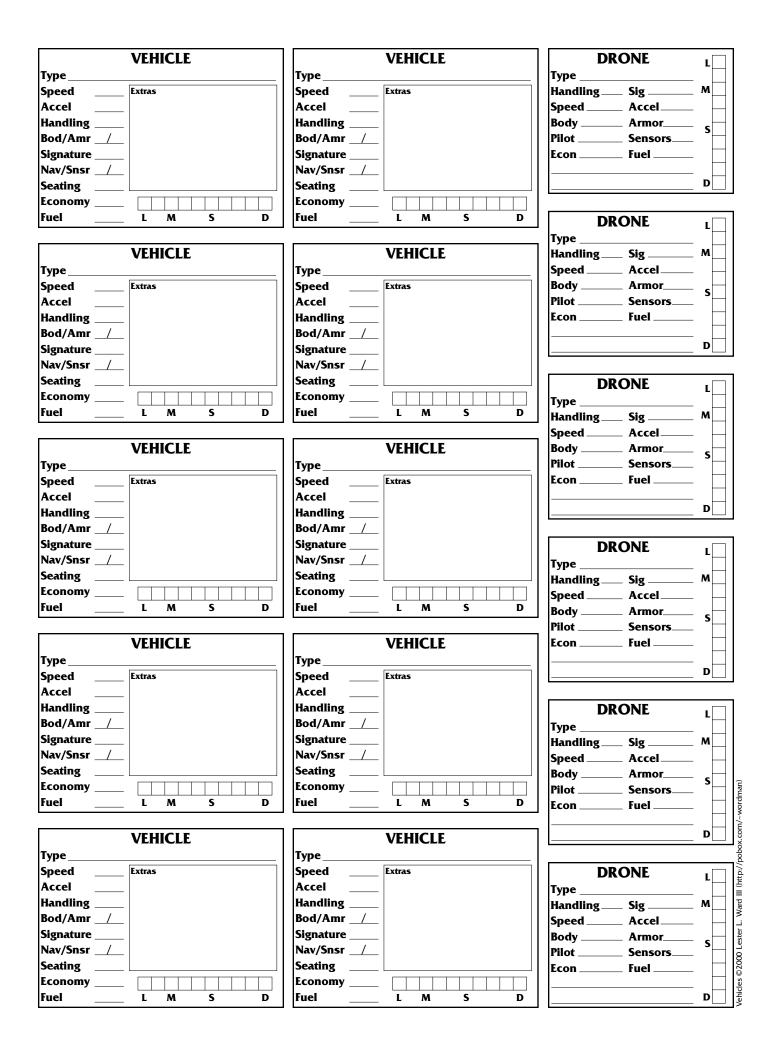
			CYBERV	ARE & BIONETICS
Туре	Rating	Cost		Notes
		_		ABILITIES
Ability		Leve	l Cost	Notes

_	_		_	SPELLS		_		
Force	Dmg	Duration	Туре	Target	Resist	Range	Drain	Notes
	Force	Force Dmg	Force Dmg Duration	Force Dmg Duration Type	Force Dmg Duration Type SPELLS			

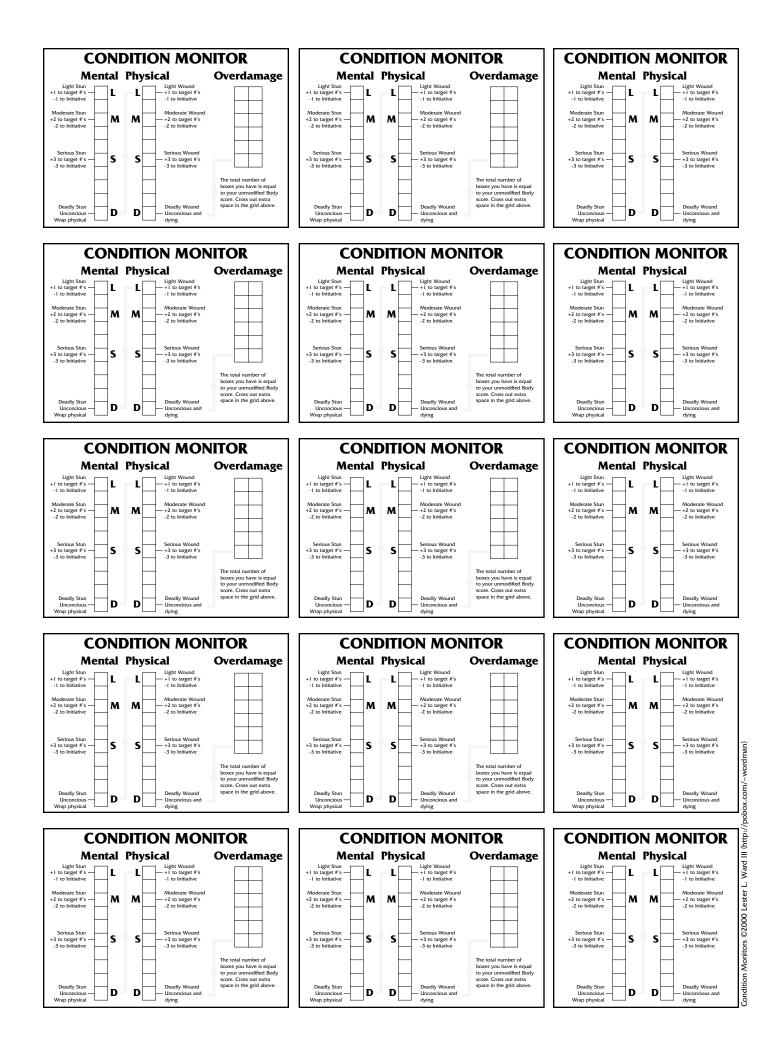
 \overline{f} = force+2 round down \overline{F} = Force $M\overline{R}$ = Magic Rating #s = number of successes LOS = line of sight

MAG	ICAL DATA		MAGIC I	TEMS
Tradition Totem Totem Bonuses Strictures	Name Type		Rating	Description
Library Conjuring				
Enchanting Sorcery		Туре	BOUND SI Force	PIRITS Notes
Theory Initiation Grade				
Centering Skill				
Ordeals Completed	Notes		ASTRAL I	
		Combat Skill		Base Damage

		CYBER Rating		& BI			otes			Bod (M Evasio Maskii Sensor Detect Harder I/O Sp Icon R Reacti Initiati	(Int+Wil+ 'ii) n (Int) ng (Wil+4 rs (Int) ion Fac ning (W eed (Int ating on ve Dice onus_ Name_ Resourd	Cha)÷3 Cha)÷2 ttor ii)÷2 :)×100Mp TRIB		
Access _ Control _ Index _ Files _ Slave _				T	[ype		Rating		IPLEX Active?		ptions/	Notes		
Namo	• Size	Core P	ilot B/E	/M/S		SPRI		Progra	ms				Notes	



							VEHI	CLE						
Nama								Modific	ation			Dating	CE	Load
Name Model							-	Modific	ation			Rating	CF	LUAU
Model Chassis														
Point Value		Condi	tion				г					- · -		
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Max Speed														
Acceleration		Fuel	1 bc)x =_										
Handling														
Body														
Armor Signature							1							
Nav/Pilot														
Seating							1							
Entry Points														
]							
Firmpoints							Weapon	Mount	Mode Short	Mod	Long	Evtr	Ammo	Dmg
Hardpoints	C E						weapon	Mount	Mode Short	mea.	LONG	Exu.	AIIIIIO	Dilig
Cargo Load	_CF		+	\parallel		\vdash								
		$\left + \right $	++	+	+	++								
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Fuel Type							1							
Fuel Capcty		·			•									
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ldle		Sanca		ung	/ vi a2	x Cu								
L/T Profile		Senso	rs											
Setup Time	v	ECM												
Cost		ECCM			·									
Maintenence	¥	ED ECD			·						· · · · · · · · · · · · · · · · · · ·			
Optempo	Ŧ	ECD												
Nama							VEHI		ation			Pating		Load
							VEHI	CLE Modific	ation			Rating	CF	Load
Model									ation			Rating	CF	Load
Model Chassis		Condi					VEHI		ation			Rating	CF	Load
Model Chassis Point Value		Condi	tion A	S			- 		ation			Rating	CF	Load
Model Chassis Point Value Speed		Condi	tion A				- 		ation			Rating	CF	Load
Model Chassis Point Value Speed Max Speed		Condi	tion A 5%	S -50%			- 		ation			Rating	CF	Load
Model Chassis Point Value Speed Max Speed Acceleration		Condi	tion A	S -50%			- 		ation			Rating	CF	Load
Model Chassis Point Value Speed Max Speed Acceleration Handling		Condi	tion A 5%	S -50%			- 		ation			Rating	CF	Load
Model Chassis Point Value Speed Max Speed Acceleration Handling Body		Condi	tion A 5%	S -50%			- 		ation			Rating	CF	Load
Model Chassis Point Value Speed Max Speed Acceleration Handling Body Armor		Condi	tion A 5%	S -50%			- 		ation			Rating	CF	Load
Model Chassis Point Value Speed Max Speed Acceleration Handling Body Armor Signature		Condi	tion A 5%	S -50%			- 		ation			Rating	CF	Load
Model Chassis Point Value Speed Max Speed Acceleration Handling Body Armor Signature Nav/Pilot Seating		Condi	tion A 5%	S -50%			- 		ation			Rating	CF	Load
Model Chassis Point Value Speed Max Speed Acceleration Handling Body Body Armor Signature Nav/Pilot Seating Entry Points		Condi	tion A 5%	S -50%			- 		ation			Rating	CF	Load
Model Chassis Point Value Speed Max Speed Acceleration Handling Body Body Signature Signature Nav/Pilot Seating Entry Points Firmpoints		Condi	tion A 5%	S -50%				Modific						
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Model Chassis Point Value Speed Max Speed Acceleration Handling Body Handling Signature Signature Signature Seating Entry Points Firmpoints Hardpoints Cargo		Condi	tion A 5%	S -50%				Modific		Med.	Long			
Model Chassis Point Value Speed Max Speed Acceleration Handling Body Body Signature Signature Signature Seating Entry Points Firmpoints Hardpoints Cargo Load		Condi	tion A 5%	S -50%				Modific			Long			
Model Chassis Point Value Speed Max Speed Acceleration Handling Body Handling Signature Signature Signature Nav/Pilot Seating Entry Points Firmpoints Hardpoints Cargo Load Stress		Condi	tion A 5%	S -50%				Modific			Long			
Model Chassis Point Value Speed Max Speed Acceleration Handling Body Handling Body Signature Signature Signature Seating Entry Points Firmpoints Firmpoints Firmpoints Cargo Load Stress Fuel Type		Condi	tion A 5%	S -50%				Modific			Long			
Model Chassis Point Value Speed Max Speed Acceleration Handling Body Handling Signature Signature Nav/Pilot Seating Entry Points Firmpoints Hardpoints Firmpoints Cargo Load Stress Fuel Type Fuel Capcty		Condi	tion A 5%	S -50%				Modific			Long			
Model Chassis Point Value Speed Max Speed Acceleration Handling Body Handling Signature Signature Signature Signature Stress Fuel Type Fuel Capcty Economy		Condi	1 bc	S -50%				Modific		Med.	Long			
Model Chassis Point Value Speed Max Speed Acceleration Handling Body Body Signature Signature Signature Signature Stignature Strass Fuel Type Fuel Capcty Economy Idle		Condi	1 bc	S -50%				Modific		Med.	Long			
Model Chassis Point Value Speed Max Speed Acceleration Handling Body Body Signature Signature Signature Signature Signature Signature Firmpoints Firmpoints Firmpoints Cargo Load Stress Fuel Type Fuel Capcty Economy Idle		Condi	tion 1 bc 1 bc	S -50%				Modific		Med.				
Model Chassis Point Value Speed Max Speed Acceleration Handling Body Body Signature Signature Signature Signature Signature Signature Firmpoints Firmpoints Firmpoints Cargo Load Stress Fuel Type Fuel Capcty Economy Idle		Condi	tion	S -50%				Modific		Med.				
Model Chassis Point Value Speed Max Speed Acceleration Handling Body Body Signature Signature Signature Signature Signature Signature Firmpoints Firmpoints Firmpoints Firmpoints Fardpoints Cargo Load Stress Fuel Type Fuel Capcty Economy Idle L/T Profile Setup Time Cost		Condi	tion	S -50%				Modific		Med.				
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Model	Ammo
Model Conceal	
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	Medium Long Extreme
Accessories	
Model	_ Ammo
Conceal	_ Ammo
Conceal Mode	_ Ammo
Conceal Mode Damage	_ Ammo
Conceal Mode Damage Weight	_ Ammo
Conceal Mode Damage Weight Cost	
Conceal Mode Damage Weight Cost Range Short	
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Conceal Mode Damage Cost RangeShort Accessories Model Conceal Mode Mode Cost Cost RangeShort Accessories Model Conceal Model Conceal Mode Mode Conceal Mode Conceal Mode Conceal Mode Conceal Mode Conceal Mode Conceal Mode Conceal Mode Conceal Short Short	Ammo

Name		Race	Mental	Physical	Overdamage
Body	Skills	Cyber/Equipment	+1 to target #'s L	Light Wound +1 to target #'s -1 to Initiative	
Quickness	·		Moderate Stun	Moderate Wound	
Strength Intelligence			+2 to target #'s	A +2 to target #'s -2 to Initiative	
Willpower					
Charisma			Serious Stun +3 to target #'s -3 to Initiative	Serious Wound +3 to target #'s -3 to Initiative	
Essense/B.I.					The total number of boxes you have is equal
Magic			-		to your unmodified Body score. Cross out extra
Reaction Init Dice	Notes		Deadly Stun Unconcious — D Wrap physical D	Deadly Wound Unconcious and dying	space in the grid above.
Pools					

Name		Race	Mental	Physical	Overdamage
Body Quickness	Skills	Cyber/Equipment	Light Stun +1 to target #'s	Light Wound +1 to target #'s -1 to Initiative	
Strength			Moderate Stun +2 to target #'s — -2 to Initiative	Moderate Wound +2 to target #'s -2 to Initiative	
Willpower Charisma			Serious Stun +3 to target #'s - S	Serious Wound +3 to target #'s -3 to Initiative	
Essense/B.I Magic				-5 to initiative	The total number of boxes you have is equal to your unmodified Body
Reaction Init Dice	Notes		Deadly Stun Unconcious — D Wrap physical	Deadly Wound Unconcious and dying	score. Cross out extra space in the grid above.
Init Dice Pool					

Name		Race	Mental	Physical	Overdamage
Body Quickness	Skills	Cyber/Equipment	Light Stun +1 to target #'s	Light Wound +1 to target #'s -1 to Initiative Moderate Wound	
Strength Intelligence Willpower			+2 to target #'s - M	-2 to Initiative	
Charisma Essense/B.I			Serious Stun +3 to target #'s - S	Serious Wound +3 to target #'s -3 to Initiative	The total number of boxes you have is equal
Magic Reaction Init Dice Pool	Notes		Deadly Stun Unconcious D Wrap physical D	Deadly Wound Unconclous and dying	boxes you have is equal to your unmodified Body score. Cross out extra space in the grid above.

	Race	Mental	Physical	Overdamage
Skills	Cyber/Equipment	Light Stun +1 to target #'s -1 to Initiative	Light Wound +1 to target #'s -1 to Initiative	
		Moderate Stun +2 to target #'s	Moderate Wound +2 to target #'s -2 to Initiative	
		Serious Stun +3 to target #'s - S	Serious Wound +3 to target #'s -3 to Initiative	
				The total number of boxes you have is equal to your unmodified Body score. Cross out extra
Notes		Deadly Stun Unconcious — D Wrap physical D	Deadly Wound Unconcious and dying	space in the grid above.
	Skills	SkillsCyber/Equipment	Skills Cyber/Equipment +1 to zuget #5 L Moderate Stan +2 to initiative M	Skills Cyber/Equipment Light Stan L Light Wound 1 to target #'s

Name _		Race	Mental	Physical	Overdamage
Body _	Skills	Cyber/Equipment	Light Stun +1 to target #'s - L	Light Wound +1 to target #'s	
Quickness _			-1 to Initiative	-1 to Initiative	
Strength _			+2 to target #'s	Moderate Wound +2 to target #'s -2 to Initiative	
Intelligence			-2 to initiative	-2 to initiative	
Willpower _			Serious Stun	Serious Wound	
Charisma _			+3 to target #'s - S	S +3 to target #'s -3 to Initiative	
Essense/B.I.					The total number of
Magic _					boxes you have is equal to your unmodified Body
Reaction _	Notes		Deadly Stun	Deadly Wound	score. Cross out extra space in the grid above.
Init Dice _			Unconcious — D Wrap physical	D Unconcious and dying	-
Pool _					

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				GEAR	
ltem	Cncl	Rating	Weight	GEAR Location	Notes
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IDENTITY	IDENTITY	IDENTITY	IDENTITY
Name	Name	Name	Name
SIN	SIN	SIN	SIN
Credstick Rating Color Balance¥ Bank Legal Residence Notes	Credstick Rating Color Balance Bank Legal Residence Notes	Credstick Rating Color ¥ Balance Bank	Credstick Rating Color Balance¥ Bank Legal Residence Notes
IDENTITY Name SIN Credstick	Company #	STOCK STOCK Shares Purchase Price	Notes
Rating Color¥ Balance¥ Bank Legal Residence Notes			

	BONDS			
	Туре	Rate Face Value	e Maturity Date	Notes
IDENTITY Name				
SIN				
Credstick Rating Color				
Balance¥ Bank				

Bank Legal Residence		REAL ESTATE			
Notes	Location	Value	Notes		
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	_				

Name_ SIN_ Credstick

IDENTITY	CASH & SCRIP	CERTIFIED		LOAN	NS	
Name	Currency Value	Value	To/From	Rate	Principle	Due
SIN						
Credstick						
Rating Color						
Balance ¥						
Bank						
Legal Residence						
Notes						
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HISTORY	CHARACTER DRAWING
NO	TES

Norma			DOWED	C		
Name		_	POWER			
Summoner	Name	Туре	Action	Range	Duration	Notes
Force						
Spirit Energy						
Karma						
Native Plane						
Form(s)	-					
10mm(3)						
	·					
	SKILI	S			POOLS	
		-	Ka	rma	Com	hat
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					NOTES	
· · · · · · · · · · · · · · · · · · ·						
ATTRIBUTES			[
ATTRIBUTES						
Physical Astral				CON	NDITION MC	DNITOR
Body				Menta	al Physical	Overdamage
Quickness				Light Stun	Light Wound	
			+1 to -1 t	Light Stun o target #'s	L L +1 to target # -1 to Initiative	's
Strength			Mod	lerate Stun	Moderate Wo	und
Charisma			+2 to -2 t	o target #'s — to Initiative	M M +2 to target # -2 to Initiative	's
Intelligence						
Willpower			se	erious Stun	Serious Woun	d
Essence			+3 to	o target #'s — to Initiative	S S -+3 to target # -3 to Initiative	's
						The total number of
Magic						boxes you have is equal to your unmodified Body
Reaction				and the Column	Deadle Mare	score. Cross out extra
Initiative Dice			ι	Deadly Stun Inconcious	D D D Deadly Wound Unconcious ar dying	
				ap physical	dying	
	S	PELLS				
Name Force Dn	ng Duration Type	Target	Resist	Ra	nge Drain	Notes
Name Torce Di	ig Duration Type	larget	Resist	na	iige Diaii	Notes
·						

Ally/Free Spirit @2000 Lester L. Ward III (http://pobox.com/~wordman)

Detection Factor Hardening Response I/O Memory Storage	Rating 	Rating 	BERDECK Type Hitcher jacks Ports Case armor Extras	INITIATIVE PERSONA React. Dice Rating Effe Manual Manual/hot Manual/RF Manual/hot/RF DNI/hot DNI/hot/RF Initiation
ICCM filter	hot cold yes no on off		Link Access Trace I/O Band Legal -2 -2 300 20 Legal High -2 -2 500 50 Illegal +0 +0 300 20 Illegal High -0 +0 500 50 Illegal High +0 +0 500 50 Maser Grid +0 -2 400 25 Junction Tap +0 +0 Rx50 Rx5 Remote Tap +4 +4 100 10 Cellular +3 -3 100 5 Laser -2 -2 200 10 Radio +2 -2 200 Rx2 Satellite +2 +0 500 50	
Item	Ra	Ating Size Active?	STORAGE Options/Notes	

Name			Туре	Payload	Condition		
Core Bod	Reaction Initiative Dice			Appearance			
Evasion Masking Sensors	Pilot Rating				M		
Utility		Size	Туре	Options/Notes	S		
		· ·			D		

Name				Туре		Payload	C	ondition
Core Bod	Reaction Initiative Dice			arance				L
Evasion Masking	Detection Factor Pilot Rating	or						M
Sensors	•							
Utility	Rating	Size	Туре		Options/N	lotes		S
								D

Name			Туре	Payload	Condition
Core Bod Evasion Masking	Pilot Rating	tor			
Sensors Utility	Hacking Pool Rating		Туре	Options/Notes	s
					D

Name		Туре	Payload	Condition		
Core Bod Evasion Masking Sensors	Initiative Dice Detection Factor Pilot Rating	Notes	Appearance			
Utility	-		Options/Notes	S		
	 			D		

Name		Туре	Payload	Condition
Core Bod Evasion Masking	Reaction Initiative Dice Detection Fact Pilot Rating	Appearance	L	
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Name					Туре_		Payload	Condition		
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Name			Name		
Type RTG	Trigger	Event	Туре	Trigger	Event
			RTG		
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Access			Access		
Control			Control		
Index			Index		
Files			Files		
Slave			Slave	_	
Iconography			Iconography_		
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Sec. Tally			Sec. Tally		
Alert			Alert		
None			None		
Passive	-+-+	╢╫╫╢╫	Passive		
Active			Active		

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Security			Security			
Access			Access			
Control			Control			
Index			Index			
Files			Files			
Slave			Slave			
lconography			Iconography			
Sec. Tally			Sec. Tally			
Alert			Alert			
None			None			
Passive			Passive			
Active			Active			

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