

# Character Sheets v3.0

for

# Shadowrun III

by

**Wordman**

**wordman@pobox.com**

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

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

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The page breakdowns for these sheets are as follows:

## **Fronts**

Page One — This cover page.

Page Two — A standard front sheet.

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

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

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

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

## **Backs**

Page Seven — Mage sheet.

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

Page Nine — Houngan sheet.

Page Ten — Conjurer sheet.

Page Eleven — Mage/Decker sheet.

Page Twelve — Decker/Physical Adept sheet.

Page Thirteen — Decker sheet.

Page Fourteen — Rigger sheet.

Page Fifteen — Rigger/Decker sheet.

Page Sixteen — Samurai sheet.

Page Seventeen — Samurai (alternate) sheet.

Page Eighteen — Mercenary sheet.

Page Nineteen — Gadgeteer sheet.

Page Twenty — Physical Adept sheet.

Page Twenty-one — Physical Mage sheet.

Page Twenty-two — Otaku sheet

## **Extras**

Page Twenty-three — Vehicle records

Page Twenty-four — Bigger vehicle records

Page Twenty-five — Condition monitors

Page Twenty-six — Weapon records

Page Twenty-seven — NPC records

Page Twenty-eight — Gear

Page Twenty-nine — Finance



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

CONTACTS		
Name	Archetype	Notes

**NOTES**

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**ATTRIBUTES**

Nat. Aug. \_\_\_\_\_

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

**WEAPONS**

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

Natural Reach \_\_\_\_\_ Natural Recoil Modifier \_\_\_\_\_

**POOLS**

Karma \_\_\_\_\_ Hacking \_\_\_\_\_  
 Combat \_\_\_\_\_ Magic \_\_\_\_\_  
 Control \_\_\_\_\_ Task \_\_\_\_\_

**ARMOR**

Type	Cncl	Bllstc	Impct

**SKILLS**

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**GEAR**

Rtngr Cncl

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**EDGES & FLAWS**

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Allergy \_\_\_\_\_ Severity \_\_\_\_\_

**VEHICLE**

Type \_\_\_\_\_

Speed	_____
Accel	_____
Handling	_____
Bod/Amr	/
Signature	_____
Nav/Snsr	/
Seating	_____
Economy	_____
Fuel	_____

Extras \_\_\_\_\_

L M S D

**CONDITION MONITOR**

Mental	Physical	Overdamage					
Light Stun +1 to target #'s -1 to Initiative	L	<table border="1"> <tr><td> </td></tr> <tr><td> </td></tr> <tr><td> </td></tr> <tr><td> </td></tr> <tr><td> </td></tr> </table> <p>The total number of boxes you have is equal to your unmodified Body score. Cross out extra space in the grid above.</p>					
Moderate Stun +2 to target #'s -2 to Initiative	M						
Serious Stun +3 to target #'s -3 to Initiative	S						
Deadly Stun Unconscious Wrap physical	D						
	D						
Light Wound +1 to target #'s -1 to Initiative	L						
Moderate Wound +2 to target #'s -2 to Initiative	M						
Serious Wound +3 to target #'s -3 to Initiative	S						
Deadly Wound Unconscious and dying	D						



Street Name \_\_\_\_\_

**Real Name** \_\_\_\_\_

**Player Name** \_\_\_\_\_

**Archetype** \_\_\_\_\_

**Vitals**

Race \_\_\_\_\_ Height \_\_\_\_\_

Sex \_\_\_\_\_ Weight \_\_\_\_\_

Eyes \_\_\_\_\_ Hair \_\_\_\_\_

Birthdate \_\_\_\_\_

Birthplace \_\_\_\_\_

**Total Karma** \_\_\_\_\_

**Remaining Karma** \_\_\_\_\_

**Assets**

Credsticks \_\_\_\_\_

Color/Bank \_\_\_\_\_

Balance \_\_\_\_\_ ¥

Certified \_\_\_\_\_ ¥

Certified \_\_\_\_\_ ¥

Certified \_\_\_\_\_ ¥

Certified \_\_\_\_\_ ¥

Real Estate \_\_\_\_\_

Stock \_\_\_\_\_

**Lifestyle** \_\_\_\_\_

<b>CONTACTS</b>		
Name	Archetype	Notes

<b>NOTES</b>

<b>ATTRIBUTES</b>	
	Nat. Aug.
Body	
Quickness	
Strength	
Charisma	
Intelligence	
Willpower	
Essence	
Body Index	
Magic	
Reaction	
Initiative Dice	

<b>WEAPONS</b>							
Type	Cncl	Reach	Mode	Short Med. Long	Extr.	Ammo	Dmg

Natural Reach \_\_\_\_\_ Natural Recoil Modifier \_\_\_\_\_

<b>POOLS</b>			
<b>Karma</b>		<b>Hacking</b>	
<b>Combat</b>		<b>Magic</b>	
<b>Control</b>		<b>Task</b>	

<b>SKILLS</b>	

<b>GEAR</b>	
Rtng	Cncl

<b>ARMOR</b>			
Type	Cncl	Bllstc	Impct

<b>EDGES &amp; FLAWS</b>	

**Allergy** \_\_\_\_\_ **Severity** \_\_\_\_\_

<b>VEHICLE</b>	
Type	Extras
<b>Speed</b>	
<b>Accel</b>	
<b>Handling</b>	
<b>Bod/Amr</b>	/
<b>Signature</b>	
<b>Nav/Snsr</b>	/
<b>Seating</b>	
<b>Economy</b>	
<b>Fuel</b>	

L M S D

<b>CONDITION MONITOR</b>		
Mental	Physical	Overdamage
Light Stun +1 to target #'s -1 to Initiative  Moderate Stun +2 to target #'s -2 to Initiative  Serious Stun +3 to target #'s -3 to Initiative  Deadly Stun Unconscious Wrap physical	<div style="display: flex; flex-direction: column; align-items: center;"> <div style="margin-bottom: 5px;">L</div> <div style="margin-bottom: 5px;">M</div> <div style="margin-bottom: 5px;">S</div> <div>D</div> </div>	Light Wound +1 to target #'s -1 to Initiative  Moderate Wound +2 to target #'s -2 to Initiative  Serious Wound +3 to target #'s -3 to Initiative  Deadly Wound Unconscious and dying

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

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

CONTACTS		
Name	Archetype	Notes
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
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NOTES
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**ATTRIBUTES**  
Nat. Aug. \_\_\_\_\_

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

**WEAPONS**

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

Natural Reach \_\_\_\_\_ Natural Recoil Modifier \_\_\_\_\_

**POOLS**

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

**SKILLS**

_____	_____
_____	_____
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_____	_____
_____	_____
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**EDGES**

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**ARMOR**

Type	Cncl	Bllstc	Impct
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

**FLAWS**

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Allergy \_\_\_\_\_ Severity \_\_\_\_\_

**GEAR**

_____	Rtng	Cncl
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
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_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

**VEHICLE**

Type \_\_\_\_\_

Speed	_____
Accel	_____
Handling	_____
Bod/Amr	/
Signature	_____
Nav/Snsr	/
Seating	_____
Economy	_____
Fuel	_____

Extras \_\_\_\_\_

_____	_____	_____	_____	_____	_____	_____
L	M	S	D			

**CONDITION MONITOR**

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

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

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## CYBERWARE & BIONETICS

Type Rating Cost Notes

Type	Rating	Cost	Notes

## SPELLS

Name Force Dmg Duration Type Target Resist Range Drain Notes

Name	Force	Dmg	Duration	Type	Target	Resist	Range	Drain	Notes

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

### MAGICAL DATA

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

### MAGIC ITEMS

Item	Rating	Description

### BOUND SPIRITS

Type	Force	Notes

### ASTRAL DATA

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

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Name	Force	Dmg	Duration	Type	SPELLS	Resist	Range	Drain	Notes
					Target				

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

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

MAGIC ITEMS		
Item	Rating	Description
_____	_____	_____
_____	_____	_____

BOUND SPIRITS		
Type	Force	Notes

ASTRAL DATA		
<b>Reaction</b> _____	<b>Initiative</b> _____	<b>Pool</b> _____
<b>Combat Skill</b> _____	_____	<b>Base Damage</b> _____
<b>Appearance</b> _____	_____	_____



CYBERWARE & BIONETICS			
Type	Rating	Cost	Notes

SPELLS									
Name	Force	Dmg	Duration	Type	Target	Resist	Range	Drain	Notes

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

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

MAGIC ITEMS		
Item	Rating	Description

BOUND WORK LOA		
Type	Force	Notes

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

### CYBERWARE & BIONETICS

Type	Rating	Cost	Notes

### BOUND SPIRITS

Type	Force Services B Q S C I W E R	Notes

#### MAGICAL DATA

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

#### MAGIC ITEMS, LODGES & CIRCLES

Item	Rating	Description

#### ASTRAL DATA

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

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CYBERWARE & BIONETICS			
Type	Rating	Cost	Notes

Programs				
Type	Rating	Size	Active?	Options/Notes

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

SPELLS									
Name	Force	Dmg	Duration	Type	Target	Resist	Range	Drain	Notes

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

MAGIC ITEMS		
Item	Rating	Description

BOUND SPIRITS		
Type	Force	Notes

ASTRAL DATA		
Reaction	Initiative	Pool
Combat Skill		Base Damage
Appearance		

<b>CYBERWARE &amp; BIONETICS</b>			
Type	Rating	Cost	Notes

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

<b>Programs</b>			
Type	Rating	Size	Options/Notes

<b>ABILITIES</b>			
Ability	Level	Cost	Notes

**MAGICAL DATA**

Initiation Grade \_\_\_\_\_

Centering Skill \_\_\_\_\_

Geasa \_\_\_\_\_

Ordeals Completed \_\_\_\_\_

Magical Group Name \_\_\_\_\_

Type \_\_\_\_\_

Strictures \_\_\_\_\_

Members \_\_\_\_\_

**GEAR**

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<b>MAGIC ITEMS</b>		
Item	Rating	Description

**ASTRAL DATA**

Reaction \_\_\_\_\_ Initiative \_\_\_\_\_ Pool \_\_\_\_\_

Combat Skill \_\_\_\_\_ Base Damage \_\_\_\_\_

Appearance \_\_\_\_\_

**NOTES**

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CYBERWARE & BIONETICS			
Type	Rating	Cost	Notes

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

GEAR

Programs			
Type	Rating	Size	Options/Notes

FRAMES						
Name	Size	Core	DINAB	BEMS	Programs	Notes

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## CYBERWARE & BIONETICS

Type

Rating

Cost

Notes



Type	Rating	Cost	<b>CYBERWARE</b>	Notes

Type	Rating	Cost	<b>BIONETICS</b>	Notes





<b>CYBERWARE &amp; BIONETICS</b>			
Type	Rating	Cost	Notes

<b>ABILITIES</b>			
Ability	Level	Cost	Notes

<b>MAGICAL DATA</b>
Initiation Grade _____
Centering Skill _____
Geasa _____
Ordeals Completed _____
Magical Group Name _____
Type _____
Strictures _____
Members _____
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<b>GEAR</b>
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<b>MAGIC ITEMS</b>		
Item	Rating	Description

<b>ASTRAL DATA</b>		
Reaction _____	Initiative _____	Pool _____
Combat Skill _____	Base Damage _____	
Appearance _____		

<b>NOTES</b>

CYBERWARE & BIONETICS			
Type	Rating	Cost	Notes

ABILITIES			
Ability	Level	Cost	Notes

SPELLS									
Name	Force	Dmg	Duration	Type	Target	Resist	Range	Drain	Notes

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

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

MAGIC ITEMS		
Item	Rating	Description

BOUND SPIRITS		
Type	Force	Notes

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

<b>CYBERWARE &amp; BIONETICS</b>			
Type	Rating	Cost	Notes

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

<b>CHANNELS</b>	
Access	_____
Control	_____
Index	_____
Files	_____
Slave	_____

<b>GEAR</b>	

<b>COMPLEX FORMS</b>				
Type	Rating	Size	Active?	Options/Notes

<b>SPRITES</b>						
Name	Size	Core	DINAB	BEMS	Programs	Notes

**VEHICLE**

Type \_\_\_\_\_

Speed \_\_\_\_\_

Accel \_\_\_\_\_

Handling \_\_\_\_\_

Bod/Amr /

Signature \_\_\_\_\_

Nav/Snsr /

Seating \_\_\_\_\_

Economy \_\_\_\_\_

Fuel \_\_\_\_\_

Extras

L M S D

**VEHICLE**

Type \_\_\_\_\_

Speed \_\_\_\_\_

Accel \_\_\_\_\_

Handling \_\_\_\_\_

Bod/Amr /

Signature \_\_\_\_\_

Nav/Snsr /

Seating \_\_\_\_\_

Economy \_\_\_\_\_

Fuel \_\_\_\_\_

Extras

L M S D

**DRONE**

Type \_\_\_\_\_

Handling \_\_\_\_\_ Sig \_\_\_\_\_

Speed \_\_\_\_\_ Accel \_\_\_\_\_

Body \_\_\_\_\_ Armor \_\_\_\_\_

Pilot \_\_\_\_\_ Sensors \_\_\_\_\_

Econ \_\_\_\_\_ Fuel \_\_\_\_\_

LM

SD

**VEHICLE**

Type \_\_\_\_\_

Speed \_\_\_\_\_

Accel \_\_\_\_\_

Handling \_\_\_\_\_

Bod/Amr /

Signature \_\_\_\_\_

Nav/Snsr /

Seating \_\_\_\_\_

Economy \_\_\_\_\_

Fuel \_\_\_\_\_

Extras

L M S D

**VEHICLE**

Type \_\_\_\_\_

Speed \_\_\_\_\_

Accel \_\_\_\_\_

Handling \_\_\_\_\_

Bod/Amr /

Signature \_\_\_\_\_

Nav/Snsr /

Seating \_\_\_\_\_

Economy \_\_\_\_\_

Fuel \_\_\_\_\_

Extras

L M S D

**DRONE**

Type \_\_\_\_\_

Handling \_\_\_\_\_ Sig \_\_\_\_\_

Speed \_\_\_\_\_ Accel \_\_\_\_\_

Body \_\_\_\_\_ Armor \_\_\_\_\_

Pilot \_\_\_\_\_ Sensors \_\_\_\_\_

Econ \_\_\_\_\_ Fuel \_\_\_\_\_

LM

SD

**VEHICLE**

Type \_\_\_\_\_

Speed \_\_\_\_\_

Accel \_\_\_\_\_

Handling \_\_\_\_\_

Bod/Amr /

Signature \_\_\_\_\_

Nav/Snsr /

Seating \_\_\_\_\_

Economy \_\_\_\_\_

Fuel \_\_\_\_\_

Extras

L M S D

**VEHICLE**

Type \_\_\_\_\_

Speed \_\_\_\_\_

Accel \_\_\_\_\_

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Fuel \_\_\_\_\_

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L M S D

**DRONE**

Type \_\_\_\_\_

Handling \_\_\_\_\_ Sig \_\_\_\_\_

Speed \_\_\_\_\_ Accel \_\_\_\_\_

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Pilot \_\_\_\_\_ Sensors \_\_\_\_\_

Econ \_\_\_\_\_ Fuel \_\_\_\_\_

LM

SD

**VEHICLE**

Type \_\_\_\_\_

Speed \_\_\_\_\_

Accel \_\_\_\_\_

Handling \_\_\_\_\_

Bod/Amr /

Signature \_\_\_\_\_

Nav/Snsr /

Seating \_\_\_\_\_

Economy \_\_\_\_\_

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L M S D

**VEHICLE**

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L M S D

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Type \_\_\_\_\_

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Body \_\_\_\_\_ Armor \_\_\_\_\_

Pilot \_\_\_\_\_ Sensors \_\_\_\_\_

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LM

SD

**VEHICLE**

Type \_\_\_\_\_

Speed \_\_\_\_\_

Accel \_\_\_\_\_

Handling \_\_\_\_\_

Bod/Amr /

Signature \_\_\_\_\_

Nav/Snsr /

Seating \_\_\_\_\_

Economy \_\_\_\_\_

Fuel \_\_\_\_\_

Extras

L M S D

**VEHICLE**

Type \_\_\_\_\_

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Accel \_\_\_\_\_

Handling \_\_\_\_\_

Bod/Amr /

Signature \_\_\_\_\_

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Seating \_\_\_\_\_

Economy \_\_\_\_\_

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L M S D

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Type \_\_\_\_\_

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LM

SD

**DRONE**

Type \_\_\_\_\_

Handling \_\_\_\_\_ Sig \_\_\_\_\_

Speed \_\_\_\_\_ Accel \_\_\_\_\_

Body \_\_\_\_\_ Armor \_\_\_\_\_

Pilot \_\_\_\_\_ Sensors \_\_\_\_\_

Econ \_\_\_\_\_ Fuel \_\_\_\_\_

LM

SD

## VEHICLE

Name	Modification	Rating	CF	Load																
Model																				
Chassis	<b>Condition</b>																			
Point Value	<table border="1" style="width: 100%; height: 15px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
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Max Speed																				
Acceleration	<b>Fuel</b> 1 box =																			
Handling	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
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Cargo	<b>CF</b> <table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
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Idle	<b>Flux</b> Rating Max Cur																			
L/T Profile	<b>Sensors</b>																			
Setup Time	<b>ECM</b>																			
Cost	¥ <b>ECCM</b>																			
Maintenance	¥ <b>ED</b>																			
Optempo	¥ <b>ECD</b>																			

## VEHICLE

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**Model** \_\_\_\_\_ **Ammo** \_\_\_\_\_

Conceal \_\_\_\_\_

Mode \_\_\_\_\_

Damage \_\_\_\_\_

Weight \_\_\_\_\_

Cost \_\_\_\_\_

Range \_\_\_\_\_ **Short** \_\_\_\_\_ **Medium** \_\_\_\_\_ **Long** \_\_\_\_\_ **Extreme** \_\_\_\_\_

Accessories \_\_\_\_\_

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**Model** \_\_\_\_\_ **Ammo** \_\_\_\_\_

Conceal \_\_\_\_\_

Mode \_\_\_\_\_

Damage \_\_\_\_\_

Weight \_\_\_\_\_

Cost \_\_\_\_\_

Range \_\_\_\_\_ **Short** \_\_\_\_\_ **Medium** \_\_\_\_\_ **Long** \_\_\_\_\_ **Extreme** \_\_\_\_\_

Accessories \_\_\_\_\_

---



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**Model** \_\_\_\_\_ **Ammo** \_\_\_\_\_

Conceal \_\_\_\_\_

Mode \_\_\_\_\_

Damage \_\_\_\_\_

Weight \_\_\_\_\_

Cost \_\_\_\_\_

Range \_\_\_\_\_ **Short** \_\_\_\_\_ **Medium** \_\_\_\_\_ **Long** \_\_\_\_\_ **Extreme** \_\_\_\_\_

Accessories \_\_\_\_\_

---



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**Model** \_\_\_\_\_ **Ammo** \_\_\_\_\_

Conceal \_\_\_\_\_

Mode \_\_\_\_\_

Damage \_\_\_\_\_

Weight \_\_\_\_\_

Cost \_\_\_\_\_

Range \_\_\_\_\_ **Short** \_\_\_\_\_ **Medium** \_\_\_\_\_ **Long** \_\_\_\_\_ **Extreme** \_\_\_\_\_

Accessories \_\_\_\_\_

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**Model** \_\_\_\_\_ **Ammo** \_\_\_\_\_

Conceal \_\_\_\_\_

Mode \_\_\_\_\_

Damage \_\_\_\_\_

Weight \_\_\_\_\_

Cost \_\_\_\_\_

Range \_\_\_\_\_ **Short** \_\_\_\_\_ **Medium** \_\_\_\_\_ **Long** \_\_\_\_\_ **Extreme** \_\_\_\_\_

Accessories \_\_\_\_\_

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**Model** \_\_\_\_\_ **Ammo** \_\_\_\_\_

Conceal \_\_\_\_\_

Mode \_\_\_\_\_

Damage \_\_\_\_\_

Weight \_\_\_\_\_

Cost \_\_\_\_\_

Range \_\_\_\_\_ **Short** \_\_\_\_\_ **Medium** \_\_\_\_\_ **Long** \_\_\_\_\_ **Extreme** \_\_\_\_\_

Accessories \_\_\_\_\_

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

**Mental**

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

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

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

Deadly Stun  
Unconscious  
Wrap physical

**Physical**

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

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

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

Deadly Wound  
Unconscious and dying

**Overdamage**


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

<b>Name</b>	<hr/>	<b>Race</b>	<hr/>
<b>Body</b>	<b>Skills</b>	<b>Cyber/Equipment</b>	
<b>Quickness</b>	<hr/>	<hr/>	
<b>Strength</b>	<hr/>	<hr/>	
<b>Intelligence</b>	<hr/>	<hr/>	
<b>Willpower</b>	<hr/>	<hr/>	
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<b>Essense/B.I.</b>	<hr/>	<hr/>	
<b>Magic</b>	<hr/>	<hr/>	
<b>Reaction</b>	<b>Notes</b>	<hr/>	
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<b>Pool</b>	<hr/>	<hr/>	

**Mental**

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

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

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

Deadly Stun  
Unconscious  
Wrap physical

**Physical**

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

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

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

Deadly Wound  
Unconscious and dying

**Overdamage**


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

<b>Name</b>	<hr/>	<b>Race</b>	<hr/>
<b>Body</b>	<b>Skills</b>	<b>Cyber/Equipment</b>	
<b>Quickness</b>	<hr/>	<hr/>	
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<b>Essense/B.I.</b>	<hr/>	<hr/>	
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<b>Reaction</b>	<b>Notes</b>	<hr/>	
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<b>Pool</b>	<hr/>	<hr/>	

**Mental**

Light Stun  
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Serious Stun  
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-3 to Initiative

Deadly Stun  
Unconscious  
Wrap physical

**Physical**

Light Wound  
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-1 to Initiative

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-2 to Initiative

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

Deadly Wound  
Unconscious and dying

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<b>Reaction</b>	<b>Notes</b>	<hr/>	
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Deadly Stun  
Unconscious  
Wrap physical

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-1 to Initiative

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-2 to Initiative

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

Deadly Wound  
Unconscious and dying

**Overdamage**


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<b>Willpower</b>	<hr/>	<hr/>	
<b>Charisma</b>	<hr/>	<hr/>	
<b>Essense/B.I.</b>	<hr/>	<hr/>	
<b>Magic</b>	<hr/>	<hr/>	
<b>Reaction</b>	<b>Notes</b>	<hr/>	
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Deadly Stun  
Unconscious  
Wrap physical

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-1 to Initiative

Moderate Wound  
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-2 to Initiative

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

Deadly Wound  
Unconscious and dying

**Overdamage**


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

**GEAR**

**Item**

**Cncl**

**Rating**

**Weight**

**Location**

**Notes**

**IDENTITY**

Name \_\_\_\_\_  
 SIN \_\_\_\_\_  
**Credstick**  
 Rating \_\_\_\_\_ Color \_\_\_\_\_  
 Balance \_\_\_\_\_ ¥  
 Bank \_\_\_\_\_  
**Legal Residence** \_\_\_\_\_  
 \_\_\_\_\_  
**Notes**  
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**IDENTITY**

Name \_\_\_\_\_  
 SIN \_\_\_\_\_  
**Credstick**  
 Rating \_\_\_\_\_ Color \_\_\_\_\_  
 Balance \_\_\_\_\_ ¥  
 Bank \_\_\_\_\_  
**Legal Residence** \_\_\_\_\_  
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**Notes**  
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**IDENTITY**

Name \_\_\_\_\_  
 SIN \_\_\_\_\_  
**Credstick**  
 Rating \_\_\_\_\_ Color \_\_\_\_\_  
 Balance \_\_\_\_\_ ¥  
 Bank \_\_\_\_\_  
**Legal Residence** \_\_\_\_\_  
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**Notes**  
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**IDENTITY**

Name \_\_\_\_\_  
 SIN \_\_\_\_\_  
**Credstick**  
 Rating \_\_\_\_\_ Color \_\_\_\_\_  
 Balance \_\_\_\_\_ ¥  
 Bank \_\_\_\_\_  
**Legal Residence** \_\_\_\_\_  
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**Notes**  
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**IDENTITY**

Name \_\_\_\_\_  
 SIN \_\_\_\_\_  
**Credstick**  
 Rating \_\_\_\_\_ Color \_\_\_\_\_  
 Balance \_\_\_\_\_ ¥  
 Bank \_\_\_\_\_  
**Legal Residence** \_\_\_\_\_  
 \_\_\_\_\_  
**Notes**  
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<b>STOCK</b>			
Company	#Shares	Purchase Price	Notes

**IDENTITY**

Name \_\_\_\_\_  
 SIN \_\_\_\_\_  
**Credstick**  
 Rating \_\_\_\_\_ Color \_\_\_\_\_  
 Balance \_\_\_\_\_ ¥  
 Bank \_\_\_\_\_  
**Legal Residence** \_\_\_\_\_  
 \_\_\_\_\_  
**Notes**  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

<b>BONDS</b>				
Type	Rate	Face Value	Maturity Date	Notes

**IDENTITY**

Name \_\_\_\_\_  
 SIN \_\_\_\_\_  
**Credstick**  
 Rating \_\_\_\_\_ Color \_\_\_\_\_  
 Balance \_\_\_\_\_ ¥  
 Bank \_\_\_\_\_  
**Legal Residence** \_\_\_\_\_  
 \_\_\_\_\_  
**Notes**  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

<b>CASH &amp; SCRIP</b>	
Currency	Value

<b>CERTIFIED</b>
Value

<b>LOANS</b>			
To/From	Rate	Principle	Due