Character Sheets v3.0 for Shadowrun III

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 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
- Pagee Twenty-nine Finance

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	CYBERWARE & BIONETICS								
Туре	Rating	Cost		Notes					

Name	Force	Dmg	Duration	Turno	SPELLS	Posist	Dango	Drain	Notor
Name	rorce	Dmg	Duration	туре	larget	Resist	Range	Drain	Notes
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f = force+2 round down F = Force MR = Magic Rating #s = number of successes LOS = line of sight

MAG	CAL DATA		MAGIC	ITEMS
Tradition Totem Totem Bonuses Strictures	Name Type		Rating	•
Library Conjuring				
Enchanting			BOUND	SPIRITS
-	Members	1,1,1,2	Force	Notes
Initiation		[]		
Grade				
Centering Skill		[]		
Geasa				
Ordeals Completed			ASTRAL	
	Notes	Reaction	Initiative	Pool
		Combat Skill Appearance		Base Damage

Name	Force	Dmg	Duration	Туре	SPELLS Target	Resist	Range	Drain	Notes

MAGICAL DATA

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				MAGIC ITEMS
#s = number of successes LOS = line of sight	#5 = 1	number of successes	LOS = IIIIe OI Signt	

MAG	ICAL DATA		MAGIC	ITEMS
Tradition Totem Totem Bonuses	Name		Rating	Description
Strictures			BOUND	SPIRITS
Library Conjuring		Туре	Force	Notes
Enchanting Sorcery Theory	Members			
Initiation Grade Centering Skill Geasa				
Ordeals Completed	Notes	Combat Skill		Pool

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

MAGI	CAL DATA		MAGIC	ITEMS
	Magical Group Name Type		Rating	
	Strictures			
Other Bound Loa	Members			
		Honfour		
Initiation Grade			BOUND WO	ORK LOA
		Туре	Force	Notes
Ordeals Completed				
	Notes	_		
	AL DATA ve Pool			
Combat Skill	Base Damage			

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			CYBERWARE & BIONETICS	
Туре	Rating	Cost		Notes

						BO	UN	D S	PIRI	TS	
Туре	Force	Services	B	Q	S	C	I	W	E	R	Notes
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MAG	CAL DATA	MAGIC ITEMS, LODGES & CIRCLES
Library Conjuring		
Enchanting Sorcery Theory	Members	
	Notes	ASTRAL DATA Reaction Initiative Pool
		Combat Skill Base Damage Appearance

Туре		BER W ng (VARE & I	BIONE	TICS Notes		MPCP Hardenir Respons I/O Memory Storage ASSIST Case arm	se nor	: Max	L
Type Rating Size			Program Active?	grams e? Options/Notes			Hitcher j ICCM filt SatLink Vidscree Bod Evasion Masking Sensors Detectio Reality F Decker I	ter yes yes Max n Factor ilter		D
					SPELLS					
Name	Force	Dmg	Duration	Туре	Target	Resist	Range	Drain	Note	S

MAG	ICAL DATA		MAGIC ITEMS				
Tradition Totem Totem Bonuses Strictures	Name Type		Rating	Description			
Initiation	Members		BOUND	SPIRITS Notes			
Geasa		Reaction Combat Skill Appearance		Pool Base Damage			

	CYBERW	ARE & BIO	NETICS	CY	BERDE	ECK	
Туре	Rating C	Cost	Notes	мрср	Current	Max	
				Hardening			- [
							_ L
				/O			M
				Memory Storage			-
				ASSIST			- s
				Case armor Hitcher jacks			
		Programs		ICCM filter	yes	no	
Туре	Rating Size	Active?	Options/Notes	SatLink	yes	no	D
				Vidscreen	yes Max	no -50%	. 5
				Bod	Max	~30%	+3
				Evasion			
				Masking Sensors			·
				Detection Fa	ctor		·
				Reality Filter			
				[]			
				Decker Icon			

Ability	Level	Cost	ABILITIES Notes

MAGICAL DATA	GEAR	MAGIC ITEMS				
Initiation Grade Centering Skill Geasa			Rating	Description		
Ordeals Completed		_				
Magical Group			ASTRAL	DATA		
Name		Reaction				
Type Strictures		Combat Skill Appearance		Base Damage		
Members			NOT	ES		
		_				

	CYBER	WARE	& BIONETI	CS		CY	BERD	ECK	
Туре	Rating	Cost		Notes			Current	t Max	
						MPCP Hardening			
						Response			
						I/O			- m 🗖
						Memory			- 🗌
						Storage ASSIST			
						Case armor			- S
						Hitcher jacks	•		
						ICCM filter	yes	no	
						SatLink	yes	no	D
						Vidscreen	yes Max	no -50%	+ 50 %
						Bod	IVICEA	-3070	+3070
						Evasion			
						Masking			
						Sensors Detection Fac			
						Reality Filter			
						Decker Icon			
GEAR					Programs	L			
GLAR			Туре	Rating S	Size Active?	Options	/Notes		

GEAR				Programs	
	Туре	Dating	Sizo	Programs Active?	Options/Notes
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Name	Size	Core	DINAB	BEMS	Programs	Notes
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Type Rating Cost	CYBERWARE & BIONETICS Notes	
CRANIAL REMOTE DECK	REMOTE CONTROL DECK	DRONE
Rating Hitcher jacks Iux Rating Range	Rating Hitcher jacks Flux Rating Range	Type L
lux Rating Range ncryption Decryption	Flux Rating Range Encryption Decryption	Handling Sig Speed Accel M
CCM StorageMp	ECCM StorageMp	Body Armor
xtras	Extras	Pilot Sensorss
		Econ Fuel 5
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+1 to T# +2 to T# +3 to T# Dis.	+1 to T# +2 to T# +3 to T# Dis.	DRONE
VEHICLE	VEHICLE	Handling Sig
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peed Extras	Speed Extras	Body Armor
andling	Handling	Pilot Sensorss
od/Amr _/	Bod/Amr _/	Econ Fuel
ignature	Signature	
lav/Snsr/	Nav/Snsr/	D
eating	Seating	
conomy L M S D	Economy Fuel L M S	DRONE
uel L M S D	Fuel L M S D	Type L
VEHICLE	VEHICLE	Handling Sig Speed Accel M
уре	Туре	Body Armor
peed Accel	Speed Accel	Pilot Sensorss
andling Extras	Handling Extras	Econ Fuel 5
od/Amr/ ignature	Bod/Amr/ Signature	
av/Snsr _/	Nav/Snsr _/	D
eating	Seating	
conomy	Economy	DRONE
uel L M S D	Fuel L M S D	Туре L
ЛЕНІСІЕ	VEHICLE	Handling Sig
VEHICLE ypeHandling	TypeHandling	Speed Accel M Body Armor
peed Accel	Speed Accel	Pilot Sensors S
od/Amr / Signature	Bod/Amr / Signature	Econ Fuel S
av/Snsr / Seating	Nav/Snsr / Seating	
conomy L M S D	Economy Fuel L M S D	D

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	Programs Size Active? Options/Notes	Storage
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[FRAMES	
Name Size Co	DINAB BEMS Programs	Notes
DRONE Type L Handling Sig L Speed Accel M Body Armor Pilot Sensors S	Flux Rating Range F Encryption Decryption E ECCM Storage Mp	REMOTE CONTROL DECK tating Hitcher jacks lux Rating Range incryption Decryption CCM Storage Mp extras Mp Mp
Econ Fuel 5	Command Channel Command Channel <td< td=""><td>ignal Condition L M S D Command Channel imsense Channel iystem Channel</td></td<>	ignal Condition L M S D Command Channel imsense Channel iystem Channel
Type L Handling Sig	VEHICLE	VEHICLE
Speed Accel M Body Armor Pilot Pilot Sensors S Econ Fuel D	Speed Accel S Handling Extras H Bod/Amr / S Signature S S Nav/Snsr / S Seating S S Economy S S	ype
DKONE L Type		
Speed Accel Body Armor s Pilot Sensors s Econ Fuel D	Speed Accel S Bod/Amr / Signature B Nav/Snsr / Seating N Economy Image: Conomy Image: Conomy Image: Conomy Image: Conomy	VEHICLE ype Handling peed Accel God/Amr / Signature Jav/Snsr / Seating .conomy L M S D

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			CYBERWARE & BIONETICS
Туре	Rating	Cost	Notes
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GEAR	AMM	UNITION			EXPLOSIVES	
	Туре	Form	Rounds	#/kg	Туре	Rating
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				Speed	Extras	
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				Nav/Snsr _/		
				Seating		
[Economy Fuel		D
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			CYBERWARE & BIONETICS
Туре	Rating	Cost	Notes
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			VEHICLE
			Туре
			Speed Extras
			Accel
			Handling
			Bod/Amr/
			Signature
			Nav/Snsr/
			Seating
			Economy
			Fuel L M S D
			Туре
			Speed Extras
			Accel
			Handling
			Bod/Amr/
			Signature
			Nav/Snsr/
			Seating
			Economy
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			Seating
			Economy
			Fuel L M S D

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			CYBERWARE & BIONETICS
Туре	Rating	Cost	Notes
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			ABILITIES
Ability	Level	Cost	Notes

MAGICAL DATA	GEAR		MAGIC I	TEMS	
Initiation Grade		Item	Rating	Description	
Centering Skill					man —
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Ordeals Completed					box.com/
Magical Group			ASTRAL	DATA	Ward III (http://pc
Name		Reaction	Initiative	Pool	_
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			CYBER	WARE & BIONETICS	
Туре	Rating	Cost		Notes	
				ABILITIES	
Ability		Lev	el Cost		
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					SPELLS				
Name	Force	Dmg	Duration	Туре	Target	Resist	Range	Drain	Notes
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 \overline{f} = force+2 round down \overline{F} = Force \overline{MR} = Magic Rating #s = number of successes LOS = line of sight

MAG	CAL DATA		MAGIC ITEMS				
Tradition Totem Totem Bonuses Strictures	Name Type		Rating	•			
Library Conjuring							
Enchanting			BOUND	SPIRITS			
Sorcery Theory	Members		Force	Notes			
Initiation							
Centering Skill							
Geasa							
Ordeals Completed			ASTRAL				
. <u> </u>	Notes	Reaction					
		Combat Skill Appearance		_			

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Туре	Rating	Cost			Notes				мрср	Curren	t Max	
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									ASSIST Case armor			- S
									Hitcher jacks	. —		
									ICCM filter	yes	no	
									SatLink	yes	no	D
								[Vidscreen	yes	no	
										Max	~50 %	+ 50 %
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									Evasion Masking			
									Sensors			
									Detection Fa	ctor		
									Reality Filter			
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Optempo	¥	ECD Condid	ion	S -50%			=	VEHI		ation			Rating	CF	Load
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Optempo Name Model Chassis Point Value Speed Max Speed Speating Signature Nav/Pilot Seating Firmpoints Hardpoints Cargo Load Stress Fuel Capcty Fuel Capcty Idle L/T Profile	¥	ECD	ion 1 boy 1 bo	S S S S S S S S S S					Modific		Med.				
Optempo Name Model Chassis Point Value Speed Max Speed Signature Nav/Pilot Seating Entry Points Firmpoints Hardpoints Cargo Load Stress Fuel Type Fuel Capcty Economy Idle L/T Profile Setup Time	¥	ECD Condit L M Speed -25 Fuel L L L L L L L L L L L L L L L L L L	ion 1 boy 1 bo	S S S S S S S S S S					Modific		Med.				
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Mode		
Damage		
Weight		
Cost		
Range	Short	MediumLongExtreme
Accessories		· · · · · · · · ·
Model		Ammo
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Range	Short	Medium Long Extreme
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Damage		
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Cost	Short	
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Cost Range Accessories Model Conceal Mode Damage Weight Cost Range Accessories Model Conceal Mode Mode Weight Mode Mode Weight	Short_	

		Race	Mental	Physical	Overdamage
Body S 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	Moderate Wound +2 to target #'s -2 to Initiative	
Willpower			- Serious Stun +3 to target #'s - S	Serious Wound +3 to target #'s	_
			3 to Initiative	-3 to Initiative	The total number of boxes you have is equal to your unmodified Body
-	Notes		Deadly Stun Unconcious Wrap physical	Deadly Wound Unconcious and dying	score. Cross out extra space in the grid above.

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			Aderate Stun +2 to target #'s	Moderate Wound +2 to target #'s -2 to Initiative	
Willpower Charisma			Serious Stun +3 to target #'s	Serious Wound +3 to target #'s -3 to Initiative	
Essense/B.I Magic					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.
Pool					

Name		Race	Mental	Physical	Overdamage
Body	Skills	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		
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					

Name		Race	Mental	Physical	Overdamage
Body	Skills	Cyber/Equipment		Light Wound +1 to target #'s	
Quickness			-1 to Initiative	-1 to Initiative	
Strength			Adderate Stun +2 to target #'s -2 to Initiative	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					

Name		Race	Mental	Physical	Overdamage
Body	Skills	Cyber/Equipment	+1 to target #'s Light Stun -1 to Initiative	Light Wound +1 to target #'s -1 to Initiative	
Quickness Strength			Moderate Stun +2 to target #'s	Moderate Wound	
Intelligence Willpower Charisma			Serious Stun +3 to target #'s - S -3 to Initiative	Serious Wound +3 to target #'s -3 to Initiative	
Essense/B.I Magic Reaction Init Dice Pool	Notes		Deadly Stun Unconclous Wrap physical	Deadly Wound Unconcious 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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Credstick	Credstick	Credstick	Credstick	
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IDENTITY		STOCK		
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Notes				
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IDENTITY	CASH & SCRIP	CERTIFIED	LOANS			
Name	Currency Value	Value	To/From	Rate	Principle	Due
SIN						
Credstick						
Rating Color						
Balance ¥						
Bank						
Legal Residence						
Notes						
		I				