Character Sheets v2.2 for Shadowrun II

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 three front sides for the sheets. The second is a collection of twelve back sheets, based on archetype. The intent is to mix one back sheet with one front sheet for a complete character sheet.

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 — Mercenary sheet.

Page Thirteen — Gadgeteer sheet.

Page Fourteen — Physical Adept sheet.

Page Fifteen — Physical Mage sheet.

Page Sixteen — Otaku sheet

Street Name	ATTRIBUTI	ES		SKI	LLS	
Real Name	11	ug. Alt.				
Player Name	Body					
Archetype	Quickness					
Vitals						
Race Height	Strength					
Sex Weight	Charisma	-				
	Intelligence	-				
Eyes Hair	Willpower					
Birthdate						
Birthplace	Essence					
Total Karma	Body Index	<u> </u>				
Remaining Karma	Magic					
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Player Name	Body	- 11				
Archetype	- Quickness					
Vitals	1 1 -	11				
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Real Name	1 1	TES			ILLS		
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EDGES & FLAWS	Type CONDIT Mental Ph Light Stun + to target #s — L L L	FION MONIT ysical O Light Wound Light Wound	TOR	hort Medium		HICLE	mmo Dmg
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Туре	Rating	CYBERWARE & BIONETICS Cost Notes						
				SPELLS				
Name	Force Dn	ng Durati		Target	Resist	Range	Drain	Notes
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force÷2 round down F	= Force MR = N	Magic Rating	#s = number of su	ccesses LOS = line of s	sight	_		
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Item	Rating	Description	
Туре	BOUND S	SPIRITS Notes	

		er L.
Reaction Combat Skill Appearance	 Pool Base Damage	Mage back © 1998 Lest

	CYRFR	WARE &	RIONETI	rs		C	YBERDECK
Туре	Rating		PIOITLI	Notes			Current Max
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						Hardening	
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						Case armor	
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		Progran	ns			ICCM filter	yes no
Туре	Rating Size	e Active?	\mathbf{O}_{l}	otions/Notes		SatLink	yes no D
						Vidscreen	yes no
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I/O							I	Hardening			L L
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Storage ASSIST S Case armor Hitcher Jacks LCM filter yes no D Widscreen yes no Max -50% +50% Bod Evasion Masking Sensors Detection Factor Reality Filter Decker Icon GEAR Programs Type Rating Size Active? Options/Notes								Memory			- M
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Туре	Rating Cost	CYBERWARE & BIONETICS Notes	
	her jacks	REMOTE CONTROL DECK Rating Hitcher jacks	DRONE Type L
	ryptionMp	Flux Rating Range Encryption Decryption ECCM Storage Mp Extras	Handling Sig
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Nav/Snsr/_ Seating Economy Fuel	D	Nav/Snsr _/_ Seating Economy FuelD	Pilot Sensors S Econ Fuel D
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Туре		RWARE & BIONETICS Cost Notes	CYBERDECK Current Max MPCP Hardening Response I/O M
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			Sensors Detection Factor Reality Filter Decker Icon
Name (Size Core I	FRAMES DINAB BEMS Programs	s Notes
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	D	VEHICLE Type	VEHICLE Type
Type Sig Handling Sig Speed Accel Body Armor_ Pilot Sensors	s	Handling	VEHICLE Type Handling Extras

			CYBERWARE & BIONETICS
Туре	Rating	Cost	Notes
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Notes
EXPLOSIVES
#/kg Type Rating
VEHICLE

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Туре	Form	Rounds
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	EXPLOSIVES	
#/kg	Туре	Rating
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		VEHICLE	
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Seating			
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Mercenary back ©1998 Lester L. Ward III (http://pobox.com/~wordman)

Туре	Rating Co	CYBERWARE 8	BIONETICS Notes		
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			Fuel _	VEHICLE	
			Type Handling Speed Accel	Extras	D L M S D D
			Bod/AmrSignatureNav/Snsr		s
			SeatingEconomyFuel		D

Туре	Rating	Cost	CYBERV	VARE & BIONETI	CS Notes	
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Ability		Lev	el Cost		Notes	
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Туре	Rating		CYBERV	ARE & BIONI	Notes		
Ability		Leve	el Cost	ABILITIES	No	rtes	
Name Fo	orce Dmg	Durati	on Type	SPELLS Target	Resist	Range Di	rain Notes
f = force+2 round down F = Force			#s = number of	successes LOS = line			
MAG Fradition Totem				lter		GIC ITEMS	Description
Totem BonusesStrictures	Ту	ре					
Library Conjuring Enchanting					ROII	ND SPIRIT	·c
Sorcery Theory nitiaion	M						Notes
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Туре	CYBER Rating		& B	BIONET	ICS Notes			МРСР	s yes yes Max	no no no -50%	- L - M S
CHANNEL Access Control Index Files Slave GEAR				Туре	Rati		MPLE)	MS Options	/Notes		
Name Siz	ze Core DI	NAB B	EMS	(SPRITES	Prog	rams			Notes	