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						
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ATTRIBUTES						
Nat. Aug						
Body						
Quickness				-		
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Charisma				-		
Intelligence				•		
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	_ 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
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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
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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 _		
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Essence	OLS Hacking Spell Task MOR Cncl Bilstc Impct	t Type	SKILLS	Light + I to tag - i to Ini + Zo tag		Rtng Cncl
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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
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Color/Bank_						
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Lifestyle						
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	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					
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EDGES	& FLAWS		VEHICLE		CONDITION	MONITOR
		Туре			Mental Physical	Overdamage
		Speed	Extras	+1 to tar	get #'s	ght Wound to target #'s
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		ID. 1/1 /				
		Bod/Amr _/				
		Bod/Amr _/ Signature		Seriou +3 to tar		rious Wound 3 to target #'s
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		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
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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							
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Real Estate							
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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>							
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Combat Spell							
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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						
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Player Name							_ F	Runnin	g (Walk*	'mod)]	m/turn
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Vitals											m	
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-	III.a	T.		Crack					Lana	Faster		D
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Essence Body Index Magic Reaction Initiative Dice PC Karma Combat Control Type	DOLS Hacking Spell Task KMOR Cncl Bilstc Impct		• • • •	SKILLS	Lecoil N	- L +i to -i to -i to -i to -i to -i to -i to -i to -i to -i to -i to -i to -i to -i to -i to -i -i to -i -i to -i -i to -i to -i -i -i -i -i -i -i -i -i -i -i -i -i				N MOC al Light Wound + - 1 to Instate Wou - 1 to Instate Wou		
Essence Body Index Magic Reaction Initiative Dice PC Karma Combat Control Type	DOLS Hacking Spell Task KMOR Cncl Bilstc Impct	Type Speed Accel Handling	• • • •	SKILLS	Lecoil N	- L +1 to 1 +1 to 1 +2 to 1 -2 to Ser	ight Stun target #'s	COND ental	DITION Physica M	N MOO Al Light Wound +1 to Initiative 2 to Initiative 2 to Initiative Serious Wound		
Essence Body Index Magic Reaction Initiative Dice PC Karma Combat Control Type	DOLS Hacking Spell Task KMOR Cncl Bilstc Impct		• • • •	SKILLS		- L +1 to -1 to -2 to -2 to -3 to			DITION Physica M	N MOC al Light Wound + - 1 to Initiative Moderate Wet - 2 to Initiative		
Essence Body Index Magic Reaction Initiative Dice PC Karma Combat Control Type	DOLS Hacking Spell Task KMOR Cncl Bilstc Impct	Image: Speed state in the	• • • •	SKILLS		- L +1 to -1 to -2 to -2 to -3 to	Light Stun Light Stun	COND ental	DITION Physica M	N MOC N MOC Al Light Wound + -1 to target # -2 to Initiative Moderate Wound +3 to target #	DNITOR Overd	amage
Essence Body Index Magic Reaction Initiative Dice PC Karma Combat Control Type	DOLS Hacking Spell Task KMOR Cncl Bilstc Impct	Image: Speed state stat	• • • •	SKILLS		- L +1 to -1 to -2 to -2 to -3 to	Light Stun Light Stun	COND ental	DITION Physica M	N MOC N MOC Al Light Wound + -1 to target # -2 to Initiative Moderate Wound +3 to target #	DNITOR Overd	Amage
Essence Body Index Magic Reaction Initiative Dice PC Karma Combat Control Type	DOLS Hacking Spell Task KMOR Cncl Bilstc Impct	Image: Speed state in the	• • • •	SKILLS		- L + I to -1 to -1 to -2 to -2 to -3 to	Light Stun Light Stun	COND ental	DITIOI Physica M	N MOC N MOC Al Light Wound + -1 to target # -2 to Initiative Moderate Wound +3 to target #	DNITOR Overd	amage

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Street Name			CONTACTS	:			ATHLETI	
		Nama			Tada a			
		Name	Archetyp	e N	lotes	Walking (Q)	m/turn
Player Name						Running	Walk*mod)	m/turn
								m/turn
Vitals								
	_ Height							m/phase
	Weight					Sprint w/	o test (B÷2)	turns
						Standing	(O÷3)	m
	Hair							m
Birthdate		· · · · · · · · · · · · · · · · · · ·						
Birthplace						Lift	_kg Over h	neadkg
Total Karma								
Remaining Karn				WE	APONS			
Assets	IIA	True a	6					A
		Туре	: Cn	сі кеасп	mode Sn	ion mea. Lo	ong Extr.	Ammo Dmg
Credsticks								
Color/Bank								
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Real Estate								
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Lifestyle								Rtng Cncl
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ATTO						-		
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Strength								
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Body Index								
U U								
Reaction				S	PELLS			
Initiative Dice		Name	Force Durati			Range	Resist	Drain
Induive Dice			Torce Duran	on type i	anget	Kange	KCSISt	Diam
DC	DOLS	ר						
Karma	Hacking							
Combat	Spell							
Control	Task							
۸D	MOR							
Туре	Cncl Bllstc Impct	د						
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EDCES	& FLAWS		VEHICLE			CONDIT	TON MON	
EDGES	a ilaws		VENICLE					
		_ Туре			-	Mental Phy	ysical	Overdamage
		Speed E	xtras		Light S +1 to target	stun #'s	Light Wound +1 to target #'s	
		Accel			-1 to Initiat	tive	-1 to Initiative	
					Moderate S +2 to target		Moderate Wound +2 to target #'s	
		Handling			-2 to Initiat	tive IVI	-2 to Initiative	
		_ Bod/Amr/						
		Signature			Serious S	itun	Serious Wound	
					+3 to target -3 to Initiat	:#s— STS	+3 to target #'s -3 to Initiative	
		- Nav/Snsr _/						The total number of
		Seating						boxes you have is equal
		Economy						to your unmodified Body score. Cross out extra space in the grid above.
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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								<u> </u>	
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			c Rating #s =						

MAG	ICAL DATA	MAGIC ITEMS				
Tradition Totem Totem Bonuses Strictures	Name Type		Rating	Description		
Library Conjuring Enchanting Sorcery	Members					
Theory Initiation Grade Centering Skill Geasa		Туре	BOUND S Force			
Ordeals Completed		Combat Skill	ASTRAL Initiative	Pool Base Damage		

Name	Force	Dmg	Duration	Туре	SPELLS Target	Resist	Range	Drain	Notes
						<u> </u>			

MAG	ICAL DATA		MAGIC I	TEMS
Tradition Totem Totem Bonuses Strictures	Name Type	[]	Rating	Description
Library Conjuring Enchanting			BOUND S	
Sorcery Theory Initiation Grade	Members	Туре 	Force	Notes
Geasa Ordeals Completed		Combat Skill		Pool

	CYBERWARE & BIONETICS								
Туре	Rating	Cost	Notes						

NOTES	GEAR

	BOUND SPIRITS										
Туре	Force	Services	В	Q	S	С	I	W	E	R	Notes
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MAG	ICAL DATA		MAGIC I	TEMS
	v .	[]	Rating	•
Sorcery Theory Initiation	Members 			
Grade Centering Skill Geasa				
Ordeals Completed	Notes	Combat Skill	ASTRAL Initiative	Pool Base Damage

Туре	Rating	Cost	CYBERWARE & BIONETICS Notes

N /	-	-	D (1	-	SPELLS	.		. .	N <i>i</i>
Name	Force	Dmg	Duration	Туре	Target	Resist	Range	Drain	Notes
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MAG	GICAL DATA		MAGIC	ITEMS
	Magical Group Name Type		Rating	Description
	Strictures			
Other Bound Loa	Members			
		Honfour		
Initiation Grade Centering Skill		—	BOUND W	ORK LOA
		Туре	Force	Notes
Ordeals Completed				
	Notes			
AS1	IRAL DATA			
	ative Pool			
	Base Damage	—		
Appearance				

			CYBERWARE & BIONETICS	
Туре	Rating	Cost	Note	25
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BOUND SPIRITS											
Туре	Force	Services	B	Q	S	C	I	w	E	R	Notes
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MAGI	ICAL DATA	MAG		GES & CIRCLES
Tradition Totem Totem Bonuses Strictures	Name Type		Rating	•
Library				
Theory Initiation Grade				
	Notes	Combat Skill	ASTRAL I	Pool Base Damage

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

					SPELLS				
Name	Force	Dmg	Duration	Туре	Target	Resist	Range	Drain	Notes
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						·			
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MAG	CAL DATA		TEMS	
Tradition Totem Totem Bonuses Strictures	Name Type		Rating 	Description
Initiation Grade	Members		BOUND S Force	PIRITS Notes
Geasa		Reaction Combat Skill	ASTRAL Initiative	Pool Base Damage

Туре	CYBERWA Rating Co	ARE & BIONETICS st 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 Icon Rating Bandwidth Icon Rating
Туре	P Rating Size Ad	rograms ctive? Options/Notes	L M S D Rating Effective Bod Evasion Masking Sensors Extras

Reality Filter

Decker Icon_

Ability	Level	Cost	ABILITIES N	otes
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MAGICAL DATA	GEAR		MAGIC I	TEMS
Initiation Grade		ltem	Rating	Description
Centering Skill				
Geasa				
Ordeals Completed				
 Magical Group			ASTRAL	
Name		Reaction		
Туре				
Strictures		Appearance		
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Members				
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			& BIONETICS	CYBERDECK
Туре	Rating	Cost	Notes	Rating
				MPCP ASIST hot cold
				Hardening ICCM yes no
				Response Reality on off
				I/O Case
				Memory Ports
				Storage H. Jacks
				Detection Factor
				Icon Rating Bandwidth
				Rating Effective
				Bod
				Evasion
				Masking
				Sensors
				Extras
				Reality Filter
				Decker Icon

GEAR				Programs Active?	
	Туре	Rating	Size	Active?	Options/Notes
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	F	рамес			

Name	Size	Core	Pilot	B/E/M/S	FRAMES Programs	Notes

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Type Ratin	g Cost	CYBERWARE & BIONETICS Notes	
CRANIAL REMOTE D	-		DRONE
ating Hitcher jac ux Rating Range		Rating Hitcher jacks	
ux Rating Range acryption Decryption		Flux Rating Range Encryption Decryption	Handling Sig Speed Accel M_
CCM Storage		ECCM Storage Mp	Body Armor
tras		Extras	Pilot Sensors s
			Econ Fuel s_
gnal Condition L M S	D	Signal Condition L M S D	
ommand Channel		Command Channel	
msense Channel		Simsense Channel	D
stem Channel		System Channel	
+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
/pe		Туре	Speed Accel M
peed Extras		Speed Extras	Body Armor
ccel		Accel	Pilot Sensorss
andling		Handling	Econ Fuel 3
od/Amr _/		Bod/Amr _/	
ignature		Signature	
av/Snsr _/ eating		Nav/Snsr _/	D_
conomy		Seating Economy	DRONE
iel L M S	D	Fuel L M S D	DRONE
	U		TypeL
VEHICLE		VEHICLE	HandlingSig
pe		Type	Speed Accel M Body Armor
peed Accel		Speed Accel	Pilot Sensors S
andling Extras		Handling Extras	Econ Fuel s
od/Amr _/		Bod/Amr _/	
gnature		Signature	
av/Snsr/		Nav/Snsr/	D
eating		Seating	
conomy		Economy	DRONE
iel L M S	D	Fuel L M S D	Туре L
			Handling Sig
VEHICLE		VEHICLE	Speed Accel M
	ing	TypeHandling	Body Armor
peed Accel		Speed Accel	Pilot Sensorss
	ure	Bod/Amr _/ Signature	Econ Fuel
av/Snsr _/ Seatin	g	Nav/Snsr _/ Seating	
conomy		Economy	
iel L M S	D	Fuel L M S D	D

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Туре			Rati						otes		Typ	be			
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Signal Condition	L	м		s		D		Signal Condition	LM	S	D Bo	dv	Armo		
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Command Channel	1 1														
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Simsense Channel								Simsense Channel			Eco	on	Fuel_		
Simsense Channel System Channel	+1 to T# +	2 to T#	+3	to T#		Dis]	Simsense Channel System Channel	+1 to T# +2 to T#	+3 to T#		on	Fuel _		D
Simsense Channel System Channel	+1 to T# +							Simsense Channel System Channel VEHIC	+1 to T# +2 to T#		<u>-</u> _	on	Fuel		D
Simsense Channel System Channel	+1 to T# +							Simsense Channel System Channel VEHIC	+1 to T# +2 to T#		<u>-</u> _	on			
Name Model Chassis	+1 to T# +	ond						Simsense Channel System Channel VEHIC	+1 to T# +2 to T#		<u>-</u> _				
Simsense Channel System Channel Name Model Chassis Point Value		Cond	lition	n				Simsense Channel System Channel VEHIC	+1 to T# +2 to T#		<u>-</u> _	>n			
Simsense Channel System Channel Name Model Chassis Point Value		Cond		n	5			Simsense Channel System Channel VEHIC	+1 to T# +2 to T#		<u>-</u> _				
Simsense Channel System Channel Name Model Chassis Speed Max Speed		Cond		n	5			Simsense Channel System Channel VEHIC	+1 to T# +2 to T#		<u>-</u> _	n			
Simsense Channel System Channel Name Model Chassis Speed Max Speed Acceleration		Cond	lition M 25%	n	5 0%			Simsense Channel System Channel VEHIC	+1 to T# +2 to T#		<u>-</u> _	>n			
Simsense Channel System Channel Name Model Chassis Speed Max Speed Acceleration Handling		Cond	lition M 25%) 	5 0%			Simsense Channel System Channel VEHIC	+1 to T# +2 to T#		<u>-</u> _				
Simsense Channel System Channel Name Model Chassis Point Value Speed Max Speed Acceleration Handling Body		Cond	lition M 25%) 	5 0%			Simsense Channel System Channel VEHIC	+1 to T# +2 to T#		<u>-</u> _				
Simsense Channel System Channel Name Model Chassis Point Value Speed Max Speed Acceleration Handling Body Armor		Cond	lition M 25%) 	5 0%			Simsense Channel System Channel VEHIC	+1 to T# +2 to T#		<u>-</u> _				
Simsense Channel System Channel Name Model Chassis Point Value Speed Max Speed Acceleration Handling Body Armor Signature		Cond	lition M 25%) 	5 0%			Simsense Channel System Channel VEHIC	+1 to T# +2 to T#		<u>-</u> _				
Simsense Channel System Channel Name Model Chassis Speed Max Speed Acceleration Handling Body Signature Nav/Pilot		Cond	lition M 25%) 	5 0%			Simsense Channel System Channel VEHIC	+1 to T# +2 to T#		<u>-</u> _				
Simsense Channel System Channel Name Name Chassis Point Value Speed Max Speed Acceleration Handling Body Armor Signature Nav/Pilot Seating		Cond	lition M 25%) 	5 0%			Simsense Channel System Channel VEHIC	+1 to T# +2 to T#		<u>-</u> _				
Simsense Channel System Channel Name Model Chassis Chassis Speed Speed Max Speed Acceleration Handling Body Signature Signature Nav/Pilot Seating Entry Points		Cond	lition M 25%) 	5 0%			Simsense Channel System Channel VEHIC	+1 to T# +2 to T#		<u>-</u> _				
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Simsense Channel System Channel Name Model Chassis Point Value Speed Max Speed Max Speed Max Speed Max Speed Signature Signature Nav/Pilot Seating Entry Points Hardpoints		Cond	lition M 25%) 	5 0%			Simsense Channel System Channel VEHIC	CLE Modific				Rating		Load
Simsense Channel System Channel System Channel Name Model Chassis Point Value Speed Max Speed Max Speed Max Speed Max Speed Max Speed Max Speed Signature Signature Signature Seating Entry Points Firmpoints Cargo		Cond	lition M 25%) 	5 0%			Simsense Channel System Channel VEHIC	CLE Modific	ation			Rating	CF	Loae
Simsense Channel System Channel System Channel Name Model Chassis Point Value Speed Max Speed Max Speed Acceleration Handling Body Armor Signature Nav/Pilot Seating Entry Points Firmpoints Hardpoints Cargo Load		Cond	lition M 25%) 	5 0%			Simsense Channel System Channel VEHIC	CLE Modific	ation			Rating	CF	Loae
Simsense Channel System Channel System Channel Name Model Chassis Point Value Speed Max Speed Max Speed Acceleration Handling Body Armor Signature Nav/Pilot Seating Entry Points Firmpoints Hardpoints Cargo Load Stress		Cond	lition M 25%) 	5 0%			Simsense Channel System Channel VEHIC	CLE Modific	ation			Rating	CF	
Simsense Channel System Channel System Channel Name Model Chassis Point Value Speed Max Speed Max Speed Max Speed Acceleration Handling Body Armor Signature Signature Nav/Pilot Seating Entry Points Firmpoints Firmpoints Cargo Load Stress Fuel Type		Cond	lition M 25%) 	5 0%			Simsense Channel System Channel VEHIC	CLE Modific	ation			Rating	CF	Loae
Simsense Channel System Channel System Channel Name Model Chassis Chassis Chassis Speed Max Speed Max Speed Max Speed Signature Signature Signature Signature Seating Entry Points Firmpoints Entry Points Stress Fuel Type Fuel Capcty		Cond	lition M 25%) 	5 0%			Simsense Channel System Channel VEHIC	CLE Modific	ation			Rating	CF	Load
Simsense Channel System Channel System Channel Name Model Chassis Chassis Chassis Speed Max Speed Max Speed Max Speed Signature Signature Signature Signature Seating Entry Points Firmpoints Entry Points Stress Fuel Type Fuel Capcty		Cond	lition M 25% 1 E		50% =			Simsense Channel System Channel VEHIC	CLE Modific	ation			Rating	CF	Load
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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
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		Programs	Rating Effective
Туре	Rating 9	ize Active? Options/Notes	Bod Evasion
турс	Kaning S	options/Notes	Evasion Masking
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			Sensors
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			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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			BIONETICS
Туре	Rating	Cost	DIONETICS Notes
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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

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		CYB	RWARE & BIONETICS
Туре	Rating C	CIDI	Notes
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	G	EAR	EXPLOSIVES
			#/kg Type Rating
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	·		
			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
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			CYBERWARE & BIONETICS
Туре	Rating	Cost	Notes

			ABILITIES
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Ability	Level	Cost	Notes
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MAGICAL DATA	GEAR		MAGIC I	TEMS	
Initiation Grade		Item	Rating	Description	Ê
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Ordeals Completed					box.com/
 Magical Group			ASTRAL		http://pc
Name		Reaction			_ =
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Members					©200
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			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	



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Model Chassis		Condi					VEHI		ation			Rating	CF	Load
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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
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Model Chassis Point Value Speed Max Speed Acceleration Handling Body Armor Signature		Condi	tion A 5%	S -50%			- 		ation			Rating	CF	Load
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Model Conceal	
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	MediumLongExtreme
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Cost	
	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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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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ltem	Cncl	Rating	Weight	GEAR Location	Notes
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IDENTITY	IDENTITY	IDENTITY	IDENTITY
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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			
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SIN				
Credstick Rating Color				
Balance¥ Bank				

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Notes	Location	Value	Notes		
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Name_ SIN_ Credstick

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HISTORY	CHARACTER DRAWING
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Name		_	POWER			
Summoner	Name	Туре	Action	Range	Duration	Notes
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Spirit Energy						
Karma						
Native Plane						
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					NOTES	
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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
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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	
Sensors Utility	Hacking Pool Rating	 Туре	Options/Notes	s
		 		D

Name					Туре_		Payload	Condition		
Core Bod		Reaction Initiative Dice		Control Index Files				-		
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							Payload	Condition		
Core Bod		ction ative Dice		<pre> Access Control</pre>		Appearance		L		

Core Bod		tion tive Dice	 Access	Appearance	L
Evasion Detection Facto Masking Pilot Rating Sensors Hacking Pool		 Files	Notes	м	
Complex		-		Options/Notes	S
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Name					Туре	Payload	C	onditio	on
Core		ction		Access				L	
Bod	_ Initi	ative Dice		Control					
Evasion	_ Dete	ection Fact						M	
Masking		t Rating		Files		Notes			
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Name				Туре	Payload	Condition
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Masking		Rating			Notes	
Sensors				Slave		
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						D
Name				Туре	Payload	Condition

Name				Тур	pe	Paylo	ad	Cor	dition
Core Reaction Bod Initiative Dice			Access Control		Appearance				
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Name			Name		
Type RTG	Trigger	Event	Туре	Trigger	Event
			RTG		
Security			Security	[·	
Access			Access		
Control			Control		
Index			Index		
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Sec. Tally			Sec. Tally		
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None			None		
Passive	-+-+	╢╫╫╢╫	Passive		
Active			Active		

Name			Name	Name		
Туре		Event	Туре	Trigger	Event	
RTG			RTG			
			LTG			
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			

STORAGE DEVICE								
Туре		Storgae	Notes					
Owner		I/O Speed						
Communications Encryption		Weight						
Data Encryption								
File	Rating	Size	Notes					
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