

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

Page Twenty-nine — Finance

EDGES & FLAWS	
Allergy	Severity

VEHICLE	
Type _____	Extras
Speed _____	
Accel _____	
Handling _____	
Bod/Amr _____ / _____	
Signature _____	
Nav/Snsr _____ / _____	
Seating _____	
Economy _____	
Fuel _____	
L M S D	

CONDITION MONITOR

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

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

EDGES & FLAWS	
Allergy	Severity

[illegible][illegible]

CONDITION MONITOR

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	L M S D	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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FLAWS	
Allergy	Severity

CONDITION MONITOR

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

[illegible][illegible]

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 _____
_____	_____
_____	_____
_____	_____

[illegible]

BOUND SPIRITS		
Type	Force	Notes

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

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

[illegible][illegible]

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 _____
_____	_____
_____	_____
_____	_____

[illegible]

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

[illegible]

CRANIAL REMOTE DECK

Rating _____ **Hitcher jacks** _____

Flux Rating _____ **Range** _____

Encryption _____ **Decryption** _____

ECCM _____ **Storage** _____ **Mp**

Extras _____

Signal Condition	L	M	S	D
Command Channel				
Simsense Channel				
System Channel				

+1 to T# +2 to T# +3 to T# Dis.

REMOTE CONTROL DECK

Rating _____ **Hitcher jacks** _____
Flux Rating _____ **Range** _____
Encryption _____ **Decryption** _____
ECCM _____ **Storage** _____ **Mp** _____
Extras _____

Signal Condition **L** **M** **S** **D**

Command Channel ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Simsense Channel ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

System Channel ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

+1 to T# +2 to T# +3 to T# Dis.

DRONE		
Type _____		L
Handling _____	Sig _____	
Speed _____	Accel _____	M
Body _____	Armor _____	
Pilot _____	Sensors _____	S
Econ _____	Fuel _____	

_____		D

VEHICLE	
Type	_____
Speed	_____
Accel	_____
Handling	_____
Bod/Amr	/ _____
Signature	_____
Nav/Snsr	/ _____
Seating	_____
Economy	_____
Fuel	_____
	L M S D
	Extras

VEHICLE

Type _____

Speed _____

Accel _____

Handling _____

Bod/Amr ____ / ____

Signature _____

Nav/Snsr ____ / ____

Seating _____

Economy _____

Fuel _____

L	M	S	D						

DRONE		
Type _____		L
Handling _____	Sig _____	
Speed _____	Accel _____	M
Body _____	Armor _____	
Pilot _____	Sensors _____	S
Econ _____	Fuel _____	

_____		D

VEHICLE	
Type _____	
Speed _____	Accel _____
Handling _____	Extras
Bod/Amr ____ / ____	
Signature _____	
Nav/Snsr ____ / ____	
Seating _____	
Economy _____	[][][][][][][][][][]
Fuel _____	L M S D

VEHICLE	
Type _____	
Speed _____	Accel _____
Handling _____	Extras
Bod/Amr _____ / _____	
Signature _____	
Nav/Snsr _____ / _____	
Seating _____	
Economy _____	
Fuel _____	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ L M S D

DRONE		
Type _____		L
Handling _____	Sig _____	
Speed _____	Accel _____	M
Body _____	Armor _____	
Pilot _____	Sensors _____	S
Econ _____	Fuel _____	

_____		D

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

VEHICLE																
Type											Handling					
Speed											Accel					
Bod/Amr	/										Signature					
Nav/Snsr	/										Seating					
Economy																
Fuel																
										L	M	S	D			

DRONE		
Type _____		L
Handling _____	Sig _____	
Speed _____	Accel _____	M
Body _____	Armor _____	
Pilot _____	Sensors _____	S
Econ _____	Fuel _____	

_____		D

[illegible]

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VEHICLE	
Type _____	Extras
Speed _____	
Accel _____	
Handling _____	
Bod/Amr _____ / _____	
Signature _____	
Nav/Snsr _____ / _____	
Seating _____	
Economy _____	
Fuel _____	L M S D

[illegible][illegible]

EXPLOSIVES		
#/kg	Type	Rating

VEHICLE	
Type _____	Extras
Speed _____	
Accel _____	
Handling _____	
Bod/Amr _____ / _____	
Signature _____	
Nav/Snsr _____ / _____	
Seating _____	
Economy _____	
Fuel _____	
L M S D	

VEHICLE	
Type _____	Extras
Speed _____	
Accel _____	
Handling _____	
Bod/Amr _____ / _____	
Signature _____	
Nav/Snsr _____ / _____	
Seating _____	
Economy _____	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Fuel _____	L M S D

VEHICLE	
Type _____	Extras
Speed _____	
Accel _____	
Handling _____	
Bod/Amr _____ / _____	
Signature _____	
Nav/Snsr _____ / _____	
Seating _____	
Economy _____	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ L M S D
Fuel _____	

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 _____

L
M
S
D

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 _____

L
M
S
D

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 _____

L
M
S
D

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 _____

L
M
S
D

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 _____

L
M
S
D

DRONE

Type _____

Handling _____ Sig _____

Speed _____ Accel _____

Body _____ Armor _____

Pilot _____ Sensors _____

Econ _____ Fuel _____

L
M
S
D

VEHICLE

Name

Model

Chassis

Point Value

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

Cost

Maintenance

Optempo

Condition

L

M

S

D

Speed -25%

-50%

Fuel

1 box =

Sensors

ECM

ECCM

ED

ECD

Flux

Rating

Max Cur

Modification

Rating

CF

Load

Weapon

Mount

Mode

Short

Med.

Long

Extr.

Ammo

Dmg

VEHICLE

Name

Model

Chassis

Point Value

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

Cost

Maintenance

Optempo

Condition

L

M

S

D

Speed -25%

-50%

Fuel

1 box =

Sensors

ECM

ECCM

ED

ECD

Flux

Rating

Max Cur

Modification

Rating

CF

Load

Weapon

Mount

Mode

Short

Med.

Long

Extr.

Ammo

Dmg

Detailed Vehicles © 1998 Lester L. Ward III (<http://pobox.com/~wordman>)

Model _____

Conceal _____

Mode _____

Damage _____

Weight _____

Cost _____

Range _____

Accessories _____

Ammo _____

Short _____

Medium _____

Long _____

Extreme _____

Model _____

Conceal _____

Mode _____

Damage _____

Weight _____

Cost _____

Range _____

Accessories _____

Ammo _____

Short _____

Medium _____

Long _____

Extreme _____

Model _____

Conceal _____

Mode _____

Damage _____

Weight _____

Cost _____

Range _____

Accessories _____

Ammo _____

Short _____

Medium _____

Long _____

Extreme _____

Model _____

Conceal _____

Mode _____

Damage _____

Weight _____

Cost _____

Range _____

Accessories _____

Ammo _____

Short _____

Medium _____

Long _____

Extreme _____

Model _____

Conceal _____

Mode _____

Damage _____

Weight _____

Cost _____

Range _____

Accessories _____

Ammo _____

Short _____

Medium _____

Long _____

Extreme _____

Model _____

Conceal _____

Mode _____

Damage _____

Weight _____

Cost _____

Range _____

Accessories _____

Ammo _____

Short _____

Medium _____

Long _____

Extreme _____

Name		Race		Mental	Physical	Overdamage
Body		Skills				
Quickness						
Strength						
Intelligence						
Willpower						
Charisma						
Essense/B.I.						
Magic						
Reaction		Notes				
Init Dice						
Pools						

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

L

M

S

D

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

L

M

S

D

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

Name		Race		Mental	Physical	Overdamage
Body		Skills				
Quickness						
Strength						
Intelligence						
Willpower						
Charisma						
Essense/B.I.						
Magic						
Reaction		Notes				
Init Dice						
Pool						

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

L

M

S

D

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

L

M

S

D

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

Name		Race		Mental	Physical	Overdamage
Body		Skills				
Quickness						
Strength						
Intelligence						
Willpower						
Charisma						
Essense/B.I.						
Magic						
Reaction		Notes				
Init Dice						
Pool						

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

L

M

S

D

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

L

M

S

D

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

Name		Race		Mental	Physical	Overdamage
Body		Skills				
Quickness						
Strength						
Intelligence						
Willpower						
Charisma						
Essense/B.I.						
Magic						
Reaction		Notes				
Init Dice						
Pool						

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

L

M

S

D

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

L

M

S

D

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

Name		Race		Mental	Physical	Overdamage
Body		Skills				
Quickness						
Strength						
Intelligence						
Willpower						
Charisma						
Essense/B.I.						
Magic						
Reaction		Notes				
Init Dice						
Pool						

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

L

M

S

D

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

L

M

S

D

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

[illegible]

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

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

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

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

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

STOCK			
Company	#Shares	Purchase Price	Notes

BONDS				
Type	Rate	Face Value	Maturity Date	Notes

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

REAL ESTATE		
Location	Value	Notes

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

CASH & SCRIP	
Currency	Value

CERTIFIED
Value

LOANS			
To/From	Rate	Principle	Due