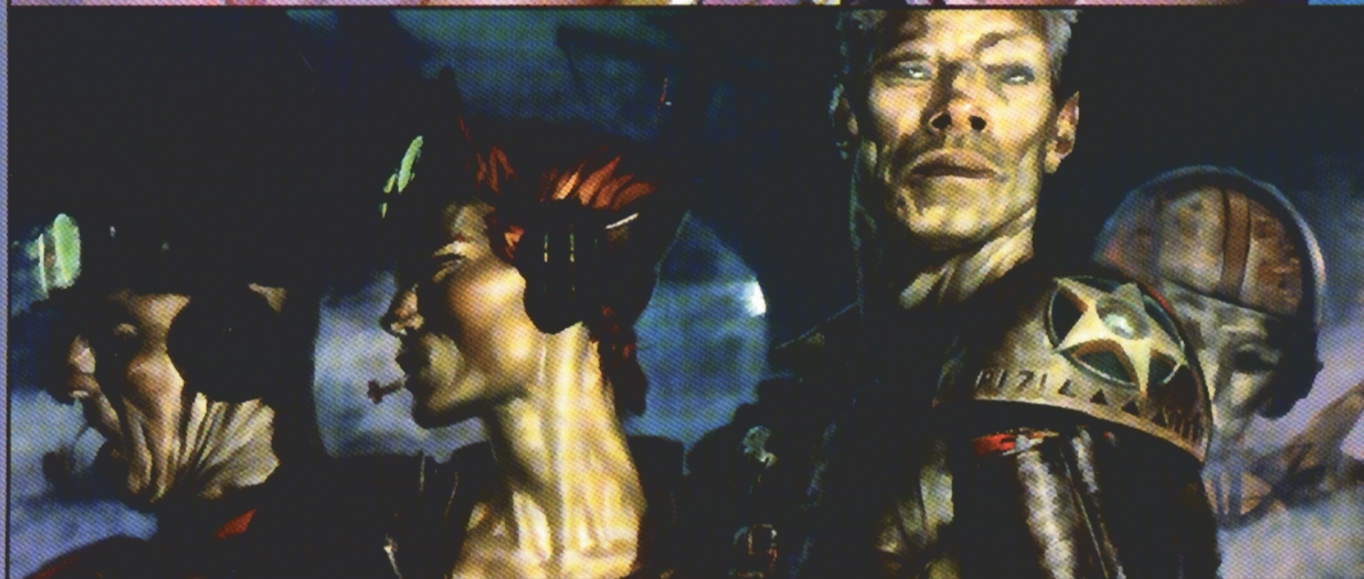


# CHARACTER DOSSIER



WKGAMES™

FANPRO

searching...

By Adam Turu and Jeff Mackintosh

## SUMMARIES

### COMBAT TURN SEQUENCE

- All dice pools refresh
- Determine Initiative (reaction + Initiative Dice)
- Characters take actions in their Combat Phase (characters act in order of highest Initiative to lowest)
  - Declare actions
  - Resolve actions
  - Declare and resolve actions of remaining characters
  - Calculate the next Initiative Pass (by subtracting 10 from each Initiative Score)
- Begin new Combat Turn

### RESOLVING RANGED COMBAT

(Occurs at Step 3B of the Combat Turn)

- Determine Range (TN based on Weapon Range Table)
- Apply Situation Target Modifiers (Situations Modifiers Table)
- Make Attacker's Success Test (Skill + Combat Pool against TN)
- Resolve Dodge Test (Combat Pool against TN 4 plus modifiers; if defender's successes exceed attacker's, the attack misses)
- Resolve Target's Damage Resistance Test (Body + Combat Pool against TN of Weapon's Power - Armor)
- Determine the Outcome (Net successes stage weapon damage)
- Apply Damage  
(Return to Step 3C of Combat Turn)

### RESOLVING MELEE/ASTRAL COMBAT

(Occurs at Step 3B of the Combat Turn)

- Make Attacker's Success Test (Skill + Combat Pool against TN 4)
- Make Defender's Success Test (Skill + Combat Pool against TN 4)
- Compare Successes (Net successes does damage, tie goes to attacker)
- Determine Damage (Winner does damage per net success; over D damage 2 successes increase weapon's power)
- Resist Damage (Body + Combat Pool against TN of Weapon's Power - Armor)  
(Return to Step 3C of Combat Turn)

### VEHICLE COMBAT TURN SEQUENCE

- Determine starting distance and speeds (first Combat Turn only)
- Begin Combat Turn (Steps 3, 4 and 5 take place before Initiative is rolled)
- Determine Vehicle, Terrain and Speed Points for each vehicle
- Allocate Control Pool Dice
- Determine Driver Points and calculate the final vehicle Maneuver Scores for the Combat Turn
- Begin standard Combat Turn Sequence at Step 2
- Determine changes in speed, distance or terrain for the start of the next Combat Turn (end of Combat Turn Only)

### RESOLVING SPELLCASTING

(Occurs at Step 3B of the Combat Turn)

- Preparation (choose spell, Force, pool dice, targets, etc.)
- Sorcery Test (Sorcery + Spell Pool, TN determined by spell)
- Spell Resistance Test (Target Attribute against Spell Force)
- Spell Effect (net successes determines spell's outcome; tie goes to target)
- Drain Resistance Test (Willpower + Spell Pool against the spell's Drain Code)  
(Return to Step 3C of Combat Turn)

### DEFAULT TABLE

| Default To:    | TN Modifier | Dice Pool                            |
|----------------|-------------|--------------------------------------|
| Specialization | +3          | = to 1/2 specialization's base skill |
| Skill          | +2          | = to 1/2 base skill being used       |
| Attribute      | +4          | No pool dice allowed                 |

## SKILLS AND LINKED ATTRIBUTES TABLE

### PHYSICAL ATTRIBUTES

#### Body

|             |
|-------------|
| Athletics   |
| Driving     |
| Parachuting |

#### Strength

|                  |
|------------------|
| Edged Weapons    |
| Clubs            |
| Pole Arms/Staves |

|                      |
|----------------------|
| Cyber-Implant Combat |
| Unarmed Combat **    |

|                  |
|------------------|
| Throwing Weapons |
|------------------|

|                    |
|--------------------|
| Projectile Weapons |
|--------------------|

|               |
|---------------|
| Heavy Weapons |
| Spray Weapons |

|                   |
|-------------------|
| Underwater Combat |
|-------------------|

|                |
|----------------|
| Off-Hand Clubs |
|----------------|

|                        |
|------------------------|
| Off-Hand Edged Weapons |
|------------------------|

|                               |
|-------------------------------|
| Off-Hand Cyber-Implant Combat |
|-------------------------------|

#### Quickness

|                  |
|------------------|
| Pistols          |
| Submachine Guns  |
| Rifles           |
| Assault Rifles   |
| Shotguns         |
| Bracer †         |
| Gun Cane †       |
| Gyrojet Pistol † |

|               |
|---------------|
| Laser Weapons |
|---------------|

|       |
|-------|
| Whips |
|-------|

|         |
|---------|
| Stealth |
|---------|

|         |
|---------|
| Blowgun |
|---------|

|         |
|---------|
| Eye Gun |
|---------|

|          |
|----------|
| Oral Gun |
|----------|

|             |
|-------------|
| Oral Strike |
|-------------|

|                |
|----------------|
| Off-Hand Whips |
|----------------|

|              |
|--------------|
| Lock Picking |
|--------------|

### MENTAL ATTRIBUTES

#### Intelligence

|              |
|--------------|
| Aura Reading |
|--------------|

|             |
|-------------|
| Demolitions |
|-------------|

|          |
|----------|
| Disguise |
|----------|

\*\* Can be replaced with a martial art

† Can only default to Pistols and Quickness

|                |
|----------------|
| Gunnery        |
| Launch Weapons |

|             |
|-------------|
| Computer    |
| Electronics |

|         |
|---------|
| Biotech |
|---------|

|                     |
|---------------------|
| Build/Repair Skills |
|---------------------|

|                  |
|------------------|
| Knowledge Skills |
|------------------|

|                 |
|-----------------|
| Language Skills |
|-----------------|

|            |
|------------|
| Navigation |
|------------|

|                    |
|--------------------|
| Small Unit Tactics |
|--------------------|

#### Charisma

|           |
|-----------|
| Etiquette |
|-----------|

|             |
|-------------|
| Instruction |
|-------------|

|               |
|---------------|
| Interrogation |
| Intimidation  |

|            |
|------------|
| Leadership |
|------------|

|             |
|-------------|
| Negotiation |
|-------------|

#### Willpower

|             |
|-------------|
| Conjuring * |
|-------------|

|           |
|-----------|
| Sorcery * |
|-----------|

|              |
|--------------|
| Enchanting * |
|--------------|

|             |
|-------------|
| Centering * |
|-------------|

|            |
|------------|
| Divining * |
|------------|

|                     |
|---------------------|
| Wilderness Survival |
|---------------------|

### SPECIAL ATTRIBUTES

#### Reaction

|      |
|------|
| Bike |
|------|

|        |
|--------|
| Car    |
| Tracks |

|           |
|-----------|
| Motorboat |
| Ship      |

|          |
|----------|
| Sailboat |
|----------|

|                           |
|---------------------------|
| Winged Aircraft           |
| Rotor Aircraft            |
| Vector Thrust Aircraft    |
| Lighter-Than-Air Aircraft |
| Suborbital                |

|           |
|-----------|
| Submarine |
|-----------|

|                         |
|-------------------------|
| Walker                  |
| Mechanical Arm Operator |

\* These skills have no default. You cannot perform these actions without the actual skill.

## SKILL IMPROVEMENT COST TABLE

| Base Skill                                   | Active | Knowledge/<br>Language |
|--|--------|------------------------|
| New Skill Rating is...                       |        |                        |
| Less than or equal to Attribute Rating       | 1.5    | 1                      |
| Less than or equal to (2 x Attribute Rating) | 2      | 1.5                    |
| More than (2 x Attribute Rating)             | 2.5    | 2                      |
| Specializations                              | Active | Knowledge/<br>Language |
| New Skill Rating is...                       |        |                        |
| Less than or equal to Attribute Rating       | .5     | .5                     |
| Less than or equal to (2 x Attribute Rating) | 1      | 1                      |
| More than (2 x Attribute Rating)             | 1.5    | 1.5                    |



**PRIMARY RANGED WEAPON**

Weapon \_\_\_\_\_ Type \_\_\_\_\_  
 Conceal \_\_\_\_\_ Mode \_\_\_\_\_  
 Damage \_\_\_\_\_ Weight \_\_\_\_\_

Range/TNs      Short      Medium      Long      Extreme  
                 

**Accessories and Modifications**

Smartlink     Smartlink-2       Laser Sight  
 Silencer     Sound Suppressor     Gas Venting (Rating \_\_\_)

**AMMUNITION**

Type \_\_\_\_\_  
 Effect \_\_\_\_\_  
 Load \_\_\_\_\_ in a \_\_\_\_\_  
 Extra Reloads \_\_\_\_\_  
 Rounds Unloaded \_\_\_\_\_  
 Rounds Fired \_\_\_\_\_

**AMMUNITION**

Type \_\_\_\_\_  
 Effect \_\_\_\_\_  
 Load \_\_\_\_\_ in a \_\_\_\_\_  
 Extra Reloads \_\_\_\_\_  
 Rounds Unloaded \_\_\_\_\_  
 Rounds Fired \_\_\_\_\_

**PRIMARY RANGED WEAPON**

Weapon \_\_\_\_\_ Type \_\_\_\_\_  
 Conceal \_\_\_\_\_ Mode \_\_\_\_\_  
 Damage \_\_\_\_\_ Weight \_\_\_\_\_

Range/TNs      Short      Medium      Long      Extreme  
                 

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**AMMUNITION**

Type \_\_\_\_\_  
 Effect \_\_\_\_\_  
 Load \_\_\_\_\_ in a \_\_\_\_\_  
 Extra Reloads \_\_\_\_\_  
 Rounds Unloaded \_\_\_\_\_  
 Rounds Fired \_\_\_\_\_

**AMMUNITION**

Type \_\_\_\_\_  
 Effect \_\_\_\_\_  
 Load \_\_\_\_\_ in a \_\_\_\_\_  
 Extra Reloads \_\_\_\_\_  
 Rounds Unloaded \_\_\_\_\_  
 Rounds Fired \_\_\_\_\_

**OTHER RANGED WEAPONS**

| Weapon | Type | Conceal | Mode | Short | Medium | Long | Extreme | Damage | Modifiers/Notes | Ammo |
|--------|------|---------|------|-------|--------|------|---------|--------|-----------------|------|
|        |      |         |      |       |        |      |         |        |                 |      |
|        |      |         |      |       |        |      |         |        |                 |      |
|        |      |         |      |       |        |      |         |        |                 |      |
|        |      |         |      |       |        |      |         |        |                 |      |
|        |      |         |      |       |        |      |         |        |                 |      |
|        |      |         |      |       |        |      |         |        |                 |      |
|        |      |         |      |       |        |      |         |        |                 |      |
|        |      |         |      |       |        |      |         |        |                 |      |
|        |      |         |      |       |        |      |         |        |                 |      |
|        |      |         |      |       |        |      |         |        |                 |      |

**MELEE WEAPONS**

| Weapon | Reach | Damage | Notes |
|--------|-------|--------|-------|
|        |       |        |       |
|        |       |        |       |
|        |       |        |       |
|        |       |        |       |
|        |       |        |       |
|        |       |        |       |

**MARTIAL ARTS**

Tradition/Skill Rating \_\_\_\_\_

Advantages \_\_\_\_\_

Disadvantages \_\_\_\_\_

| Maneuver | Effect |
|----------|--------|
|          |        |
|          |        |
|          |        |
|          |        |
|          |        |
|          |        |

**RANGED ATTACK TARGET NUMBERS**

|                                      | S | M | L*    | E*    |
|--------------------------------------|---|---|-------|-------|
| Standard                             | 4 | 5 | 6 (8) | 9     |
| Laser Sight †                        | 3 | 4 | 5 (7) | 8     |
| Smart Goggles **                     | 3 | 3 | 5 (7) | 8     |
| Smartlink                            | 2 | 3 | 4 (6) | 7     |
| Smartlink-2 w/ Range Finder          | 2 | 3 | 3 (5) | 7     |
| Image Magnification                  |   |   |       |       |
| Level 1                              | 4 | 4 | 5 (6) | 6 (8) |
| Level 2                              | 4 | 4 | 4 (4) | 5     |
| Level 3                              | 4 | 4 | 4 (4) | 4     |
| Image Magnification with Laser Sight |   |   |       |       |
| Level 1                              | 3 | 3 | 4 (4) | 4     |
| Level 2                              | 3 | 3 | 3 (3) | 4     |
| Level 3                              | 3 | 3 | 3 (3) | 3     |

\* Number in parenthesis is for grenade launchers, mortars, and missile launchers. Only applicable modifier to indirect fire is the -1 modifier from a smartlink-2 system.

† Standard laser sights have an effective range of 50 meters during daylight; 150 at night. Extended laser sights are 150/500.

\*\* Or any non-completely cybernetic smartlink system.





**LIFESTYLE**

Lifestyle \_\_\_\_\_ Monthly Cost \_\_\_\_\_ Months Paid \_\_\_\_\_

Address \_\_\_\_\_

Description and Edges/Flaws \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_**LIFESTYLE**

Lifestyle \_\_\_\_\_ Monthly Cost \_\_\_\_\_ Months Paid \_\_\_\_\_

Address \_\_\_\_\_

Description and Edges/Flaws \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_**LIFESTYLE**

Lifestyle \_\_\_\_\_ Monthly Cost \_\_\_\_\_ Months Paid \_\_\_\_\_

Address \_\_\_\_\_

Description and Edges/Flaws \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_**LIFESTYLE**

Lifestyle \_\_\_\_\_ Monthly Cost \_\_\_\_\_ Months Paid \_\_\_\_\_

Address \_\_\_\_\_

Description and Edges/Flaws \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_**CERTIFIED CREDSTICKS**

Balance \_\_\_\_\_ Notes \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_**REGISTERED CREDSTICK/SIN**

Type/Rating \_\_\_\_\_ Balance \_\_\_\_\_

Description & Notes \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_**REGISTERED CREDSTICK/SIN**

Type/Rating \_\_\_\_\_ Balance \_\_\_\_\_

Description & Notes \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_**REGISTERED CREDSTICK/SIN**

Type/Rating \_\_\_\_\_ Balance \_\_\_\_\_

Description & Notes \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Lifestyles and ID

**CONTACT**

Name \_\_\_\_\_ Contact Level \_\_\_\_\_

|                          |                          |                          |                          |                          |                          |                          |                          |                          |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| B                        | Q                        | S                        | C                        | I                        | W                        | E                        | M                        | R                        |

Initiative \_\_\_\_\_

Dice Pools \_\_\_\_\_

Karma/Professional Rating \_\_\_\_\_

Notes \_\_\_\_\_

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**CONTACT**

Name \_\_\_\_\_ Contact Level \_\_\_\_\_

|                          |                          |                          |                          |                          |                          |                          |                          |                          |
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| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| B                        | Q                        | S                        | C                        | I                        | W                        | E                        | M                        | R                        |

Initiative \_\_\_\_\_

Dice Pools \_\_\_\_\_

Karma/Professional Rating \_\_\_\_\_

Notes \_\_\_\_\_

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**CONTACT**

Name \_\_\_\_\_ Contact Level \_\_\_\_\_

|                          |                          |                          |                          |                          |                          |                          |                          |                          |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
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| B                        | Q                        | S                        | C                        | I                        | W                        | E                        | M                        | R                        |

Initiative \_\_\_\_\_

Dice Pools \_\_\_\_\_

Karma/Professional Rating \_\_\_\_\_

Notes \_\_\_\_\_

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**CONTACT**

Name \_\_\_\_\_ Contact Level \_\_\_\_\_

|                          |                          |                          |                          |                          |                          |                          |                          |                          |
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| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| B                        | Q                        | S                        | C                        | I                        | W                        | E                        | M                        | R                        |

Initiative \_\_\_\_\_

Dice Pools \_\_\_\_\_

Karma/Professional Rating \_\_\_\_\_

Notes \_\_\_\_\_

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**CONTACT**

Name \_\_\_\_\_ Contact Level \_\_\_\_\_

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| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| B                        | Q                        | S                        | C                        | I                        | W                        | E                        | M                        | R                        |

Initiative \_\_\_\_\_

Dice Pools \_\_\_\_\_

Karma/Professional Rating \_\_\_\_\_

Notes \_\_\_\_\_

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**CONTACT**

Name \_\_\_\_\_ Contact Level \_\_\_\_\_

|                          |                          |                          |                          |                          |                          |                          |                          |                          |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| B                        | Q                        | S                        | C                        | I                        | W                        | E                        | M                        | R                        |

Initiative \_\_\_\_\_

Dice Pools \_\_\_\_\_

Karma/Professional Rating \_\_\_\_\_

Notes \_\_\_\_\_

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**CONTACT**

Name \_\_\_\_\_ Contact Level \_\_\_\_\_

|                          |                          |                          |                          |                          |                          |                          |                          |                          |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| B                        | Q                        | S                        | C                        | I                        | W                        | E                        | M                        | R                        |

Initiative \_\_\_\_\_

Dice Pools \_\_\_\_\_

Karma/Professional Rating \_\_\_\_\_

Notes \_\_\_\_\_

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**CONTACT**

Name \_\_\_\_\_ Contact Level \_\_\_\_\_

|                          |                          |                          |                          |                          |                          |                          |                          |                          |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| B                        | Q                        | S                        | C                        | I                        | W                        | E                        | M                        | R                        |

Initiative \_\_\_\_\_

Dice Pools \_\_\_\_\_

Karma/Professional Rating \_\_\_\_\_

Notes \_\_\_\_\_

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### VEHICLE

Vehicle \_\_\_\_\_ Model \_\_\_\_\_ Type \_\_\_\_\_

|                      |                      |                      |                      |                      |                      |                      |  |   |                      |                      |
|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|--|---|----------------------|----------------------|
| Handling             | Speed                | Max Speed            | Acceleration         | Body/Hull            | Armor/<br>Bulwark    | Signature            | <input type="checkbox"/> Manual          | <input type="checkbox"/> Datajack Port  |                      |                      |
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="checkbox"/> Rigger Adaption | <input type="checkbox"/> Remote Control |                      |                      |
| Autonav              | Pilot                | IVIS Pool            | Firmpoints           | Hardpoints           |                      |                      |  |   |                      |                      |
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |                      |                      |  |   |                      |                      |
| Seating              | Entry Points         | Fuel                 | Economy              | Cargo                | Load                 | Setup/<br>Breakdown  | Landing/<br>Takeoff                      | Accommodation                           | Stress               | Total Cost           |
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/>                     | <input type="text"/>                    | <input type="text"/> | <input type="text"/> |

Speed x1.2 =  Speed in KPH

Speed x.75 =  Speed in MPH

**Vehicle Condition Monitor**

|                  |                  |                  |           |  |  |
|------------------|------------------|------------------|-----------|--|--|
| -1 TN<br>-1 Init | +2 TN<br>-2 Init | +3 TN<br>-3 Init |           |  |  |
| Light            | Moderate         | Serious          | Destroyed |  |  |

|         | Rating | Flux Rating | Modified Flux | Max Flux |
|---------|--------|-------------|---------------|----------|
| Sensors | _____  | _____       | _____         | _____    |
| Sonar   | _____  | _____       | _____         | _____    |
| ECM     | _____  | _____       | _____         | _____    |
| ECCM    | _____  | _____       | _____         | _____    |
| ED      | _____  | _____       | _____         | _____    |
| ECD     | _____  | _____       | _____         | _____    |

Total Cost ÷ 100 + Stress x10 = Maintenance Cost

Maintenance Cost ÷ 100,000 = Optempo Rate

Weapons, Customizations, Notes

\_\_\_\_\_

\_\_\_\_\_

Vehicle Points + Terrain Points + Speed Points + Driver Points = Maneuver Score

+  +  +  =

### VEHICLE

Vehicle \_\_\_\_\_ Model \_\_\_\_\_ Type \_\_\_\_\_

|                      |                      |                      |                      |                      |                      |                      |  |   |                      |                      |
|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|--|---|----------------------|----------------------|
| Handling             | Speed                | Max Speed            | Acceleration         | Body/Hull            | Armor/<br>Bulwark    | Signature            | <input type="checkbox"/> Manual          | <input type="checkbox"/> Datajack Port  |                      |                      |
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="checkbox"/> Rigger Adaption | <input type="checkbox"/> Remote Control |                      |                      |
| Autonav              | Pilot                | IVIS Pool            | Firmpoints           | Hardpoints           |                      |                      |  |   |                      |                      |
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |                      |                      |  |   |                      |                      |
| Seating              | Entry Points         | Fuel                 | Economy              | Cargo                | Load                 | Setup/<br>Breakdown  | Landing/<br>Takeoff                      | Accommodation                           | Stress               | Total Cost           |
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/>                     | <input type="text"/>                    | <input type="text"/> | <input type="text"/> |

Speed x1.2 =  Speed in KPH

Speed x.75 =  Speed in MPH

**Vehicle Condition Monitor**

|                  |                  |                  |           |  |  |
|------------------|------------------|------------------|-----------|--|--|
| +1 TN<br>-1 Init | +2 TN<br>-2 Init | +3 TN<br>-3 Init |           |  |  |
| Light            | Moderate         | Serious          | Destroyed |  |  |

|         | Rating | Flux Rating | Modified Flux | Max Flux |
|---------|--------|-------------|---------------|----------|
| Sensors | _____  | _____       | _____         | _____    |
| Sonar   | _____  | _____       | _____         | _____    |
| ECM     | _____  | _____       | _____         | _____    |
| ECCM    | _____  | _____       | _____         | _____    |
| ED      | _____  | _____       | _____         | _____    |
| ECD     | _____  | _____       | _____         | _____    |

Total Cost ÷ 100 + Stress x10 = Maintenance Cost

Maintenance Cost ÷ 100,000 = Optempo Rate

Weapons, Customizations, Notes

\_\_\_\_\_

\_\_\_\_\_

Vehicle Points + Terrain Points + Speed Points + Driver Points = Maneuver Score

+  +  +  =



### VEHICLE AND DRONE WEAPONS

Type                      Vehicle                      Mode                      Ammo                      Short    Medium    Long    Extreme                      Damage

Handling                      Speed                      Range                      Body                      Intelligence                      Signature                      Blast                      Scatter

### SIGNAL CONDITION MONITORS

#### Command Channel

Light Degradation      Moderate Degradation      Serious Degradation      Channel Disengaged

|       |       |       |  |  |  |  |
|-------|-------|-------|--|--|--|--|
| +1 TN | +2 TN | +3 TN |  |  |  |  |
|-------|-------|-------|--|--|--|--|

#### Simsense Channel

Light Degradation      Moderate Degradation      Serious Degradation      Channel Disengaged

|       |       |       |  |  |  |  |
|-------|-------|-------|--|--|--|--|
| +1 TN | +2 TN | +3 TN |  |  |  |  |
|-------|-------|-------|--|--|--|--|

#### System Channel

Light Degradation      Moderate Degradation      Serious Degradation      Channel Disengaged

|       |       |       |  |  |  |  |
|-------|-------|-------|--|--|--|--|
| +1 TN | +2 TN | +3 TN |  |  |  |  |
|-------|-------|-------|--|--|--|--|

### REMOTE CONTROL DECK

Rating \_\_\_\_\_  
 Max Flux \_\_\_\_\_  
 Current Modified Flux \_\_\_\_\_  
 ECCM \_\_\_\_\_  
 Encryption Module \_\_\_\_\_  
 Decryption Module \_\_\_\_\_  
 Protocol Emulation Module \_\_\_\_\_  
 Flux \_\_\_\_\_  
 IVIS Master Unit  
 FDDM Master Unit  
 Notes \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### FLUX RANGES

| Rating | Distance            |
|--------|---------------------|
| 0      | 250m                |
| 1      | 1km                 |
| 2      | 2km                 |
| 3      | 4km                 |
| 4      | 6km                 |
| 5      | 9km                 |
| 6      | 12km                |
| 7      | 16km                |
| 8      | 20km                |
| 9      | 25km                |
| 10+    | (2 x Flux)<br>+10km |

### SUBSCRIBED DRONES

Current \_\_\_\_\_

Maximum Active (RCD Rating) \_\_\_\_\_ Maximum Subscribed (RCD Rating x 2) \_\_\_\_\_

Drone                      Type                      Pilot                      Handling                      Body                      Armor                      Signature                      Adapt. Pool                      IVIS Pool                      Affiliated (✓)

Autosofts, Accessories, Standing Commands, and Notes



### ADEPT POWERS

| Power | Rating | Notes | Power | Rating | Notes |
|-------|--------|-------|-------|--------|-------|
|       |        |       |       |        |       |
|       |        |       |       |        |       |
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### FOCI

| Item | Rating | Description | Item | Rating | Description |
|------|--------|-------------|------|--------|-------------|
|      |        |             |      |        |             |
|      |        |             |      |        |             |
|      |        |             |      |        |             |
|      |        |             |      |        |             |
|      |        |             |      |        |             |

### LIVING PERSONA

|       |                                 |       |                   |
|-------|---------------------------------|-------|-------------------|
| _____ | MPCP $(Int + Wil + Cha) \div 3$ | _____ | Detection Factor  |
| _____ | Bod (Wil)                       | _____ | Hardening         |
| _____ | Evasion (Int)                   | _____ | I/O Speed         |
| _____ | Masking $(Wil + Cha) \div 2$    | _____ | Matrix Reaction   |
| _____ | Sensors (Int)                   | _____ | Matrix Initiative |
|       |                                 | _____ | Icon Rating       |

### CHANNELS

|         |       |
|---------|-------|
| Access  | _____ |
| Control | _____ |
| Index   | _____ |
| Files   | _____ |
| Slave   | _____ |

### OTAKU DATA

Path \_\_\_\_\_ Path Bonus \_\_\_\_\_  
Tribe's Name \_\_\_\_\_ Tribe's Members \_\_\_\_\_  
Tribe's Resources \_\_\_\_\_  
Notes \_\_\_\_\_  
Submersion Grade \_\_\_\_\_  
Echoes \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### EDGES

| Edge | Rating | Notes |
|------|--------|-------|
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### FLAWS

| Flaw | Rating | Notes |
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**CHARACTER HISTORY AND BACKGROUND**

Lined area for character history and background notes.

**CHARACTER SKETCH**

Large blank area for character sketch.

**HEIGHT**

Input field for height.

**WEIGHT**

Input field for weight.

**EYE COLOR**

Input field for eye color.

**HAIR COLOR**

Input field for hair color.

**OTHER FEATURES**

Lined area for other character features.

**IMPORTANT DATES AND FUN FACTS**

|   |   |                    |
|---|---|--------------------|
| Date Created _____                                | Date First Played _____                           | Date Retired _____ |
| Biggest debt _____                                | Most rounds fired in a single firefight _____     |                    |
| Corps with bounties on your head _____            | Number of cities lived in _____                   |                    |
| Biggest corps you've run against _____            | Number of runs undertaken _____                   |                    |
| Biggest corps you've run for _____                | Number of successful runs _____                   |                    |
| Biggest critters you've squared off with _____    | Number of times dealing with a dragon _____       |                    |
| Largest Karma award for single game session _____ | Number of times screwed over by Mr. Johnson _____ |                    |
| Largest debt collected _____                      | Worst lie told by Mr. Johnson _____               |                    |
| Most nuyen acquired at one time _____             | Worst lie told to Mr. Johnson _____               |                    |
| Most people killed in a single firefight _____    | Final fate _____                                  |                    |

### DAMAGE AND HEALING

**Healing Stun Damage:** Body or Willpower (2) Test, injury modifiers apply.

Base time = 60 minutes on a per box basis.

**Medical Attention Required?** Roll natural Body vs. Wound Level table TN. Failure (or Deadly damage) requires medical attention to heal.

**First Aid:** Roll Biotech on First Aid Table, modifiers apply. Success reduces damage by 1 Level.

**Long-Term Healing:** Roll natural Body on Healing Table to reduce each level. Apply Doctoring Table modifiers.

### WOUNDS

| Wound Level | Target Number |
|-------------|---------------|
| Light       | 2             |
| Moderate    | 4             |
| Serious     | 6             |

### HEALING TABLE

| Damage Level | Base Time | Minimum Time | Body Test TN | Minimum Lifestyle |
|--------------|-----------|--------------|--------------|-------------------|
| Deadly       | 30 days   | 3 days       | 10           | Hospitalized      |
| Serious      | 20 days   | 2 days       | 8            | High              |
| Moderate     | 10 days   | 1 day        | 6            | Middle            |
| Light        | 24 hours  | 2 hours      | 4            | Low               |

### DOCTORING TABLE

| Situation                              | Modifier |
|--|----------|
| Intensive Care (hospital only)         | -2       |
| Long-term magical care                 | -2       |
| Conditions (only one applies)          |          |
| Not in hospital or clinic              | +2       |
| Bad conditions                         | +3       |
| Terrible conditions                    | +4       |
| Patient is magician                    | +2       |
| Patient's <b>natural</b> Body is:      |          |
| 1-3                                    | +0       |
| 4-6                                    | -1       |
| 7-9                                    | -2       |
| 10 or more                             | -3       |
| Patient's <b>natural</b> Willpower is: |          |
| 1-3                                    | +0       |
| 4-6                                    | -1       |
| 7-9                                    | -2       |
| 10 or more                             | -3       |

### FIRST AID TABLE

| Damage Level | Biotech TN | Treatment Time  |
|--------------|------------|-----------------|
| Light        | 4          | 5 Combat Turns  |
| Moderate     | 6          | 10 Combat Turns |
| Serious      | 8          | 15 Combat Turns |
| Deadly       | 10         | Special         |

### FIRST AID TARGET NUMBER MODIFIERS

| Situation                              | Modifer |
|--|---------|
| Patient is Awakened                    | +2      |
| Bad conditions                         | +1      |
| Terrible Conditions                    | +3      |
| Patient's Body Attribute is 1-3        | +0      |
| Patient's Body Attribute is 4-6        | -1      |
| Patient's Body Attribute is 7-9        | -2      |
| Patient's Body Attribute is 10 or more | -3      |
| No medkit available                    | +4      |

### DAMAGE AND HEALING NOTES

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### ATTRIBUTE STRESS

|              | Stress | Permanent Stress |
|--------------|--------|------------------|
| Body         | _____  | _____            |
| Quickness    | _____  | _____            |
| Strength     | _____  | _____            |
| Intelligence | _____  | _____            |
| Willpower    | _____  | _____            |
| Reaction     | _____  | _____            |

### ESSENCE OR BIO INDEX SLOTS

Slot 1 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Slot 2 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Slot 3 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Slot 4 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Slot 5 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Slot 6 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_





## SUMMARY OF ACTIONS

The following actions are described in **SR3, Rigger 3, Matrix, Magic in the Shadows** and the **Critters** book in the **SR3 GM Screen**.

### FREE

#### GENERAL

Activate Cyberware  
Delay Action  
Drop Object  
Drop Prone  
Gesture  
Observe  
Speak a Word

#### COMBAT

Call a Shot  
Change Smartgun Fire Mode  
Eject Smartgun Clip

#### CRITTER

Cold Aura  
Corrosive Saliva  
Fading  
Flame Aura  
Magical Guard  
Shadow Cloak

#### DECKING

Allocate Utility Pool (SKs and Als Only)  
Analyze IC or Icon  
Jack Out  
Maintain Monitored Operation  
Notice New Icon  
Terminate Download/Upload  
Unload Program from Active Memory  
Unsuppress IC

#### MAGIC

Allocate Spell Defense/Reflecting/Shielding dice  
Centering (Metamagic)  
Deactivate Focus  
Drop Deliberate Masking (Metamagic)  
Drop Sustained Spell  
End Manifestation  
Missile Parry (Adept Power)

#### RIGGING/VEHICLE

Activate/Deactivate Rigged Auto-nav/Sensors/ECM/ECCM/ECD  
Arm/Disarm a Rigged Weapon System  
Call Up a Status Report  
Suppress CCSS Automatic Alarms

### SIMPLE

#### GENERAL

Change Position  
Observe in Detail  
Pick Up/Put Down Object  
Use Reflex Trigger (Activate/Deactivate Wired Reflexes)  
Use Simple Object

#### COMBAT

Change Gun Mode  
Fire Weapon (SS, SA or BF)  
Insert Clip  
Quick Draw  
Ready Weapons  
Remove Clip  
Set Up Bipod/Tripod  
Take Aim  
Throw Weapon

#### CRITTER

Concealment  
Magic Sense  
Materialize/Dematerialize  
Mimicry  
Sense Link  
Telepathic Link

#### DECKING

Analyze Operation  
Analyze Security or Subsystem  
Attack  
Decrypt Access, File or Slave  
Download Data  
Edit File  
Encrypt Access, File or Slave  
Improvise Attack  
Locate Tortoise User  
Monitor Slave  
Perform Combat Maneuver  
Relocate Trace  
Scan Icon  
Send Data  
Suspend Icon Operations  
Swap Memory  
Upload Data

#### MAGIC

Activate/Deactivate Focus  
Call Nature Spirit  
Command a Spirit  
Deliberately Mask the Aura (Metamagic)  
Issue Mental Command (Control Manipulation Spells)  
Manifest Astral Form on Physical Plane  
Observe Spell for Design Inspiration  
Read an Aura  
Rooting (adept power)  
Shift to/from Astral Perception

#### RIGGING/VEHICLE

Activate/Deactivate Non-rigged Auto-nav/Sensors/ECM/ECCM/ECD  
Affiliate/Disaffiliate a Drone  
Jump into a Primary Drone  
Monitor Radio Traffic  
Perform the Same Free Action on Multiple Drones  
Return to Captain's Chair

### COMPLEX

#### GENERAL

Use Complex Object  
Use Skill

#### COMBAT

Attempt to Break Free from Grapple/Entanglement  
Fire Automatic Weapon (FA)  
Make Spotter Test for Indirect Fire  
Melee/Unarmed Attack  
Reload Firearm

#### CRITTER

Accident  
Aid Power  
Animal Control  
Animal Form  
Animal Gateway  
Binding  
Blindness  
Compulsion  
Confusion  
Desire Reflection  
Dispell  
Empathy  
Engulf  
Essence Drain  
Fear  
Glamour  
Guard  
Human Form  
Hypnotic Song  
Influence  
Innate Spell  
Mist Form  
Movement  
Noxious Breath  
Paralyzing Touch/Howl  
Petrifying Gaze  
Possession  
Psychokinesis  
Search  
Silence  
Sonic Projection  
Spraying  
Storm  
Wealth  
Weather Control

#### DECKING

Abort Host Shutdown  
Alter Icon  
Analyze Host  
Block System Operation  
Control Slave  
Crash Application or Host  
Decoy  
Decompress a file or program  
Disarm Data Bomb  
Disinfect  
Dump Log  
Edit Slave  
Freeze Vanishing SAN  
Graceful Logout

Infect

Intercept Data  
Invalidate Account  
Jack Out Under Attack from Black IC  
Locate Access Node, Decker, File, Frame, IC, Paydata or Slave  
Logon to Host, LTG or RTG  
Make Comcall  
Null Operation  
Redirect Datatrail  
Switch Modes  
Tap Comcall  
Use Medic or Restore Utility  
Validate Account

#### MAGIC

Activate Sustaining Focus  
Astrally Project or Return  
Banish Spirit  
Call Elemental/Ally  
Cast Spell  
Cleansing (Metamagic)  
Divination (Metamagic)  
Conjure Spirit  
Control Spirit  
Create Wards  
Dispell a Spell  
Erase Astral Signature  
Heal Spirit  
Link Spell to Anchoring Focus  
Move Area of Effect of a Sustained Illusion/Manipulation Spell  
Possession (Metamagic)  
Quicken a Spell (Metamagic)  
Remove Self from Ritual Team  
Ritual Sorcery  
Struggle to Change Course of Action (Dog Shamans Only)  
Suppress Astral Barrier  
Use Expendable Spell Focus

#### RIGGING/VEHICLE

Accelerating/Braking  
Break Missile Target Lock  
Conduct Signal Interception  
Conduct MIJI  
Control a Room through CCSS  
Disengage from a CCSS System  
Engage a Security Rigger in CCSS Combat  
Fire Mounted or Vehicle Weapon  
Hiding  
Issue a Command  
Make a Sensor Test for Gunnery Target Lock  
Observe through a Secondary Drone  
Operate a Drone  
Positioning  
Ramming  
Reconnect a Lost Carrier  
Reduce Footprint  
Regenerate Channel Degradation  
Turn On/Off Device through CCSS

# CHARACTER DOSSIER

More Data  
Than Your  
Rap Sheet

Your shadowrunner has more safehouses than a slumlord, more false identities than a schizophrenic and a criminal record that takes up more memory than a Black Hammer utility.

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