Character Sheets v2.2

for

Shadowrun II

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

The font used here is Shadowrun, a font I designed. It should be available on the same ftp site from which you got this file.

The page breakdowns for these sheets are as follows:

Fronts
Page One — This cover page.
Page Two — A standard front sheet.
Page Three — As page two, but with more space for weapons and armor and less space for contacts.
Page Four — As page two, but with more space for contacts and less space for weapons.

Backs
Page Five — Mage sheet.
Page Six — Real Mage (no cyber, more spells).
Page Seven — Mage/Decker sheet.
Page Eight — Decker sheet.
Page Nine — Rigger sheet.
Page Ten — Rigger/Decker sheet.
Page Eleven — Samurai sheet.
Page Twelve — Mercenary sheet.
Page Thirteen — Gadgeteer sheet.
Page Fourteen — Physical Adept sheet.
Page Fifteen — Physical Mage sheet.
Page Sixteen — Otaku sheet

Street Name _____

Real Name _____

Player Name _____

Archetype _____

Vitals

Race _____ Height _____

Sex _____ Weight _____

Eyes _____ Hair _____

Birthdate _____

Birthplace _____

Total Karma _____

Remaining Karma _____

Assets

Credsticks

Color/Bank _____

Balance _____ ¥

Certified _____ ¥

Certified _____ ¥

Certified _____ ¥

Certified _____ ¥

Real Estate _____

Stock _____

_____

_____

Lifestyle _____

ATTRIBUTES

	Nat.	Aug.	Alt.
Body	___	___	___
Quickness	___	___	___
Strength	___	___	___
Charisma	___	___	___
Intelligence	___	___	___
Willpower	___	___	___
Essence	___	___	___
Body Index	___	___	___
Magic	___	___	___
Reaction	___	___	___
Init. Dice	___	___	___

SKILLS

_____ ___ _____ ___

_____ _____ ___

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

POOLS

Karma _____ Hacking _____

Combat _____ Magic _____

Control _____ Task _____

_____ _____

ARMOR

Type	Cncl	Bllstc	Impct
_____	___	___	___
_____	___	___	___
_____	___	___	___

EDGES & FLAWS

_____ ___

_____ ___

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GEAR

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CONTACTS

Name	Archetype	Relation	Location	Affiliation	LTG#
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
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_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

WEAPONS

Type	Cncl	Reach	Short	Medium	Long	Extreme	Ammo	Dmg
_____	___	___	___	___	___	___	___	___
_____	___	___	___	___	___	___	___	___
_____	___	___	___	___	___	___	___	___
_____	___	___	___	___	___	___	___	___
_____	___	___	___	___	___	___	___	___
_____	___	___	___	___	___	___	___	___
_____	___	___	___	___	___	___	___	___
_____	___	___	___	___	___	___	___	___
_____	___	___	___	___	___	___	___	___
_____	___	___	___	___	___	___	___	___
_____	___	___	___	___	___	___	___	___

CONDITION MONITOR

Mental   **Physical**   **Overdamage**

Light Stun
+1 to target #'s — L   L — Light Wound
-1 to Initiative   +1 to target #'s
                             -1 to Initiative

Moderate Stun
+2 to target #'s — M   M — Moderate Wound
-2 to Initiative   +2 to target #'s
                             -2 to Initiative

Serious Stun
+3 to target #'s — S   S — Serious Wound
-3 to Initiative   +3 to target #'s
                             -3 to Initiative

Deadly Stun
Unconcious — D   D — Deadly Wound
Wrap physical   Unconcious and dying

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

VEHICLE

Type _____

Handling _____

Speed _____

Accel _____

Bod/Amr ___/___

Signature _____

Nav/Snsr ___/___

Seating _____

Economy _____

Fuel _____

Extras

L

M

S

D

Character Sheet

Street Name _____
Real Name _____
Player Name _____
Archetype _____
Vitals
  Race _____ Height _____
  Sex _____ Weight _____
  Eyes _____ Hair _____
  Birthdate _____
  Birthplace _____
Total Karma _____
Remaining Karma _____
Assets
  Credsticks
    Color/Bank _____
    Balance _____ ¥
    Certified _____ ¥
    Certified _____ ¥
    Certified _____ ¥
    Certified _____ ¥
  Real Estate _____
  Stock _____
  _____
  _____
  Lifestyle _____

ATTRIBUTES

	Nat.	Aug.	Alt.
Body	___	___	___
Quickness	___	___	___
Strength	___	___	___
Charisma	___	___	___
Intelligence	___	___	___
Willpower	___	___	___
Essence	___	___	___
Body Index	___	___	___
Magic	___	___	___
Reaction	___	___	___
Init. Dice	___	___	___

SKILLS

_____ ___ _____ ___
_____ ___ _____ ___
_____ ___ _____ ___
_____ ___ _____ ___
_____ ___ _____ ___
_____ ___ _____ ___
_____ ___ _____ ___
_____ ___ _____ ___
_____ ___ _____ ___
_____ ___ _____ ___

CONTACTS

Name	Archetype	Relation	Location	Affiliation	LTG#
___	___	___	___	___	___
___	___	___	___	___	___
___	___	___	___	___	___
___	___	___	___	___	___

POOLS

Karma	___	**Hacking**	___
Combat	___	**Magic**	___
Control	___	**Task**	___
___	___	___	___

ARMOR

Type	Cncl	Bllstc	Impct
___	___	___	___
___	___	___	___
___	___	___	___

EDGES & FLAWS

_____ ___
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GEAR

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WEAPONS

Type	Cncl	Reach	Short	Medium	Long	Extreme	Ammo	Dmg
___	___	___	___	___	___	___	___	___
___	___	___	___	___	___	___	___	___
___	___	___	___	___	___	___	___	___
___	___	___	___	___	___	___	___	___
___	___	___	___	___	___	___	___	___

CONDITION MONITOR

Mental **Physical** **Overdamage**

Light Stun / Light Wound
+1 to target #'s
-1 to Initiative
  L

Moderate Stun / Moderate Wound
+2 to target #'s
-2 to Initiative
  M

Serious Stun / Serious Wound
+3 to target #'s
-3 to Initiative
  S

Deadly Stun
Unconcious
Wrap physical
  D

Deadly Wound
Unconcious and dying

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

VEHICLE

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

Extras

L
M
S
D

Street Name _____
Real Name _____
Player Name _____
Archetype _____
Vitals
  Race _____ Height _____
  Sex _____ Weight _____
  Eyes _____ Hair _____
  Birthdate _____
  Birthplace _____
Total Karma _____
Remaining Karma _____
Assets
  Credsticks
    Color/Bank _____
    Balance _____ ¥
    Certified _____ ¥
    Certified _____ ¥
    Certified _____ ¥
    Certified _____ ¥
  Real Estate _____
  _____
  Stock _____
  _____
  _____
  Lifestyle _____

ATTRIBUTES

	Nat.	Aug.	Alt.
Body	___	___	___
Quickness	___	___	___
Strength	___	___	___
Charisma	___	___	___
Intelligence	___	___	___
Willpower	___	___	___
Essence	___	___	___
Body Index	___	___	___
Magic	___	___	___
Reaction	___	___	___
Init. Dice	___	___	___

SKILLS

_____ ___ _____ ___
_____ ___ _____ ___
_____ ___ _____ ___
_____ ___ _____ ___
_____ ___ _____ ___
_____ ___ _____ ___
_____ ___ _____ ___
_____ ___ _____ ___
_____ ___ _____ ___
_____ ___ _____ ___

POOLS

Karma	____	**Hacking**	____
Combat	____	**Magic**	____
Control	____	**Task**	____
____			

ARMOR

Type	Cncl	Bllstc	Impct

EDGES & FLAWS

_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____

CONTACTS

Name	Archetype	Relation	Location	Affiliation	LTG#

GEAR

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

WEAPONS

Type	Cncl	Reach	Short	Medium	Long	Extreme	Ammo	Dmg

CONDITION MONITOR

Mental   **Physical**   **Overdamage**

Light Stun +1 to target #'s -1 to Initiative — L | L — Light Wound +1 to target #'s -1 to Initiative

Moderate Stun +2 to target #'s -2 to Initiative — M | M — Moderate Wound +2 to target #'s -2 to Initiative

Serious Stun +3 to target #'s -3 to Initiative — S | S — Serious Wound +3 to target #'s -3 to Initiative

Deadly Stun Unconcious Wrap physical — D | D — Deadly Wound Unconcious and dying

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

VEHICLE

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

Extras

L
M
S
D

CYBERWARE & BIONETICS

Type	Rating	Cost	Notes

SPELLS

Name	Force	Dmg	Duration	Type	Target	Resist	Range	Drain	Notes

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 _____   _____
Initiaion   _____
 Grade _____   _____
 Centering Skill _____   _____
 Geasa _____   _____

 Ordeals Completed _____   _____
                          Notes _____
_____
_____

MAGIC ITEMS

Item	Rating	Description

BOUND SPIRITS

Type	Force	Notes

ASTRAL DATA

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

SPELLS

Name	Force	Dmg	Duration	Type	Target	Resist	Range	Drain	Notes

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 _____   _____
Initiaion   _____
 Grade _____   _____
 Centering Skill _____   _____
 Geasa _____   _____
 _____   _____
 Ordeals Completed _____   _____
 _____   **Notes** _____
 _____   _____

MAGIC ITEMS

Item	Rating	Description

BOUND SPIRITS

Type	Force	Notes

ASTRAL DATA

Reaction _____   **Initiative** _____   **Pool** _____
Combat Skill _____   **Base Damage** _____
Appearance _____

CYBERWARE & BIONETICS

Type	Rating	Cost	Notes

Programs

Type	Rating	Size	Active?	Options/Notes

CYBERDECK

	Current	Max	
MPCP	____	____	
Hardening	____	____	L
Response	____	____	
I/O	____	____	M
Memory	____	____	
Storage	____	____	
ASSIST	____	____	S
Case armor	____		
Hitcher jacks	____		
ICCM filter	yes	no	
SatLink	yes	no	D
Vidscreen	yes	no	

	Max	–50%	+50%
Bod	____	____	____
Evasion	____	____	____
Masking	____	____	____
Sensors	____	____	____
Detection Factor	____		
Reality Filter	____		

Decker Icon _____

SPELLS

Name	Force	Dmg	Duration	Type	Target	Resist	Range	Drain	Notes

MAGICAL DATA

Tradition _____
Totem _____
Totem Bonuses _____
Strictures _____

Library
Conjuring _____
Enchanting _____
Sorcery _____
Theory _____
Initiaion
Grade _____
Centering Skill _____
Geasa _____

Ordeals Completed _____
_____
Notes _____

Magical Group
Name _____
Type _____
Strictures _____
_____
_____
_____
Members _____
_____
_____
_____

MAGIC ITEMS

Item	Rating	Description

BOUND SPIRITS

Type	Force	Notes

ASTRAL DATA

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

CYBERWARE & BIONETICS

Type	Rating	Cost	Notes

CYBERDECK

	Current	Max
MPCP		
Hardening		
Response		
I/O		
Memory		
Storage		
ASSIST		
Case armor		
Hitcher jacks		

L

M

S

D

ICCM filter	yes	no
SatLink	yes	no
Vidscreen	yes	no

	Max	–50%	+50%
Bod			
Evasion			
Masking			
Sensors			
Detection Factor			
Reality Filter			

Decker Icon _____

GEAR

Programs

Type	Rating	Size	Active?	Options/Notes

FRAMES

Name	Size	Core	DINAB	BEMS	Programs	Notes

CYBERWARE & BIONETICS

Type	Rating	Cost	Notes

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

CRANIAL REMOTE DECK

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

REMOTE CONTROL DECK

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

DRONE

Type _____ L
Handling ____ **Sig** _____
Speed _____ **Accel** _____ M
Body _____ **Armor** _____
Pilot _____ **Sensors** _____
Econ _____ **Fuel** _____ S
_____
_____
D

VEHICLE

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

VEHICLE

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

DRONE

Type _____ L
Handling ____ **Sig** _____
Speed _____ **Accel** _____ M
Body _____ **Armor** _____
Pilot _____ **Sensors** ____
Econ _____ **Fuel** _____ S
D

VEHICLE

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

VEHICLE

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

DRONE

Type _____ L
Handling ____ **Sig** _____
Speed _____ **Accel** _____ M
Body _____ **Armor** _____
Pilot _____ **Sensors** ____
Econ _____ **Fuel** _____ S
_____
_____
D

VEHICLE

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

VEHICLE

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

DRONE

Type _____ L
Handling ____ **Sig** _____
Speed _____ **Accel** _____ M
Body _____ **Armor** _____
Pilot _____ **Sensors** ____
Econ _____ **Fuel** _____ S
_____
_____
D

CYBERWARE & BIONETICS

Type	Rating	Cost	Notes

CYBERDECK

	Current	Max	
MPCP			
Hardening			L
Response			
I/O			M
Memory			
Storage			
ASSIST			S
Case armor			
Hitcher jacks			
ICCM filter	yes	no	
SatLink	yes	no	D
Vidscreen	yes	no	

	Max	–50%	+50%
Bod			
Evasion			
Masking			
Sensors			
Detection Factor			
Reality Filter			

Decker Icon _____

Programs

Type	Rating	Size	Active?	Options/Notes

FRAMES

Name	Size	Core	DINAB	BEMS	Programs	Notes

DRONE

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

DRONE

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

DRONE

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

CRANIAL REMOTE DECK

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

REMOTE CONTROL DECK

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

VEHICLE

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

VEHICLE

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

VEHICLE

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

VEHICLE

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

CYBERWARE & BIONETICS

Type	Rating	Cost	Notes

CYBERWARE & BIONETICS

Type	Rating	Cost	Notes

GEAR

AMMUNITION

Type	Form	Rounds

EXPLOSIVES

#/kg	Type	Rating

VEHICLE

Type _____

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

Extras

L
M
S
D

CYBERWARE & BIONETICS

Type	Rating	Cost	Notes

GEAR

EXPLOSIVES

#/kg	Type	Rating

VEHICLE

Type _____

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

Extras

L
M
S
D

VEHICLE

Type _____

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

Extras

L
M
S
D

VEHICLE

Type _____

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

Extras

L
M
S
D

CYBERWARE & BIONETICS

Type	Rating	Cost	Notes

ABILITIES

Ability	Level	Cost	Notes

MAGICAL DATA

Tradition _____ **Magical Group**
 Totem _____ **Name** _____
 Totem Bonuses _____ **Type** _____
 Strictures _____ **Strictures** _____
_____ _____
Library _____
 Conjuring _____ _____
 Enchanting _____ _____
 Sorcery _____ **Members** _____
 Theory _____ _____
Initiaion _____
 Grade _____ _____
 Centering Skill _____ _____
 Geasa _____ _____
_____ _____
 Ordeals Completed _____ _____
_____ **Notes** _____
_____ _____
_____ _____

MAGIC ITEMS

Item	Rating	Description

ASTRAL DATA

Reaction _____ **Initiative** _____ **Pool** _____
Combat Skill _____ **Base Damage** _____
Appearance _____

NOTES

_____
_____
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CYBERWARE & BIONETICS

Type	Rating	Cost	Notes
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

ABILITIES

Ability	Level	Cost	Notes
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

SPELLS

Name	Force	Dmg	Duration	Type	Target	Resist	Range	Drain	Notes
_____	____	____	_____	____	_____	_____	_____	_____	_____
_____	____	____	_____	____	_____	_____	_____	_____	_____
_____	____	____	_____	____	_____	_____	_____	_____	_____
_____	____	____	_____	____	_____	_____	_____	_____	_____
_____	____	____	_____	____	_____	_____	_____	_____	_____
_____	____	____	_____	____	_____	_____	_____	_____	_____
_____	____	____	_____	____	_____	_____	_____	_____	_____
_____	____	____	_____	____	_____	_____	_____	_____	_____
_____	____	____	_____	____	_____	_____	_____	_____	_____
_____	____	____	_____	____	_____	_____	_____	_____	_____
_____	____	____	_____	____	_____	_____	_____	_____	_____
_____	____	____	_____	____	_____	_____	_____	_____	_____
_____	____	____	_____	____	_____	_____	_____	_____	_____

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 _____   _____
Initiaion   _____
 Grade _____   _____
 Centering Skill _____   _____
 Geasa _____   _____

Ordeals Completed _____   _____
 _____   Notes
 _____   _____

MAGIC ITEMS

Item	Rating	Description
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

BOUND SPIRITS

Type	Force	Notes
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

ASTRAL DATA

Reaction _____   Initiative_____   Pool _____
Combat Skill _____   Base Damage ____
Appearance_____

CYBERWARE & BIONETICS

Type	Rating	Cost	Notes

VIRTUAL DECK

	Current	Max
MPCP		
Hardening		
Response		
I/O		
Memory		
Storage		
ASSIST		
Case armor		
Hitcher jacks		
ICCM filter	yes	no
SatLink	yes	no
Vidscreen	yes	no

L
M
S
D

	Max	-50%	+50%
Bod			
Evasion			
Masking			
Sensors			
Detection Factor			
Reality Filter			

Decker Icon _____

CHANNELS

Access _____
Control _____
Index _____
Files _____
Slave _____

COMPLEX FORMS

Type	Rating	Size	Active?	Options/Notes

GEAR

SPRITES

Name	Size	Core	DINAB	BEMS	Programs	Notes