

SHADOW GAMES

Maintaining Your Excel Character Record Sheet

THE PRIMARY PURPOSE of this primer is to allow you to have more control over your Shadow Games character record sheet, so you can do your own editing, if you feel capable of doing so. This would alleviate pressure on me, as each sheet is fairly extensive in the records they are able to keep, and would allow you to have unfettered access, and trust, to access and update your own sheet, making it more important to you, for the sake of immersion and having more of a feeling of trust. The reason I've not done so to this point is because I spent more than forty man-hours, all-told, getting all of the formula's in-line so the sheet would work properly; one mis-step by you, an accidentally deleted formula, could affect a dozen or more other formula's.

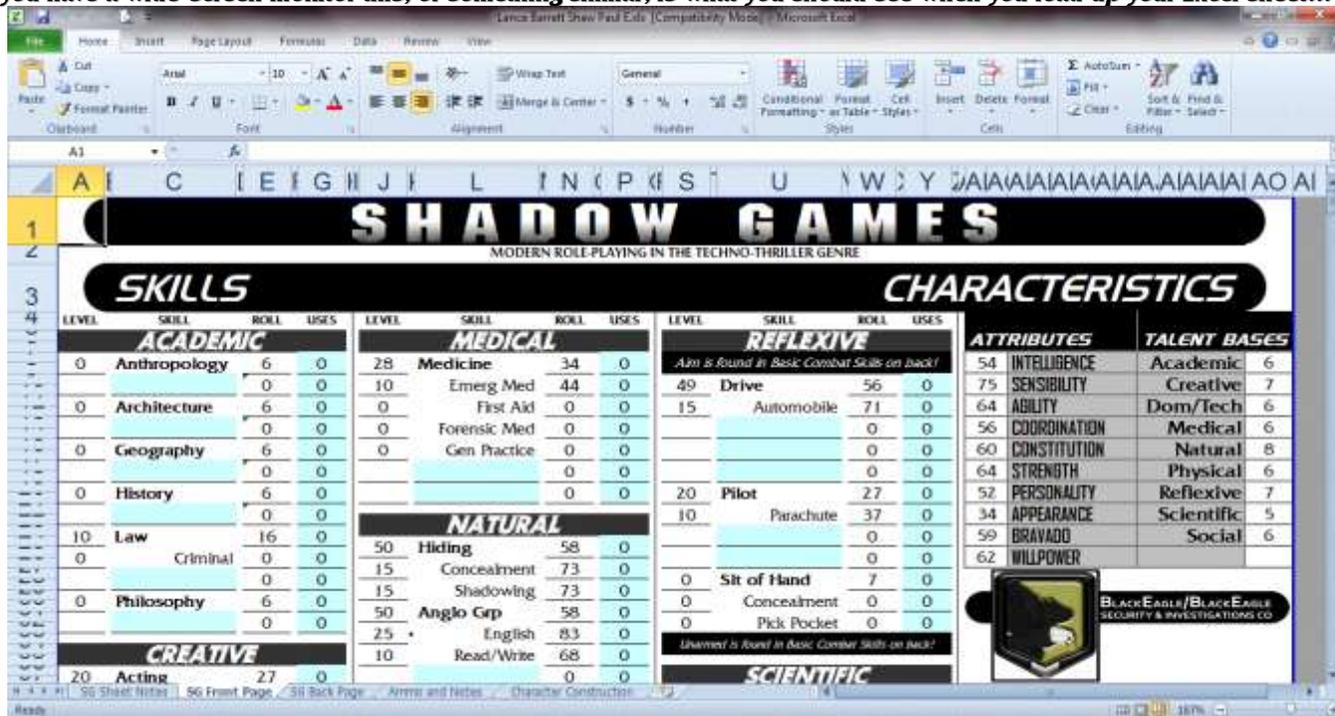
This primer is meant to reduce that possibility by introducing to you the various parts of your character sheet, how to get around, and what you're allowed to edit, and how, especially since I've not locked the individual cells that do hold formula's. Alternately, if you still don't want control of your character sheet, for whatever reason, reading this primer still may aid you in finding certain information you're not presently sure how to find.

This is NOT a trust issue, it's a follow-the-yellowbrick-road issue, meaning if you step outside of the areas I will point out, here, you could cause all manner of problems you may not be aware of for some time, and that would cause me, eventually, to have to backtrack all of your gained experience points and rebuild whatever formula's are in this sheet before you could proceed in the game.

This primer is arranged in several sections, this part, which is the introduction, and then what I have deemed to be high-use, moderate/medium-use, and low-use areas of the Excel version of my Shadow Games record sheet. I am using my recently-made character, Lance Barrett Shaw, for this primer, so your character sheet will, invariably, look different from mine in the way of statistics, skills, information, weapons, armor, etc. The save-default I use for all of these character sheets is the Excel 97-2003.xls version.

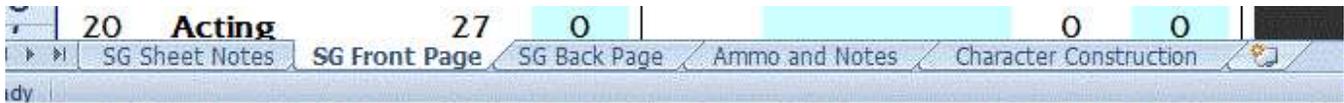
We'll start with some basics, to finish out the introduction...

If you have a wide-screen monitor this, or something similar, is what you should see when you load up your Excel sheet...



If you do not have a widescreen monitor, be aware that you will need to do quite a lot of scrolling. Likewise, your tools and screen may look somewhat different if you have a version prior to 2010 to look at; it's alright if you do, because the main animal you're supposed to be focused on is NOT the tools and layout of Excel, but the character sheet within it. For the SG Front Page and SG Back Page tabs, which I will discuss in a moment, I have turned the page 'exteriors' to the right and bottom off, into what is called Page Break Preview (hence the large gray Page 1 on each of those tabs) so you wouldn't need to record anything else outside the page boundaries.

The Importance of Tabs...



Near the lower-left portion of your Excel program screen, regardless of which Excel version you're running, for your character sheet, you will see a group of tabs labeled SG Sheet Notes, SG Front Page, SG Back Page, Ammo and Notes, and Character Construction. Each of these is important in their own right, and are arranged for my comfort level. If you want to rearrange any of them, such as moving the SG Sheet Notes to the far right of the tabs, simply click and hold your left mouse button, and move your mouse to the right until you see the small black line, or the tiny graphic that looks like a page for the tab move to the right of the Character Construction tab, and then let go of the left mouse button; the tab will move.

If you do not see the tabs, similar to what is above, you need to make sure your window has been maximized. Look in the upper-right corner of your window, and compare the following middle-buttons in these graphics. You want your screen to be

maximized so you can work properly within the character sheet.



Minimized



Maximized

To move between pages, all you need to do is click on the tab you want, the importance of each of which will be discussed further in this document. Once in a tab, use your bottom and right-hand scroll bars to move around. Don't worry, the rest of this will turn out to be easier than it looks.

For the classification of information among these tabs, and elements within the pages, you may find them spread among all three of the following levels of importance.

High-Use / Very Important

SG Front Page tab ~

This is where your character's primary attributes, skills, and the main listing of your weapons, game notes, licenses, and an image of your character goes. This, and the SG Back Page tab, will be the most important tabs you will use in the game.

Your character's skills, shown at right, are broken into three main columns, the first containing Academic, Creative, and Domestic/Technical skill types, the second column from left containing your character's Medical, Natural, and Physical Skills, and the second column from the right –the first column at right being your character's attributes, talent bases, basic information, licenses and certifications, picture, and game notes, all of which is explained further on– holding your character's Reflexive, Scientific, and Social skill sets.

Each of these columns is broken down, as seen at right, further into four sub-columns, labeled Level, Skill, Roll, and Uses, which I'll describe, beginning from left, each in turn.

- 1) Level – This is the actual level of training your character has attained in a particular skill. This is a solid number that changes based on the number of Uses and Experience Points placed in the Uses column, discussed below. You should never have any reason to edit this column, unless you need to add a particular sub-skill value, which is a technical process that will not be covered in this primer.
- 2) Skill – The skill the Level in front of it pertains to, being the most succinct description for what the skill does, and to help identify the Roll required to succeed in the use of the skill. Bold, left-aligned words are main skills; regular, right-aligned words are sub-skills. You should have no reason to edit anything in this column, unless you need to add a sub-skill, which is also a very technical

thing, and would be done, most likely by the GM, at the time the level value formula is modified.

- 3) Roll – If you are called on to make a roll against a particular skill for your character, the GM will make a requirement of it, or if you feel that a roll is called for, you may also make a percentage check, listing the skill and your dice roll in your post on-line, or for your GM on the tabletop. Your character's Roll is the total of the (Level + Talent Base (see below) + mods from other skills or abilities (these are bloody few) – any impairment incurred from injuries or wounds (see SG Back Page tab for more information)). This column's formula's should not be modified for ANY reason, except by the GM.
- 4) Uses – For my game, each time you make a Roll against a main or sub-skill, and you succeed or fail by 25+ points, you get a Use. In the Millennium's End v2.0 game, the maximum number of natural Uses you can achieve during game-play is 3 for a single session, which I don't actually agree with, because it leads to inconsistencies other than gaining 3 Uses from any three dice rolls. For my part, if you roll 25+ in success or failure, your character can actually learn from their failures or successes; anything closer to the base Roll places the character within the bubble of their own knowledge. The Uses column is also for spreading Experience Points earned during the course of the game, which is not natural use, but is experience nonetheless.

| LEVEL | SKILL | ROLL | USES |
|---|--------------------|------|------|
| REFLEXIVE | | | |
| <i>Aim is found in Basic Combat Skills on back!</i> | | | |
| 49 | Drive | 56 | 0 |
| 15 | Automobile | 71 | 0 |
| | | 0 | 0 |
| | | 0 | 0 |
| | | 0 | 0 |
| 20 | Pilot | 27 | 0 |
| 10 | Parachute | 37 | 0 |
| | | 0 | 0 |
| | | 0 | 0 |
| 0 | Sit of Hand | 7 | 0 |
| 0 | Concealment | 0 | 0 |
| 0 | Pick Pocket | 0 | 0 |
| <i>Unarmed is found in Basic Combat Skills on back!</i> | | | |

No matter if you receive XP in-game or from natural Uses from successes and failures, you record the natural Uses in the Uses column for the appropriate skill, and distribute, on session or mission completion, at the GMs leisure, your in-game XP also in the Uses column. Be careful to add, appropriately (use a calculator if you need to), the new experience to

the old; don't replace the old Uses with the new Uses, don't multiply them, just add them. Be honorable for your gamer friends and the GM, add experience correctly, or the games will, likely, become tougher.

More skills, your character's combat skills, are listed on the SG Back Page tab, near the upper-left-center of the page, and work under the very same principles as described, above, in

Your Weapons Block...

| WEAPONS | SPEED | SKILL | INH ACC | OPTIONAL | ROLL | ATT/TURN | HANDS REQ | EFF RANGE | DF | DD | DAMAGE TYPE | AMMO & NOTES |
|----------------------|-------|---------|---------|-------------------|---------|----------|-----------|--------------|---------|-------|--------------|-----------------------------|
| | | | | | | | | | | | | |
| Punch/Kick | 0 | 108/106 | 0 | | 108/106 | 1 | 1/0 | hand-to-hand | | 6d+6 | Impact | |
| HK G3 SG/1 (AET) | 10 | 79/100 | 28 | LA/Auto; 6x Sight | 127/128 | 4/9 | 2 | 750m | | 27/21 | Hyd. Shock | 40 7.62mm AET; Mag (20) |
| ... (HP) | ... | ... | ... | ... | ... | ... | ... | ... | | 25/20 | Hyd. Shock | 40 7.62mm HP; Mag (20) |
| SKG-Sauer P230 .380 | 0 | 99 | 14 | Smallarm | 113 | 4 | 1 | 50m | | 16 | Hyd. Shock | 28 .380 Ball; Mag (7) |
| Glock Model 21 | 0 | 99 | 16 | SA; Laser Sight | 135 | 4 | 1 | 50m | | 19 | Hyd. Shock | 52 .45in ACP Ball; Mag (13) |
| 2x Nimravus (Knives) | 1/0 | 60/72 | 3 | Swing/Thrust | 63/75 | 1 | 1 | hand-to-hand | 1.6/2.2 | ... | Cut/Puncture | 0 |
| | | | | | 0 | | | | | | | 0 |

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I will try to be as succinct as possible with explanation for this block. The Weapons, Speed, Inherent Accuracy, Attacks/Turn, Effective Range, Damage Factor, Delivered Damage, Damage Type, and the white blocks under Ammo and Notes should be set based on the weapon supported on that line. Each of these listings is set either by the information within the game, or is based on a formula and should not need to be changed. If you have three dots (...) in the whole series of entry spaces on one line in this chart, that typically means you're using the same statistics as the weapon listed above that line, and you just have a different type of ammunition listed there, or one of two of the very same weapons has a laser sight or scope while the other does not, or something else that sets it apart from its' otherwise twin.

The Skill column is there to list the appropriate Rolls for the skill being used (as seen on the SG Back Page under the appropriate skill and recorded on the front), though these are not tied to any cells on the SG Back Page tab, and would need to be modified per the sub-skills changed on that tab as well as the modifiers listed in the Option column. For example, if LA/Auto is listed in the Optional column, two skill values would be recorded in the Skill column, one for Longarm, followed after the slash with the skill Roll for Autofire. The Roll column on this chart gives you the total roll for adding your Longarm/Auto values to the Inherent Accuracy value listed and the 6x Sight (+20). Keep in mind that the 6x Sight can not be used effectively when you're firing on full auto; common sense is actually your friend, here.

Damage Factor is, typically, used with your Damage Rating (from the SG Back Page tab) to help determine melee damage with a hand-held weapon, where you roll the number of d10s and add the Damage Rating to the total of the roll, then divide by 10, and then multiply for the type of melee weapon and attack used according to Damage Factor, to arrive at your Delivered Damage. Delivered Damage is the solid value, also, delivered by ranged weapon attacks, and is compared to the damage chart -by the GM- to help determine what kind of impairment, breaks, shock, blood loss, etc. is suffered by a character who has been damaged.

The Ammo and Notes column will, typically, list the type of ammunition used and the magazine size of the weapon being used, though more notes may be added, as long as you change the cell text to Shrink to Fit. It is not recommended that any changes be made, here, unless you really know what you're doing.

this section. Two additional Skill spaces exist in the left-most column of the SG Front Page tab, six in the middle, and one in the right, allowing for some expansion of sub-skills over the life of the character, though chances for expansion may be limited by the GM, dependent on whatever criteria they require for skill expansion. There are also many blank spaces under specific skills which may be compressed and/or moved to accommodate new sub-skills, also subject to the GMs rules.

SG Back Page tab ~ This is where your character's combat skills, secondary attributes, secondary listing of your weapons, your character's monetary distribution and total available funds, Ready Gear by Location (for operations), Non-Ready Gear (for daily use and other notes), Gear Placement Notes, and Damage/Impairment by Location go. This, and the SG Front Page tab, will be the most important tabs you will use in the game.

Your secondary attributes list, seen at right, beneath the Basic Combat Skills banner on the SG Back Page tab, actually holds more than just your secondary attributes, though we'll start with those. Notice Perception at the top of the list? That is the Perception value you will use when asked for

| BASIC COMBAT SKILLS | | | | |
|---------------------|-------|-------|--------------|-----|
| | LEVEL | SKILL | ROLL | USE |
| Perception | 70 | 62 | 69 | 0 |
| Base Speed | 20 | 31 | 100 | 0 |
| Endurance | 19 | 0 | Heavy | 0 |
| Recovery | 11 | 10 | Longarm | 79 |
| Damage Rating | 6 | 30 | Smallarm | 99 |
| Mass Factor | 1.0 | 18 | Swiper | 87 |
| | | | Throw | 89 |
| | | | Armed THH | 50 |
| | | | Block/Thry | 0 |
| | | | Swing | 60 |
| | | | Thrust | 77 |
| | | | Unarmed THH | 78 |
| | | | Block | 85 |
| | | | Combat Throw | 113 |
| | | | Drudge | 106 |
| | | | Swaggle | 111 |
| | | | Kick | 106 |
| | | | Punch | 108 |

Perception Rolls, not the actual skill from the SG Front Page tab; the number in the box is your Roll. The Perception skill of the Front Page is still useful for potential sub-skills, such as Forward Observer, even though the Main Skill is only used as a factor for the Perception sub-skill. Base Speed is your character's unfettered initiative, what they have without carrying armor and weapons, in a fight. Endurance and Recovery are limiting factors in how much for how long your character is able to carry and how quickly your character recovers from damage. Damage Rating is how much hurt your character can put on another in unarmed and armed combat; though it is expressed as a single number it is the number of dice, plus a bonus, received when rolled to hand out damage. In the case of my sample character, who has a 6, he would roll 6d10, add another 6 points, and divide that total by 10 to arrive at Delivered Damage; if he has one of his Nimravus knives in hand, and is making a successful slash with it, he would multiply that total by another 1.6 to arrive at the damage delivered to his enemy. Finally, Mass Factor... this is used as a multiplier to any Delivered Damage against the character; for example, a character with a 0.9 Mass Factor, facing 19 points of damage, would have it reduced to 17 because of their Mass Factor. In another example, a character with a 1.1, facing the same amount, would have it increased to 21, instead.

No modifications should be necessary to any of these numbers, as they are all calculated automatically.

This box also lists the character's armor, their Adjusted Speed (aka initiative) due to reduction by armor, and their Current Impairment. In the Armor box, armor is entered, along with the speed penalty incurred when wearing the armor (in parenthesis); a player should always let the GM know, prior to going in to any situation, whether or not their character is wearing armor or not, so the appropriate penalty, or not, may be applied. The Adjusted Speed is the character's Base Speed secondary attribute minus the total of all the speed penalties of the armor being worn. Keep in mind, this is prior to weapon speed penalties. Finally, Current Impairment is an average of the impairment totals from the Trauma Record listed below the Armor & Damage by Location banner on the upper-right corner of your character sheet. All of the Trauma Record values in that box, and the Current Impairment block, are calculated automatically, and each main skill on both the Front and Back Page tabs calculate the appropriate types of impairment, as well; so please don't modify these.

Rather than hosting your character's combat skills on the SG Front Page tab, where they would first be out of place, and

Moderate Importance / Medium-Use

SG Front Page tab ~ This is where your character's primary attributes, skills, and the main listing of your weapons, game notes, licenses, and an image of your character goes. This, and the SG Back Page tab, will be the most important tabs you will use in the game.

| LEVEL | SKILL | ROLL | USES |
|---|-------------|------|------|
| REFLEXIVE | | | |
| <i>Aim is found in Basic Combat Skills on back!</i> | | | |
| 49 | Drive | 56 | 0 |
| 15 | Automobile | 71 | 0 |
| | | 0 | 0 |
| | | 0 | 0 |
| | | 0 | 0 |
| 20 | Pilot | 27 | 0 |
| 10 | Parachute | 37 | 0 |
| | | 0 | 0 |
| | | 0 | 0 |
| 0 | Sit of Hand | 7 | 0 |
| 0 | Concealment | 0 | 0 |
| 0 | Pick Pocket | 0 | 0 |
| <i>Unarmed is found in Basic Combat Skills on back!</i> | | | |

Your character's Talent Bases, shown at right, help you determine the natural ability your character possesses with each classification of skills. These are the natural percentage bonus' granted to your character for each skill they actually have a trained ability in, as well, to improve their chances at using their skills during game-play. You'll see that my character, Lance, (shown at left) has actual skill in Drive and Pilot, but not in Sleight of Hand. The 7 shows up in the Roll column, anyway, but that is only a result of the formula already entered for that cell in the Excel file, and should not be deleted. Each main skill Roll cell is set up with the formula that adds the character's Talent Base, as well as any bonuses from other skills or abilities, but it also subtracts the appropriate type of impairment, should your character ever become injured or wounded during the game.

Please do not edit anything in your character's Talent Bases listing; skills will be discussed in the Very Important section, above.

SG Back Page tab ~ This is where your character's combat skills, secondary attributes, secondary listing of your weapons, your character's monetary distribution and total available funds, Ready Gear by Location (for operations), Non-Ready Gear (for daily use and other notes), Gear Placement Notes, and Damage/Impairment by Location go. This, and the SG Front Page tab, will be the most important tabs you will use in the game.

In Armor & Damage by Location, at right, the player should only need to modify the Damage Type, Trauma, and Impair columns. The AV/CN columns should be set toward the beginning of the game, dependent on the armor type(s) purchased, when the character is made. AV is Armor Value, which is what most damage is reduced by in the game. CN is Conversion Number which, if the

second would require you to flip between Front and Back pages all the time to make all of your combat calculations, I have placed them all on the Back Page, including a small secondary listing of your character's weapons, and your character's trauma record. All of the sub-skills for the three main combat skills are listed, as well, and completely modded to update automatically, as per regular skill use listed above in the skills block.

| BASIC COMBAT SKILLS | | | |
|---------------------|----------------|------|------|
| LEVEL | SKILL | ROLL | USES |
| 70 | Aim (Firearms) | 60 | 0 |
| 31 | Autofire | 100 | 0 |
| 19 | Heavy | 0 | 0 |
| 11 | Longarm | 79 | 0 |
| 6 | Smallarm | 99 | 0 |
| 18 | Silper | 87 | 18 |
| 20 | Throw | 89 | 0 |
| 44 | Armed HFI | 50 | 0 |
| 0 | Block/Parry | 0 | 0 |
| 10 | Swing | 60 | 0 |
| 22 | Thrust | 72 | 0 |
| 71 | Unarmed HFI | 78 | 0 |
| 10 | Block | 88 | 0 |
| 36 | Combat Throw | 115 | 0 |
| 28 | Dodge | 106 | 0 |
| 33 | Grappe | 111 | 0 |
| 28 | Kick | 106 | 0 |
| 30 | Punch | 108 | 0 |

Character Construction tab ~ There are many important things to be had, here, but few of them that you should ever touch, which are detailed, below, in the Medium-Use section. Do not touch anything on this page other than what is detailed, below.

| CHARACTERISTICS | | | |
|-----------------|--------------|------------|--------------|
| LEVEL | USES | ATTRIBUTES | TALENT BASES |
| 54 | INTELLIGENCE | Academic | 6 |
| 75 | SENSIBILITY | Creative | 7 |
| 64 | AGILITY | Dom/Tech | 6 |
| 56 | COORDINATION | Medical | 6 |
| 60 | CONSTITUTION | Natural | 8 |
| 64 | STRENGTH | Physical | 6 |
| 52 | PERSONALITY | Reflexive | 7 |
| 34 | APPEARANCE | Scientific | 5 |
| 59 | BRAVADO | Social | 6 |
| 62 | WILLPOWER | | |

Each main skill Roll cell is set up with the formula that adds the character's Talent Base, as well as any bonuses from other skills or abilities, but it also subtracts the appropriate type of impairment, should your character ever become injured or wounded during the game.

| ARMOR & DAMAGE BY LOCATION | | | | | | |
|----------------------------|--------------|----|-------------|--------|--------|---------------|
| LOCATIONS | AV | CN | DAMAGE TYPE | TRAUMA | IMPAIR | TRAUMA RECORD |
| 1 | HEAD | | | | | 0 0 0 0 |
| 2 | NECK | | | | | 0 0 0 0 |
| 3 | RT. SHOULDER | 5 | 50 | | | 0 0 0 0 |
| 4 | RT. TORSO | 10 | 40 | | | 0 0 0 0 |
| 5 | RT. VITALS | 10 | 40 | | | 0 0 0 0 |
| 6 | LT. SHOULDER | 5 | 50 | | | 0 0 0 0 |
| 7 | LT. TORSO | 10 | 40 | | | 0 0 0 0 |
| 8 | LT. VITALS | 10 | 40 | | | 0 0 0 0 |
| 9 | RT. HP | | | | | 0 0 0 0 |
| 10 | DRDN | 5 | 50 | | | 0 0 0 0 |
| 11 | LT. HP | | | | | 0 0 0 0 |
| 16 | RT. THIGH | | | | | 0 0 0 0 |
| 17 | RT. KNEE | | | | | 0 0 0 0 |
| 18 | RT. CALF | | | | | 0 0 0 0 |
| 19 | LT. THIGH | | | | | 0 0 0 0 |
| 20 | LT. KNEE | | | | | 0 0 0 0 |

| TOTAL IMPAIRMENT BY TYPE | | | |
|--------------------------|--------------|--------|------|
| MINIMAL | DISSEMINATED | SEVERE | LOSS |
| 0 | 0 | 0 | 0 |

DAMAGE NOTES:

remaining damage done to your character after being reduced by AV is a certain amount compared to the CN, the damage type is reduced from Hydrostatic Shock to Impact damage. Damage Type is where you will record the type of damage taken to a particular location; if you take a higher type of damage to the same location hit earlier in the game, the higher type replaces the lower type.

Trauma is where you record the trauma given according to the Delivered Damage by location; it is massively important to your character's later recovery that you record this number. Impair is short for impairment, and this is where you record the percentage impairment value by location type. Please do not modify anything in the Trauma Record box, as all of these are set with formula's.

A small note on the locations... they are compiled based on the effect they have on the character's abilities to function. For

example, the Right and Left Shoulders, Right and Left Torsos, and Right and Left Vitals all contribute modifiers against the Dominant Arm, Off Arm, and Legs, and so they're grouped together.

Damage Notes, toward the lower-right of the image, above, is where notes concerning shock, blood loss, breaks, severs, and permanent damage may be kept, and you may write in the effects there for yourself.



The block shown at left is a relatively important block that will allow you to track what equipment your character would take with them on operations/ assignments, listing it by location and size/ weight, and your character's available money is shoe-horned in there as well, allowing you to build formula's for percentages or solid numbers for each of Cash on Hand (in your wallet, in a safe at home, under the floor-mat of your car, etc.), OptiCard(s) (a

new type of credit card that is more secure, is usable through the GenNet to your bank, and can be used like a regular credit card as well), Credit Card(s), and the remainder of which can go into the bank. Once you have these formula's down as you like them, the percentages and/or solid numbers are easy to modify and swap out for the other, as you modify your accounts to carry what you want when you want, and how.

Each of the blocks listed in this section of the SG Back Page tab have a certain amount of space for items your character carries, based on the following locations: Head, Torso, Right Arm, Left Arm, Right Leg and Left Leg, but also for the types of carrying equipment they would wear on an op: Belt, Tactical Vest, and Backpack. The certain amount of space is for size/ weight limitations in four categories, efficiently and obviously labeled 1, 2, 3, and 4, with 1 being the smallest size/ weight of equipment. Though there are definitions for each of the four categories listed in the Gear Placement Notes, see image at right, decisions on what category a certain piece of gear would fall into should be discussed by the GM and player for a final placement and is, greatly, arbitrary.

GEAR PLACEMENT NOTES

- Level 4 Gear:** Really large gear, over 15# or 30in, all 3 sides.
 - Level 3 Gear:** Moderate-sized gear, between 11 and 15# or 24 to 30in, all 3 sides.
 - Level 2 Gear:** Medium-small gear, between 6 and 10# or 17 to 23in, all 3 sides.
 - Level 1 Gear:** Small gear, under 6# or 17in, all 3 sides.
- * "all 3 sides" means the total measurement of height, length, and width added together. Measures are in pounds and inches, which are easily converted; (pounds x 2.2) = kilos; (inches x 2.54) = cm.
- * GMs and Players need to be reasonable when placing gear. Place your gear and weapons by size and weight. Obviously, a laptop has more bulk than a DE .44 Magnum, for example, so adjust accordingly.

| Survival Gear |
|------------------------------------|
| \$13 Water Purification Tabs |
| \$39 3x Operative 24hr Pack |
| \$1 Matches |
| \$7 Insect Repellent |
| \$7 Electrolyte Drink Sachets (20) |
| \$20 Military Compass |
| \$8 Anti-Diarrhea Tablets |
| \$4 Signal Mirror |
| \$30 Strobe Marker |
| \$2 Whistle |
| \$25 2-Man Pup Tent |
| \$18 Space Blanket |
| \$93 45-F Sleeping Bag |
| \$18 2C Large Maglite |
| \$17 Small Maglite w/Holder |
| \$44 4x Chemical Lightsticks |
| \$11 Camouflage Compact |

Kits may also be listed in certain locations, if they would fall, together, under a certain size/ weight limitation, such as, for my example character here, on the size 4 line of the Backpack, I have listed (see Survival Gear list). All of these things, together, would likely make up a level 4 size/ weight bundle, so I left it that way. If you have multiple items that, each, would only fit in a level 1, but you're out of level 1 space, then you should list multiple items on a larger item line. Finally, not everything that is in a kit has to be balled together, but may be distributed in pockets, containers, or ties among the location; obviously, a kit –unless specially designed otherwise–, will need to go into another container... just try and use some common sense.

The point of the Ready Gear by Location block is for a player to have immediate knowledge of what their character is actually carrying with them at any given time on an op, to provide limitations for what can be carried, and for less trusting GMs to verify what the character is actually carrying so there's no, or little at least, argument.

Ammo & Notes tab ~ Perhaps the more extraneous notes are kept on this tab, including your character's corporate rank and the date it was granted, ammo tracking, and a record of your contacts, if you have any. You may not use this tab all that much, though the ammo tracking might be seen as relatively important.

AMMUNITION TRACKING (Don't forget to add ammo when purchased, or adjust the available ammo number to the final ammo number at the end of each combat!)

| Weapon | Available Ammo | COMBAT ROUND TRACKING | | | | | | | | | | | | | | | | | | | | | | | | | Combat Final Ammo |
|------------------------|----------------|-----------------------|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|-------------------|
| | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | |
| 1. H&K G3 SG/AET | 40 | | | | | | | | | | | | | | | | | | | | | | | | | | 40 |
| 2. H&K G3 HP | 40 | | | | | | | | | | | | | | | | | | | | | | | | | | 40 |
| 3. SIG-Sauer P226 .380 | 28 | | | | | | | | | | | | | | | | | | | | | | | | | | 28 |
| 4. Glock 21 | 52 | | | | | | | | | | | | | | | | | | | | | | | | | | 52 |
| 5. | | | | | | | | | | | | | | | | | | | | | | | | | | | 0 |
| 6. | | | | | | | | | | | | | | | | | | | | | | | | | | | 0 |
| 7. | | | | | | | | | | | | | | | | | | | | | | | | | | | 0 |

(Available Ammo is only that carried by the character into the present assignment, not their total stock! Be careful with that!)

NOTE: When Combat Final Ammo is calculated and you're ready to move on, don't forget to update individual weapon ammo totals on the Character Construction tab BEFORE updating the Available Ammo column on this page!

Although a total of six weapons, plus Punch/Kick, may be listed on the SG Front Page tab, and five, plus Punch/Kick, on the SG Back Page tab, you may indeed list up to seven weapons, here, due to various types of ammo for weaponry. Typically, on the Character Construction tab, where the magazines of a weapon are listed, with each weapon considered to come with one magazine on purchase, these are additional magazines listed. If you total the number of rounds available for each magazine, this is the number recorded for the weapon in the Available Ammo column. The 25 columns available under Combat Round Tracking is where you may enter numbers for rounds fired, total, during a single combat round. The Combat Final Ammo column is where the formula's reside for remaining ammo, (Available Ammo – (Combat Round Tracking) = Combat Final Ammo). This final column, Combat Final Ammo, is extraordinarily important because it informs the ammo totals available on the SG Front and Back Page tabs where the weapon blocks are.

allows you count-down the ammo you've purchased, as listed in the Character Construction tab equipment list for your character, so you can know when you need to purchase more. You will need to edit the amount of ammo you have remaining by clicking on the cell that has the ammo listed, such as the .380in Auto Ball (100) ammo listed in the image at left, then clicking at the end of that line in the formula bar toward the top of the page, using your arrow and backspace (or delete) keys to change the amount by what you used in the immediate previous mission; when this number is reduced to an unacceptable level, the player will then be able to explain they are purchasing more ammo, and then can change this number back up to whatever level will be acceptable. This is simple math, so if you purchase a box of fifty rounds, and you have sixteen rounds remaining in your inventory, you know that 50 + 16 = 66, right?

| |
|-----------------------------|
| \$18 Holdout Ankle Holster |
| \$44 .380in Auto Ball (100) |
| \$25 +3 Mags (7ea) |

The expenditure of ammo needs to be recorded, because it helps you not only determine the amount of ammo you have remaining, but also

You also need to let the GM know that you're reloading your magazines, and don't tell them reload +1 in the chamber, because you don't know when your character is going out on their next mission, and you can ruin a firearm by overloading it and letting it sit. You can then change your number totals on the Ammo & Notes page to reflect the reloaded numbers once again.

Character Construction tab ~ There are many important things to be had, here, but few of them that you should ever touch, which I will attempt to enumerate, below.

| | |
|---|---|
| <p>ARMOR</p> <p>\$120 Ballistic Sun-shooting Glasses</p> <p>\$895 Cl. II Undercover Vest</p> <p>\$1,015 -Total</p> | <p>GEAR NOTES: 2008 Toyota 4-Runner (\$6,363 paid at game start)</p> <p>Sunglasses provide AV/CN 2/8 to eyes only, and are glare proof.</p> <p>NOTE: All MOLLE Gear is dark green.</p> |
| <p>\$4,644 -Total</p> <p>WEAPONS</p> <p>\$1,600 H&K G3 SG/1</p> <p>\$20 Smallarms Cleaning Kit</p> <p>\$330 2x Nimravus Knives</p> <p>\$520 SIG-Sauer P230 .380</p> <p>\$640 Glock Model 21</p> | <p>\$14,589 -Total</p> <p>GEAR</p> <p>\$450 Data Scope</p> <p>\$175 Medium Backpack</p> <p>\$26 Dry Bag</p> <p>\$195 MOLLE Gear Tac-Vest</p> <p>\$95 MOLLE Camelback</p> <p>\$100 4x MOLLE Pouches</p> <p>\$100 4x MOLLE Ammo Pouches</p> <p>\$25 MOLLE Radio Pouch</p> <p>\$15 Operative 1st Aid Kit</p> <p>\$325 Casio Protrek GPS Watch</p> |
| | <p>\$10,716 -Total</p> <p>OTHER</p> <p>\$0 1.5 - 6x Scope</p> <p>\$68 +3 Mags (20ea)</p> <p>\$380 7.62mm AET Ammo (200)</p> <p>\$260 7.62mm HP Ammo (200)</p> <p>\$1,985 Surefire FA762SS Suppressor System</p> <p>\$163 1650 Pelican Case</p> <p>\$18 Holdout Ankle Holster</p> <p>\$44 .380in Auto Ball (100)</p> <p>\$25 +3 Mags (7ea)</p> <p>\$100 .45in ACP Ball (200)</p> |

The primary listing of your character's equipment, ammo, and kits are listed in your equipment blocks a little to the right of the character development information at the top-left of this page. Ammo lines represent how much total ammo has been purchased for the character.

For those who have yet to fill out the Ready Gear and Non-Ready Gear blocks, this will be your primary source of information concerning your gear.

Much of the gear that is purchased from the books is, admittedly, out-of-date, costs have changed –both up and down and, sometimes, pretty drastically– and so, if you go to purchase new equipment during game-play, use the current game books as examples for developing in-game statistics, send it to the GM, and get an updated listing of gear, if you like. Gear will wear out, though that mechanic has not been developed into this game, so you are

considered to make enough money in your job as an operative, that you can replace the equipment as necessary, without spending any extra cash.

Low-Use / Low Importance

SG Sheet Notes tab ~ This tab, mainly, just lets you know which fonts were used in the construction of this Excel version of the Shadow Games character sheet, and how the formula's work, or more or less a miniature version of this primer. Feel free to put whatever game notes you want to put on this tab, especially since it doesn't have any formula's attached to it at all.

SG Front Page tab ~ This is where your character's primary attributes, skills, and the main listing of your weapons, game notes, licenses, and an image of your character goes. This, and the SG Back Page tab, will be the most important tabs you will use in the game.

| CHARACTERISTICS | | | |
|-----------------|--------------|---|--|
| ATTRIBUTES | TALENT BASES | | |
| 54 INTELLIGENCE | Academic | 6 | |
| 75 SENSIBILITY | Creative | 7 | |
| 64 AGILITY | Dom/Tech | 6 | |
| 56 COORDINATION | Medical | 6 | |
| 60 CONSTITUTION | Natural | 8 | |
| 64 STRENGTH | Physical | 6 | |
| 52 PERSONALITY | Reflexive | 7 | |
| 34 APPEARANCE | Scientific | 5 | |
| 59 BRAVADO | Social | 6 | |
| 62 WILLPOWER | | | |

Your character's Attributes, shown at left, are nice to look at and so you can determine, on a 1-100 scale, approximately how well-built they are. However, other than being a catalyst for building your character's Talent Bases and certain sub-skills, namely those on the Back Page tab in the upper-left corner of the sheet, these are not used for much else.

Please do not edit anything in your character's Attributes listing.

Your character's Basic Information Block, shown at right, shows all of the most basic information pertaining to your character, and can be referred to in story, if you like.

Character Name: Lance Barrett Shaw
 Player Name: Paul Emerson
 GameMaster Name: _____
 Operative Rank: Recruit (0)

Sex: M Height: 73 (in) Weight: 221
 Age: 28 Date of Birth: 29-Jul-1983
 Race: White Nationality: American
 Colors-
 Eyes: Brown Hair: Black Skin: White

Once information is entered here, it should not need to be changed; Weight automatically adjusts based on the appropriate attributes, and certain skill changes, and then Age automatically modifies based on your character's Date of Birth.



LICENSES AND CERTIFICATIONS

- S.C.U.B.A. (Private & Advanced)
- Colorado DL (Private)
- Locksmith License
- Auto Weapons
- Federal Firearms
- Colo Concealed Carry
- Passport
- Bail Enforcement Agent

Your character's Licenses and Certifications, character pic, and Game Notes, shown at left, are for you to record the various credentials your character has, including any degree(s) they may have, important personal and/or game notes, etc. You can click in any of the blue blocks within either Licenses and Certifications and/or Game Notes to list whatever you feel is important, entering text and/or numbers as you see fit. You may also keep notes on the SG Sheets Notes and/or Ammo and Notes tabs, as you choose, just please be careful what you put where, please?

GAME NOTES: Right-handed
Nickname: Black Dog / Gunny

In truth, once this information is set, at or around the beginning of the game, as you wrap up character generation, you likely will have no reason to change it, and I would recommend you don't change any of the sections unless you know what you're doing in Excel. For those who do, the character pic is best sized at 152 x 262 pixels, and most save types will work (.bmp, .gif, .png, .jpg, .tif, etc.). For Licenses and Certifications, each space SHOULD be set up to shrink, not wrap, which is why some text in the image at left is smaller than others. For making Game Notes, it is recommended you use only short notes, or merge and wrap cells if you need to.

SG Back Page tab ~ This is where your character's combat skills, secondary attributes, secondary listing of your weapons, your character's monetary distribution and total available funds, Ready Gear by Location (for operations), Non-Ready Gear (for daily use and other notes), Gear Placement Notes, and Damage/Impairment by Location go. This, and the SG Front Page tab, will be the most important tabs you will use in the game.

Non-Ready Gear is where, in general, you would list the day-to-day items your character carries, their vehicle and what might be in it, or pretty much keep any notes you really like. When you see the

| NON-READY GEAR | | |
|-------------------------|---------------------------------|---|
| ITEM, WEAPON, VEHICLE | LOCATION/WEIGHT | NOTES |
| Cell Phone | Right Pocket | Works w/integrated VOX/Blue-Tooth. |
| Wallet w/licenses (all) | Right-Rear Pocket | Copies of all licenses held in here. |
| | | |
| | | |
| Surveillance Gear | Home, or where necessary | Kept in back closet |
| S.C.U.B.A. Gear | 4-Runner, or where necessary | In lockbox in 4-Runner |
| Color Laser Printer | Home | |
| 1650 Pelican Case | MT-2 Office, or where necessary | 31"x20"x11", with wheels, carries all weapons |

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amount of gear I purchased for this character, and compare it with what's actually listed, at right, you'll see that you don't really need to list all that much, as long as you're content with what is where. I still need to create a fast bag for this character, and that will be listed, with its contents, relatively soon.

Character Construction tab ~ There are many important things to be had, here, but few of them that you should ever touch, which I will attempt to enumerate, below.

| GENERAL FINANCES | |
|--------------------------------|----------|
| Accrued/Adventure/New Cash | \$0 |
| Recruit Stdd Net Pay/bi-weekly | \$970 |
| Operative Total Pay | \$0 |
| 4-Runner Cost Total | \$30,305 |
| 4-Runner Total Paid | \$0 |
| Vehicle 2 Cost Total | \$0 |
| Vehicle 2 Payments | \$0 |
| Cost of Living (per month) | \$2,100 |
| Federal Taxes (reduced) | \$0 |
| General Cost of Living (est) | \$207 |
| Ammo and Refit/Resupply | \$0 |

Your character's General Finances block is not something you should have to worry about all that much; there are only four lines you should need to know about, perhaps for the life of your character.

1) Accrued/Adventure/New Cash ~ This is where mission pay, previous rank adjusted pay (reduced for the difference in taxes), and any additional cash is listed. When you gain new cash, or mission cash, you should add this to the previous amount in the right-hand cell. As your character moves up in rank, their Start Date/Date of Rank is going to change, and their cash will be reduced to zero, unless one of two things takes place...

a. **The Easy Way:** Add your current Operative Total Pay to your current value in Accrued/Adventure/New Cash. When you switch over to the new rank, you get to keep your old pay, even though your Operative Total Pay will be turned to 0 on adjusting the Game Start/Date of Rank cell.

- b. **The Hard Way:** Figure out the difference in bi-weekly pay, for the number of bi-weekly checks in the cell to the right of the Operative Total Pay NUMBER (notice there is a third column to the right on that line, and this lists how many bi-weekly paychecks your character has received since beginning the game or switching their last rank), by multiplying the new rank bi-weekly pay by the number of paychecks, then subtracting the current number in the second cell on that line to find the difference, and enter that as a penalty IN the formula for pay. This will allow your character to have been paid only what they should when you switch up to the new bi-weekly pay number for your new rank.
 - c. **Before Completing a Rank Upgrade:** Make sure you check the rest of the following steps before you change the Game Start/Date of Rank cell.
- 2) Stdd Net Pay/bi-weekly ~ Once you have your previous total amount of pay moved, or the formula adjusted –NOT BOTH–, and after your date is adjusted, change this for the bi-weekly amount the GM tells you that your character is now getting paid.
 - 3) Operative Total Pay ~ This adjusts automatically.
 - 4) Vehicle 1 and 2 Cost Total ~ You and your GM should work out how payments will work on this, whether you will pay a higher standard percentage per month, if you can afford it, and how much you already paid on the vehicle prior to the game beginning; adjustments can be made in the third column formula's for these adjustments. Any new vehicle(s) will start with new payments.
 - 5) Vehicle 1 and 2 Payments ~ These represent the total money you've paid on the vehicle. Before you change your character's rank cell, you need to adjust the third column formula's to back-date the money you've already

paid during your current rank, or you lose everything you've already paid. Simply add what's already been paid in the second column cell to the last part of the formula as, for example, $SUM(6363+$$4+$$6*0.0075,0)$. If I am going from Recruit to Operative in rank, and I've paid an additional \$5,534 on my 4-Runner, in this example, I would add it to the existing \$6,363 I paid prior to becoming a Recruit, for a total of $(5,534 + 6,363) = 11,897$, which would replace the 6363 in the formula. The formula is written in such a way that once the total in the second column cell for the total vehicle payment matches the Vehicle Cost Total immediately above it, it turns to 0 and nothing more is owed on the vehicle. A vehicle that is paid off should be removed, that part of the formula listed above deleted, and the cell titles set back, as above, then listed in Gear Notes as being completed paid off.

- 6) Cost of Living (per Month) ~ This is a rate that is adjustable by the player for their character's lifestyle, and it increments daily automatically in the General Cost of Living (est.) two cells beneath it. The minimum Cost of Living (per Month) is \$1,650 in Denver, and can go as high as a player wants, though it would be best to keep it below \$5,000 per month, unless you want your operative to attract attention and be easy to find?
- 7) Federal Taxes (reduced) and General Cost of Living (est) ~ Both of these are formula's which automatically update at particular increments, whether daily or monthly, and prior to adjusting your pay by rank and your Game Start/Date of Rank cell, you should subtract the total of these two from your character's Accrued/Adventure/New Cash cell, as these were the outgoing cash. You may also, as with the Hard Way, above, modify the third column formula's in a similar way, only as a penalty rather than a bonus.

That should conclude the total of changes you can and should not change. If you want to take care of your own character sheet, this little document should be your bible, as it were, for the care and feeding of your Shadow Games character.