

Shadowrun™ Character Sheet

Name _____ **Race** _____ **Weight** _____ **Hair** _____ **Address** _____
Streetname _____ **Born** _____ **Height** _____ **Eyes** _____ **Sex** _____ **Lifestyle** _____

Attributes Special Pools Condition

Body _____	Rea	Essence _____	Combat _____	P	L	M	S	D	Damage overflow
Quickness _____	<input style="width: 40px; height: 20px;" type="text"/>	Body-Index _____	Task _____		+1 Tgt	+2 Tgt	+3 Tgt	x	<input style="width: 40px; height: 20px;" type="text"/>
Strength _____		Magic _____			-1 Ini	-2 Ini	-3 Ini	x	
Charisma _____	Ini	Karma							
Intelligence _____	<input style="width: 40px; height: 20px;" type="text"/>	Background and Description							
Willpower _____		Total/Rep _____							
		Pool _____							
		Good _____							

Edges&Flaws Skills

Edge/Flaw	Points	Edge/Flaw	Points	Skill	Rating	Skill	Rating

Contacts

Name	Type	Where/LTG/How to contact	Info

Identities

Name	Where	Credstick	Lifestyle	Info

Standard Gear

Money	Vehicle																																																									
<table style="width: 100%;"> <tr> <td style="width: 15%;">Credsticks</td> <td style="width: 15%;">ID</td> <td style="width: 70%;">Amount</td> </tr> <tr> <td style="height: 100px;"></td> <td></td> <td></td> </tr> </table>	Credsticks	ID	Amount				<table style="width: 100%;"> <tr> <td style="width: 50%;"> <table style="width: 100%;"> <tr> <td style="width: 50%;"> <table style="width: 100%;"> <tr> <td style="width: 10%;">D</td> <td style="width: 10%;">x</td> <td style="width: 10%;">Handling _____</td> <td style="width: 10%;">Body _____</td> </tr> <tr> <td><input style="width: 20px; height: 15px;" type="text"/></td> <td></td> <td>Speed _____</td> <td>Armor _____</td> </tr> <tr> <td><input style="width: 20px; height: 15px;" type="text"/></td> <td></td> <td>Autopilot _____</td> <td>Seats _____</td> </tr> <tr> <td><input style="width: 20px; height: 15px;" type="text"/></td> <td></td> <td>Anti-Theft _____</td> <td>Access _____</td> </tr> <tr> <td><input style="width: 20px; height: 15px;" type="text"/></td> <td></td> <td>Sensors _____</td> <td>ECM _____</td> </tr> <tr> <td>S</td> <td>±3</td> <td>Signature _____</td> <td>ECCM _____</td> </tr> <tr> <td><input style="width: 20px; 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Shadowrun™ Magician Sheet

Name _____ Streetname _____ Tradition _____

Spell Directory

Spell Name	Force	Type	Damage	Duration	Tgt#	Drain	Range	Info

Astral Attributes

Pools

Powers

Body _____ Quickness _____ Strength _____ Charisma _____ Intelligence _____ Willpower _____	Rea <input type="text"/> Ini <input type="text"/>	Magic _____ Astral _____ Initiation _____ Ordeals _____ Geasa _____	A. Combat _____ Shielding _____ Centering _____	Power _____ Info _____
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Magical Group

Magic Supplies

Magic Items

Bound Spirits

Shadowrun™ Weapon Sheet

Name Streetname Strength reduction to recoil

Weapon Record

Weapon Firemodes Conc Dam Short Medium Long Extreme Weight Recoil

Smart Ammo Top-Mount Barrel-Mount Underbarrel-Mount Stock-Type Total Recoil

Ammo-Type Full Clips (Weight) Empty Clips Loose Ammo Info

Weapon Firemodes Conc Dam Short Medium Long Extreme Weight Recoil

Smart Ammo Top-Mount Barrel-Mount Underbarrel-Mount Stock-Type Total Recoil

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Smart Ammo Top-Mount Barrel-Mount Underbarrel-Mount Stock-Type Total Recoil

Ammo-Type Full Clips (Weight) Empty Clips Loose Ammo Info

Cyberdeck Construction Worksheet

Name _____ Streetname _____ Cyberdeck _____

Deck Design Information

	Rating	Software-Task			Cook-Task			Install-Task	
	Software Hardware	Tgt#	Base	Compl.	Test	Base	Compl.	Test	Base Compl.
MPCP		Computer			Comp. B/R			Comp. B/R	
Bod		Computer			Comp. B/R			Comp. B/R	
Evasion		Computer			Comp. B/R			Comp. B/R	
Masking		Computer			Comp. B/R			Comp. B/R	
Sensor		Computer			Comp. B/R			Comp. B/R	
ASIST		Computer			Comp. B/R			Comp. B/R	
Hardening		Computer			Comp. B/R			Comp. B/R	
ICCM		Computer			Biot./C. B/R			Biot./C. B/R	
Response		Computer			Comp. B/R			Comp. B/R	
Satlink		Computer			Comp. B/R			Comp. B/R	
Vidscreen	Comp. B/R (4)	Active Memory			Storage Memory			I/O-Speed	
Hitcherjacks	Comp. B/R	Test		Base Compl.	Test		Base Compl.	Test	Base Compl.
Offline-Mem	Comp. B/R (3)	Comp. B/R			Comp. B/R			Comp. B/R	

Software Programming Worksheet

Program _____ Options _____ Design Size Actual Size Time Compl. _____

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Shadowrun™ Rigger Sheet

Name _____ Streetname _____

Rigger-Status

Body _____	Charisma _____	Rea _____	Ini _____	Control-Pool 0	<table border="1"> <tr> <td>P</td> <td>L</td> <td>M</td> <td>S</td> <td>D</td> </tr> <tr> <td>+1 Tgt</td> <td>+2 Tgt</td> <td>+3 Tgt</td> <td colspan="2">x</td> </tr> <tr> <td>-1 Ini</td> <td>-2 Ini</td> <td>-3 Ini</td> <td colspan="2">x</td> </tr> </table>	P	L	M	S	D	+1 Tgt	+2 Tgt	+3 Tgt	x		-1 Ini	-2 Ini	-3 Ini	x	
P	L	M	S			D														
+1 Tgt	+2 Tgt	+3 Tgt	x																	
-1 Ini	-2 Ini	-3 Ini	x																	
Quickness _____	Intelligence _____			<table border="1"> <tr> <td>M</td> <td>L</td> <td>M</td> <td>S</td> <td>D</td> </tr> </table>	M	L	M	S	D											
M	L	M	S		D															
Strength _____	Willpower _____																			

Vehicles

Vehicle	L	M	S	D	On-Road	Body _____	Sensors _____
Extra-Info	±1	±2	±3	x	Handling _____	Armor _____	ECM _____
					Speed _____	Signature _____	ECCM _____
					Off-Road	Seats _____	Autopilot _____
					Handling _____	Access _____	Anti-Theft _____
				Speed _____	Load _____	CF _____	

Vehicle Weaponry Firemodes Conc Dam Short Medium Long Extreme Weight Recoil

Smart Ammo Amount & Info Top-Mount Barrel-Mount Notes

Vehicle Weaponry Firemodes Conc Dam Short Medium Long Extreme Weight Recoil

Smart Ammo Amount & Info Top-Mount Barrel-Mount Notes

Vehicle	L	M	S	D	On-Road	Body _____	Sensors _____
Extra-Info	±1	±2	±3	x	Handling _____	Armor _____	ECM _____
					Speed _____	Signature _____	ECCM _____
					Off-Road	Seats _____	Autopilot _____
					Handling _____	Access _____	Anti-Theft _____
				Speed _____	Load _____	CF _____	

Vehicle Weaponry Firemodes Conc Dam Short Medium Long Extreme Weight Recoil

Smart Ammo Amount & Info Top-Mount Barrel-Mount Notes

Vehicle Weaponry Firemodes Conc Dam Short Medium Long Extreme Weight Recoil

Smart Ammo Amount & Info Top-Mount Barrel-Mount Notes

Drone	L	M	S	D	Handling _____	Body _____	Sensors _____
Extra-Info	±1	±2	±3	x	Speed _____	Armor _____	ECM _____
						Signature _____	ECCM _____
						Load _____	Autopilot _____

Drone Weaponry Firemodes Conc Dam Short Medium Long Extreme Weight Recoil

Smart Ammo Amount & Info Top-Mount Barrel-Mount Notes

Shadowrun™ Gear Sheet

Name _____ Streetname _____

Cyber-/Bioware

Ware _____ Info _____

Cyber-/Bioware

Ware _____ Info _____

Electronics/Multimedia

Surveillance&Security

Weapons&Armor

Biotech

Misc. Equipment

Misc. Equipment

Shadowrun™ Cyborg Sheet

Name=

Streetname

Cyberbody-Status

Torso

Bod

Bal

Imp

Head

Bod

Bal

Imp

Right Arm

Bod

Qck

Str

Bal

Imp

Left Arm

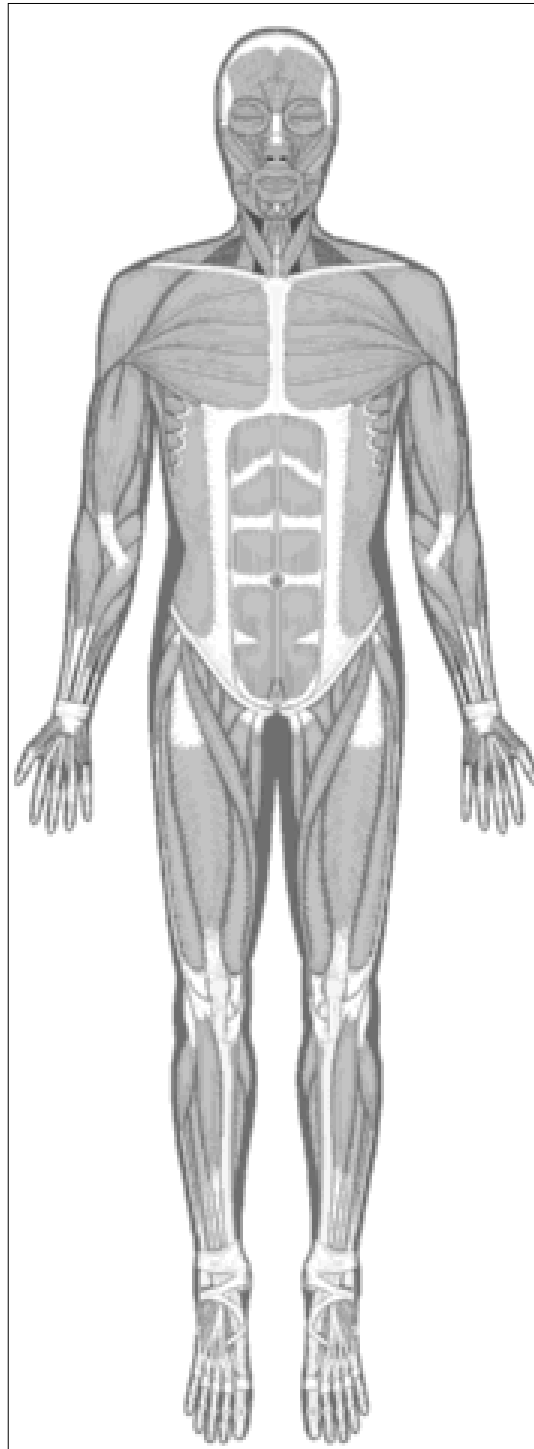
Bod

Qck

Str

Bal

Imp



Right Leg

Bod

Qck

Str

Bal

Imp

Left Leg

Bod

Qck

Str

Bal

Imp