

Shadowrun™ Character Sheet

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

Attributes	Special	Pools	Condition																						
Body _____ Quickness _____ Strength _____ Charisma _____ Intelligence _____ Willpower _____	Rea _____ Body-Index _____ Magic _____	Essence _____ Combat _____ Task _____	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center;">P</td> <td style="text-align: center;">L</td> <td style="text-align: center;">M</td> <td style="text-align: center;">S</td> <td style="text-align: center;">D</td> <td rowspan="3" style="vertical-align: middle;">Damage overflow <div style="border: 1px solid black; width: 40px; height: 20px; margin: 0 auto;"></div></td> </tr> <tr> <td style="text-align: center;">+1 Tgt</td> <td style="text-align: center;">+2 Tgt</td> <td style="text-align: center;">+3 Tgt</td> <td style="text-align: center;">x</td> <td style="text-align: center;">x</td> </tr> <tr> <td style="text-align: center;">-1 Ini</td> <td style="text-align: center;">-2 Ini</td> <td style="text-align: center;">-3 Ini</td> <td style="text-align: center;">x</td> <td style="text-align: center;">x</td> </tr> <tr> <td style="text-align: center;">M</td> <td style="text-align: center;">L</td> <td style="text-align: center;">M</td> <td style="text-align: center;">S</td> <td style="text-align: center;">D</td> <td></td> </tr> </table>	P	L	M	S	D	Damage overflow <div style="border: 1px solid black; width: 40px; height: 20px; margin: 0 auto;"></div>	+1 Tgt	+2 Tgt	+3 Tgt	x	x	-1 Ini	-2 Ini	-3 Ini	x	x	M	L	M	S	D	
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-1 Ini	-2 Ini	-3 Ini	x	x																					
M	L	M	S	D																					

Karma	Background and Description
Total/Rep _____ Pool _____ Good _____	

Edges&Flaws		Skills					
Edge/Flaw	Points	Skill	Rating				
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;"></td> <td style="width: 50%;"></td> </tr> </table>				<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;"></td> <td style="width: 50%;"></td> </tr> </table>			

Contacts			
Name	Type	Where/LTG/How to contact	Info

Identities				
Name	Where	Credstick	Lifestyle	Info

Money			Standard Gear																																											
Credsticks	ID	Amount	Vehicle																																											
			<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center;">D</td> <td style="text-align: center;">x</td> <td>Handling _____</td> <td>Body _____</td> </tr> <tr> <td style="text-align: center;"> </td> <td></td> <td>Speed _____</td> <td>Armor _____</td> </tr> <tr> <td style="text-align: center;"> </td> <td></td> <td>Autopilot _____</td> <td>Seats _____</td> </tr> <tr> <td style="text-align: center;"> </td> <td></td> <td>Anti-Theft _____</td> <td>Access _____</td> </tr> <tr> <td style="text-align: center;">S</td> <td style="text-align: center;">+3</td> <td>Sensors _____</td> <td>ECM _____</td> </tr> <tr> <td style="text-align: center;"> </td> <td></td> <td>Signature _____</td> <td>ECCM _____</td> </tr> <tr> <td style="text-align: center;"> </td> <td></td> <td>Load _____</td> <td>CF _____</td> </tr> <tr> <td style="text-align: center;">M</td> <td style="text-align: center;">+2</td> <td colspan="2" style="text-align: center;">Extra-Info</td> </tr> <tr> <td style="text-align: center;"> </td> <td></td> <td colspan="2"></td> </tr> <tr> <td style="text-align: center;">L</td> <td style="text-align: center;">+1</td> <td colspan="2"></td> </tr> </table>	D	x	Handling _____	Body _____			Speed _____	Armor _____			Autopilot _____	Seats _____			Anti-Theft _____	Access _____	S	+3	Sensors _____	ECM _____			Signature _____	ECCM _____			Load _____	CF _____	M	+2	Extra-Info						L	+1					
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Shadowrun™ Magician Sheet

Name _____ Streetname _____ Tradition _____

Spell Directory

Spell Name _____ Force _____ Type _____ Damage _____ Duration _____ Tgt# _____ Drain _____ Range _____ Info _____

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Astral Attributes Pools Powers

Body _____ Quickness _____ Strength _____ Charisma _____ Intelligence _____ Willpower _____	Rea <input style="width:40px; height:20px;" type="text"/> Ini <input style="width:40px; height:20px;" type="text"/>	Magic _____ A. Combat _____ Astral _____ Shielding _____ Initiation _____ Centering _____ Ordeals _____ Geasa _____	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
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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™ 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

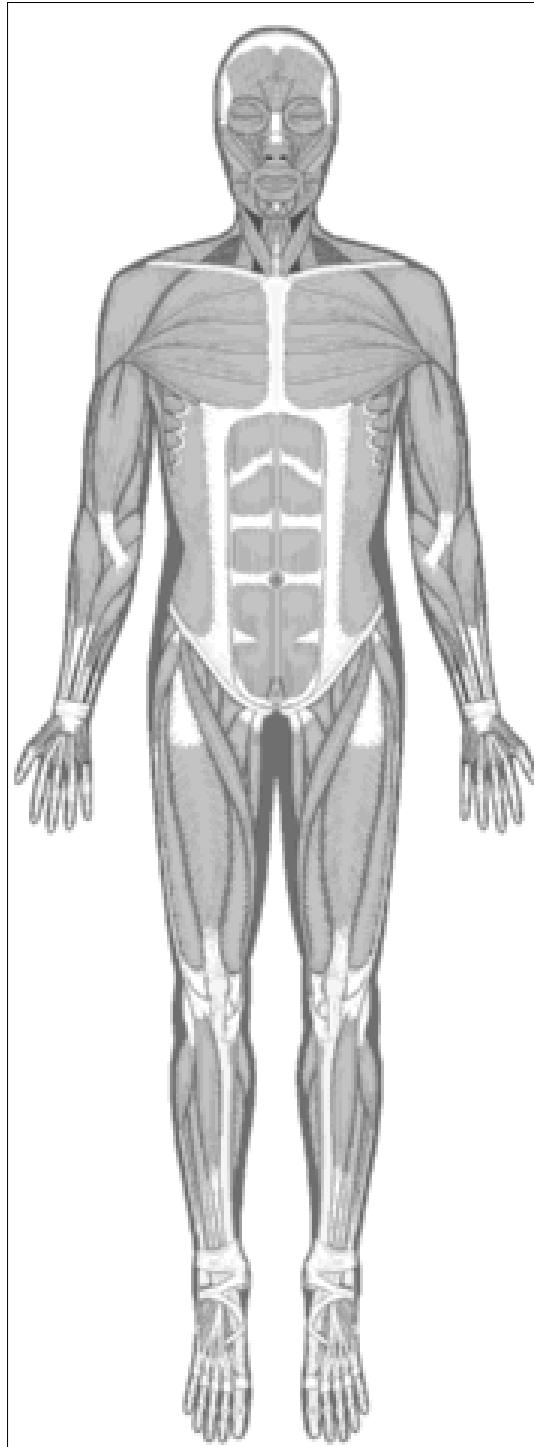
Bod

Qck

Str

Bal

Imp



Right Leg

Bod

Qck

Str

Bal

Imp

Left Leg

Bod

Qck

Str

Bal

Imp