	S	hadow	∕run™ (Chara	cter S	heet	
Name		Race	Weight	Hair	Adress		
Streetname		Born	Height	Eyes	Sex	Livest	yle
Attribu	ites	Specia	al Poo			Condition	
Body	Rea	Essence_	Combat	P [S D	Damage overflow
Quickness	-	Body-Index_	Task		+1 Tgt +2 Tgt -1 lni -2 lni	+3 Tgt x -3 Ini x	
Strength	-	Magic_		M		SD	
Charisma	- Ini	Karm	a	Back	kground ar	nd Description	on
Intelligence	-	Total/Rep _					
Willpower	-	Pool					
		Good				Ol-ill-	
Edge/Flaw		&Flaws Edge/Flaw	Point	s Skill	R	Skills atingSkill	Rating
Name	Тур	<u>e</u>		tacts G/How to co	<u>ntact</u> <u>In</u> i	fo	
				tities			
<u>Name</u>	<u>Whe</u>	<u>ere</u>	Credstick	Livestyle	e <u>Info</u>		
Mone			Standa	ard Gear		Veh	iolo
Mone Credsticks ID	Amount					ven	icie
Orodottono 12	7 tillount					Handling	Body
						X Speed _	Armor
							Seats
							Access
							ECM ECCM
						Load	
							xtra-Info
						±2	λαα IIIIO
						L ±1	
		Created by Shade	owrun Character Ge	to @ 4000	6/07/09 by Mika Ha		

	<u> </u>			GIII	Magi		7		
ame		Streetna	me		Tradition				
II NI		_	-		Director		D :	D	l. f.
ell Name		Force	гуре	Damage	Duration	ı gt#	Drain	Kange	Into
Astral Att	ributes		Pool	S				Pow	ers
Body	_	Magic			Power				Info
uickness		Astral							
Strength									
Charisma		Initiation		-	_				
elligence		Ordeals_			_				
Villpower		Geasa _			_				
<u> </u>	Magical	Group							
	- Marria 6								
	Magic Su	upplies -						Magic I	tems
	— Magic Sι	upplies						Magic I	tems
	— Magic Sι	upplies –						Magic I	tems
	— Magic Sι	upplies						Magic I	tems
	— Magic Su	upplies						Magic I	tems
	— Magic Su	upplies						Magic I	tems
	— Magic Su	upplies						Magic I	tems
	— Magic Sı	upplies						Magic I	tems
	Magic Su	upplies						Magic I	tems
	— Magic Su	upplies							
	Magic Su	upplies						Magic I	
	Magic St	upplies							
	— Magic Su	upplies							
	Magic Su	upplies							

Shadowrun™ Weapon Sheet **Streetname** Strength reduction to recoil Name **Weapon Record** Weapon **Firemodes** Conc Dam Short Medium Long Extreme Weight Recoil Underbarrel-Mount Smart Ammo **Top-Mount Barrel-Mount** Stock-Type Total Recoil Ammo-Type **Full Clips** (Weight) Empty Clips Loose Ammo Info Weapon **Firemodes Short** Conc Dam 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** Short Medium Conc Dam Long Extreme Weight Recoil **Top-Mount** Underbarrel-Mount Stock-Type Total Recoil Smart Ammo **Barrel-Mount** Ammo-Type **Full Clips** (Weight) Empty Clips Loose Ammo Info Weapon **Firemodes** Conc Dam **Short** Medium Long Extreme Weight Recoil **Top-Mount** Smart Ammo **Barrel-Mount Underbarrel-Mount** Stock-Type Total Recoil Ammo-Type Full Clips (Weight) **Empty Clips Loose Ammo Info**

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St	nadow <u>run¹</u>	™ Cyberde	ck Sheet
Name	Streetname	Cyberdeck	
Decker in Matrix		Deck ir	n Matrix
Body Rea Quickness Ini Charisma Ini Intelligence Willpower	MPCP Bod Evasion Masking Sensor I/O-Speed	ating Realityfilter +50% -50% +50% -50	Actual Rating ASIST Hot Cool Off + /2= //2 // Sleaze Detection Supress
Hacking Pool (Int+MPCP)/3		ICCM Fi	Jackpoint Data
P		Satlink Interf 3 x VidScree Deck Cas	face Jackpoint
Deck-Utilities	Memor Active Storage		uently Used Jackpoints Bandwidth Trace Factor Access-mod.
		System/LTG	nown LTG-Adresses Passcode Ratings Notes

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Cyberdeck Construction Worksheet

Name	Streetname			Cyberdeck					
Deck Design Information									
	Rating	Softwar	e-Task		Cook-Task		Instal	l-Task	
	Software Hardware	Tgt#	Base Comp	. 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 Memo	ry	Storag	ge Memory		I/O-Speed		
Hitcherjacks	Comp. B/R	Test	Base Comp	. Test	Base	e 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.

Shadowrun™ Rigger Sheet Streetname Name Rigger-Status Rea Ini Body ____ Charisma ___ +2 Tgt -2 Ini +3 Tgt -3 Ini Quickness_____Intelligence___ **Control-Pool** Strength____ Willpower_ **Vehicles** Vehicle **On-Road** Body S Sensors ±2 ±3 Handling **ECM** Armor Speed Signature **ECCM** Extra-Info Autopilot **Off-Road** Seats Handling Anti-Theft Access CF Speed Load Vehicle Weaponry **Firemodes** Short Weight Conc Dam Medium Long Extreme Recoil Smart Ammo Amount & Info **Top-Mount** Barrel-Mount Notes Vehicle Weaponry **Firemodes** Conc Dam Short Medium Long Extreme Weight Recoil Amount & Info **Top-Mount Barrel-Mount** Smart Ammo Notes **Vehicle On-Road** Body Sensors ±3 Handling **ECM** Armor **ECCM** Speed Signature Extra-Info Off-Road Seats Autopilot Handling Access Anti-Theft CF Speed Load 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 Amount & Info **Top-Mount Barrel-Mount** Smart Ammo Notes **Drone** Handling Body Sensors Speed Armor **ECM ECCM** Signature Load Autopilot **Drone Weaponry** Dam Firemodes Conc Short Medium Weight Long Extreme Recoil Smart Ammo Amount & Info Top-Mount Barrel-Mount Notes Created by Shadowrun Character Generator, © 1996/97/98 by Mike Hartmann

Shadowrun™ Gear Sheet										
Name	Streetname									
Ware	Cyber-/Bioware	Info	Ware	Cyber-/Bioware	Info					
vvaic		11110	vvale		iiio					
	Electronics/Multimedia			Surveillance&Secu	rity					
	Weapons&Armor			Biotech						
	Mice Equipment			Mice Equipment						
	Misc. Equipment			Misc. Equipment						
	0	Charrie C		7/98 by Mike Hartmann						
	Created by Shadowrun		141-12-174125(0)5(121212772)							

Shadowrun™ Cyborg Sheet

Name= Streetname

Cyberbody-Status

Torso Head
Bod Bod
Bal Bal Imp Imp

Right Arm

Bod Qck

Str

Bal

Imp

Right Leg

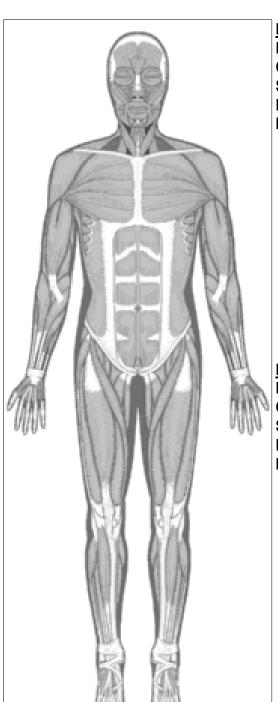
Bod

Qck

Str

Bal

Imp



Left Arm Bod Qck Str Bal Imp

Left Leg Bod Qck Str Bal Imp