

Millennium's End

Sheets User's Guide

What's this? A user's guide for filling out a character record sheet? Well, yeah, I thought it might be a good idea to explain some of the thoughts behind it all... Not that that means you'll have to stick to my way of thinking, though :)

Thanks to Patrick Thomas Morgan <duncan@poky.srv.net> for the housing/equipment and vehicle pages of the sheet.

— Gurth <gurth@xs4all.nl>

THE FONT

You'll need a font called **Avantgarde Md BT** to make the most use of this sheet; lucky for you, you can download it by pointing a web browser at <http://shadowrun.html.com/plasticwarriors/fonts/>.

CHARACTER RECORD SHEET

This is just like the standard *Millennium's End* character record sheet, as provided in the rulebook. It just has a bit less information on it, but that's all covered by the remaining pages.

The Total Armor Coverage also lists the Trauma Modifiers (in the "TM" column) for each of the Body Zones, for quick reference,

SKILL RECORD SHEET

This is basically an expanded version, with more room than the standard one. It contains all skills and subskills from the rulebook, and there is room to record two or three extra subskills of your own invention for each skill.

AMMUNITION RECORD SHEET

Each line of the ammo record sheet pages contains ammunition record boxes, representing one magazine each. Delete any magazines you don't require (but **don't** save this file if you do!), and copy each line that you do need onto a page, as many times as you need it, then print it out.

If your required magazine size is not included, select one size larger and mark off excess boxes with an X, like so: ☒. Write the caliber on the line at the bottom, and the ammunition type in the top of the magazine. For belted ammunition, use the 100-round box; if the belt is longer than 100 rounds, simply use more than one record box for a single belt.

When in play, mark off any fired rounds with a check mark: ☑.

Ball		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Caliber: 9mm Para (12 rounds)		

For example, the picture to the right shows a 10-round magazine of 9mm Parabellum ball ammunition, of which three rounds have been fired. It is the 12-round ammo record box, two of which have been marked off to indicate that only ten rounds will fit into the magazine.

ARMOR RECORD SHEET

This has a table in which you can enter the name, Armor Values, and Conversion Numbers of each individual piece of armor. Also included is a Body Zone diagram, on which you can color the Body Zones covered by the armor if you have nothing better to do.

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These sheets are copyright © 1996-1998 by Gurth <gurth@xs4all.nl>, based on those provided with the *Millennium's End* game and gamemaster screen. Housing/Equipment, and Vehicle record sheets by Patrick Thomas Morgan <duncan@poky.srv.net>. Come pay a visit to the Plastic Warriors web page at <http://shadowrun.html.com/plasticwarriors/>.

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Oh yeah, credit where credit is due: the idea for the ammo record sheets came from *Twilight: 2000* by the now-defunct GDW.

Millennium's End

Character Record Sheet

Character: _____

Player: _____

Sex _____	Ht. _____	Wt. _____	Age _____
Birthdate _____		Race _____	
Nationality _____			
Eye color _____		Hair color _____	
Skin color _____		Handed _____	
Identifying marks _____			
Family _____			
Additional notes _____			

INTELLIGENCE	_____
SENSIBILITY	_____
AGILITY	_____
COORDINATION	_____
CONSTITUTION	_____
STRENGTH	_____
PERSONALITY	_____
APPEARANCE	_____
BRAVADO	_____
WILLPOWER	_____

Perception _____

Base Speed _____

Recovery _____

Endurance _____

Damage Rating _____

Mass Factor _____

BODY

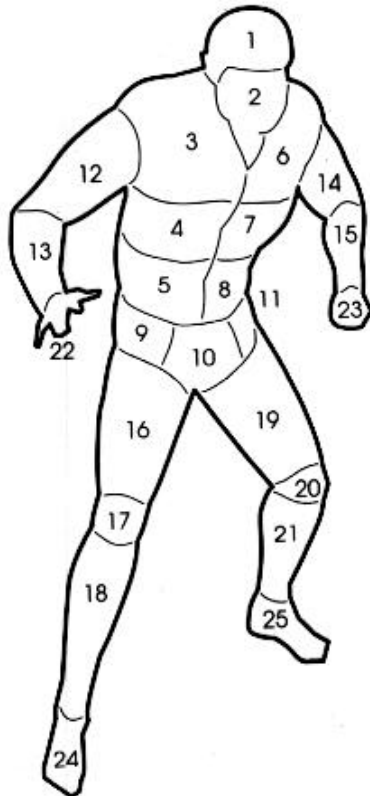
Body Zone	Damage Type	TL	Imp.
1. head	_____	_____	_____
2. neck	_____	_____	_____
3. shoulder	_____	_____	_____
4. torso	_____	_____	_____
5. vitals	_____	_____	_____
6. shoulder	_____	_____	_____
7. torso	_____	_____	_____
8. vitals	_____	_____	_____
9. hip	_____	_____	_____
10. groin	_____	_____	_____
11. hip	_____	_____	_____
12. upper arm	_____	_____	_____
13. forearm	_____	_____	_____
14. upper arm	_____	_____	_____
15. forearm	_____	_____	_____
16. thigh	_____	_____	_____
17. knee	_____	_____	_____
18. calf	_____	_____	_____
19. thigh	_____	_____	_____
20. knee	_____	_____	_____
21. calf	_____	_____	_____
22. hand	_____	_____	_____
23. hand	_____	_____	_____
24. foot	_____	_____	_____
25. foot	_____	_____	_____

update impairment box below ↓

TOTAL ARMOR COVERAGE

(See separate Armor Record Sheet)

	AV / CN	TM
1.	___ / ___	1.6
2.	___ / ___	1.4
3.	___ / ___	1.0
4.	___ / ___	1.4
5.	___ / ___	1.6
6.	___ / ___	1.0
7.	___ / ___	1.4
8.	___ / ___	1.6
9.	___ / ___	1.0
10.	___ / ___	1.2
11.	___ / ___	1.0
12.	___ / ___	0.8
13.	___ / ___	0.8
14.	___ / ___	0.8
15.	___ / ___	0.8
16.	___ / ___	0.8
17.	___ / ___	1.0
18.	___ / ___	0.8
19.	___ / ___	0.8
20.	___ / ___	1.0
21.	___ / ___	0.8
22.	___ / ___	0.6
23.	___ / ___	0.6
24.	___ / ___	0.6
25.	___ / ___	0.6



TOTAL IMPAIRMENT

	Mental	Lead. Arm	Foll. Arm	Legs
Armor				
1, 2, (imp x ½)				
3, 6 (x ½). 4, 5, 7, 8				
9-11, 16-21, 24, 25				
12, 13, 22				
14, 15, 23				
Total Impairment				

Millennium's End

Skills Record Sheet

Player: _____

Character: _____

Academic Skills

Roll	Skill	level	uses
___	Anthropology	___	___
___	Anthropology	___	___
___	_____	___	___
___	_____	___	___
___	Business	___	___
___	Economics	___	___
___	Finance	___	___
___	Management	___	___
___	_____	___	___
___	Geography	___	___
___	_____	___	___
___	_____	___	___
___	Geology	___	___
___	Paleontology	___	___
___	_____	___	___
___	History	___	___
___	Ancient	___	___
___	European	___	___
___	Modern	___	___
___	_____	___	___
___	_____	___	___
___	Journalism	___	___
___	Research	___	___
___	_____	___	___
___	_____	___	___
___	_____ lang.	___	___
___	_____	___	___
___	_____	___	___
___	_____ lang.	___	___
___	_____	___	___
___	_____	___	___
___	Law	___	___
___	Civil/Business	___	___
___	Criminal	___	___
___	International	___	___
___	_____	___	___
___	Literature	___	___
___	_____	___	___
___	_____	___	___
___	Philosophy	___	___
___	Eastern	___	___
___	Western	___	___
___	_____	___	___
___	_____	___	___

Creative Skills

Roll	Skill	level	uses
___	Acting	___	___
___	Con	___	___
___	_____	___	___
___	_____	___	___

Roll	Skill	level	uses
___	Art	___	___
___	Drafting	___	___
___	Drawing	___	___
___	Painting	___	___
___	Sculpture	___	___
___	_____	___	___
___	Dance	___	___
___	_____	___	___
___	_____	___	___
___	Make-up	___	___
___	Disguise	___	___
___	Theatrical	___	___
___	_____	___	___
___	Music	___	___
___	Keyboard	___	___
___	Percussion	___	___
___	Singing	___	___
___	Strings	___	___
___	Wind	___	___
___	_____	___	___
___	Photography	___	___
___	Film	___	___
___	Still	___	___
___	_____	___	___

Domestic/Technical Skills

Roll	Skill	level	uses
___	Carpentry	___	___
___	_____	___	___
___	_____	___	___
___	Electrics	___	___
___	Electronics	___	___
___	Wiring	___	___
___	_____	___	___
___	Gen. Mechanics	___	___
___	Int. Comb. Engines	___	___
___	Jets	___	___
___	Mechanical Systems	___	___
___	_____	___	___
___	_____	___	___
___	Metalworking	___	___
___	Milling	___	___
___	_____	___	___
___	Mini. Mechanics	___	___
___	Gunsmithing	___	___
___	Locksmithing	___	___
___	_____	___	___
___	_____	___	___

Medical Skills

Roll	Skill	level	uses
___	Dentistry	___	___
___	_____	___	___
___	_____	___	___
___	Medicine	___	___
___	Emergency Med.	___	___
___	General Practice	___	___
___	Veterinary	___	___
___	_____	___	___
___	Pharmacy	___	___
___	_____	___	___
___	_____	___	___
___	Surgery	___	___
___	_____	___	___
___	_____	___	___

Natural Skills

Roll	Skill	level	uses
___	Farming	___	___
___	_____	___	___
___	_____	___	___
___	Fishing	___	___
___	Freshwater	___	___
___	Sea	___	___
___	_____	___	___
___	Foraging	___	___
___	Arctic	___	___
___	Equatorial	___	___
___	Temperate	___	___
___	_____	___	___
___	Hiding	___	___
___	Concealment	___	___
___	Creeping	___	___
___	Shadowing	___	___
___	_____	___	___
___	Meteorology	___	___
___	_____	___	___
___	_____	___	___
___	Navigation	___	___
___	Air	___	___
___	Land	___	___
___	Water	___	___
___	_____	___	___
___	Perception	___	___
___	_____	___	___
___	_____	___	___

Natural Skills (Continued)

Roll	Skill	level	uses
___	Survival	___	___
___	Arctic	___	___
___	Equatorial	___	___
___	Temperate	___	___
___	_____	___	___
___	_____	___	___
___	Tracking	___	___
___	Hunting Arctic	___	___
___	Hunting Equatorial	___	___
___	Hunting Temperate	___	___
___	_____	___	___
___	_____	___	___

Physical Skills

Roll	Skill	level	uses
___	Armed H-to-H	___	___
___	Block/Parry	___	___
___	Swing	___	___
___	Thrust	___	___
___	_____	___	___
___	_____	___	___
___	Athletics	___	___
___	Bodybuilding	___	___
___	Gymnastics	___	___
___	_____	___	___
___	_____	___	___
___	Climb	___	___
___	Mountaineering	___	___
___	_____	___	___
___	_____	___	___
___	Jump	___	___
___	_____	___	___
___	_____	___	___
___	Kata	___	___
___	Aikido	___	___
___	Jiu-jitsu	___	___
___	Karate	___	___
___	_____	___	___
___	_____	___	___
___	Run	___	___
___	_____	___	___
___	_____	___	___
___	Swim	___	___
___	Scuba	___	___
___	_____	___	___
___	_____	___	___
___	Unarmed H-to-H	___	___
___	Block	___	___
___	Combat Throw	___	___
___	Dodge	___	___
___	Grapple	___	___
___	Kick	___	___
___	Punch	___	___
___	_____	___	___
___	_____	___	___

Reflexive Skills

Roll	Skill	level	uses
___	Aim	___	___
___	Autofire	___	___
___	Bow	___	___
___	Longarm	___	___
___	Rocket	___	___
___	Slingshot	___	___
___	Smallarm	___	___
___	Throw	___	___
___	_____	___	___
___	_____	___	___
___	Drive	___	___
___	Automobile	___	___
___	Motorcycle	___	___
___	Powerboat	___	___
___	Semi-truck	___	___
___	Tracked Vehicle	___	___
___	_____	___	___
___	_____	___	___
___	Parachute	___	___
___	_____	___	___
___	_____	___	___
___	_____	___	___
___	Pilot	___	___
___	Glider	___	___
___	Helicopter	___	___
___	IFR	___	___
___	Multi-engine Jet	___	___
___	Multi-engine Prop	___	___
___	Single-engine Jet	___	___
___	Single-engine Prop	___	___
___	VTOL	___	___
___	_____	___	___
___	_____	___	___
___	Ride	___	___
___	_____	___	___
___	_____	___	___
___	_____	___	___
___	Ski	___	___
___	_____	___	___
___	_____	___	___
___	_____	___	___

Scientific Skills

Roll	Skill	level	uses
___	Biology	___	___
___	Botany	___	___
___	Microbiology	___	___
___	Zoology	___	___
___	_____	___	___
___	_____	___	___
___	Computer Ops.	___	___
___	Civil Systems	___	___
___	Networks	___	___
___	Programming	___	___
___	Security	___	___
___	_____	___	___
___	_____	___	___

Roll	Skill	level	uses
___	Engineering	___	___
___	Aeronautical	___	___
___	Chemical	___	___
___	Civil	___	___
___	Electrical	___	___
___	Mechanical	___	___
___	Nuclear	___	___
___	_____	___	___
___	_____	___	___
___	Math	___	___
___	Algebra	___	___
___	Calculus	___	___
___	Geometry	___	___
___	_____	___	___
___	Military Sciences	___	___
___	Hardware	___	___
___	Strategy	___	___
___	Tactics	___	___
___	_____	___	___
___	_____	___	___
___	Police Sciences	___	___
___	Forensics	___	___
___	_____	___	___
___	_____	___	___

Social Skills

Roll	Skill	level	uses
___	Animal Training	___	___
___	_____	___	___
___	_____	___	___
___	_____	___	___
___	Diplomacy	___	___
___	Coercion	___	___
___	Lying	___	___
___	Prying	___	___
___	_____	___	___
___	_____	___	___
___	Gambling	___	___
___	Betting	___	___
___	Card Games	___	___
___	Dice Games	___	___
___	Table Games	___	___
___	_____	___	___
___	_____	___	___
___	Hypnosis	___	___
___	_____	___	___
___	_____	___	___
___	Psychology	___	___
___	Deviant Behavior	___	___
___	Psychoanalysis	___	___
___	_____	___	___
___	_____	___	___

Millennium's End

Weapons Record Sheet

Player: _____

Character: _____

Weapon	Subskill used	Roll	Speed	IA	Fire Rate	Hands Req'd	Eff. Range	Max. Range	Action	Ammunition
Ammunition type	Damage <small>normal/silenced</small>	Magazine size	Magazine type	Number of magazines		Total number of rounds				

Weapon	Subskill used	Roll	Speed	IA	Fire Rate	Hands Req'd	Eff. Range	Max. Range	Action	Ammunition
Ammunition type	Damage <small>normal/silenced</small>	Magazine size	Magazine type	Number of magazines		Total number of rounds				

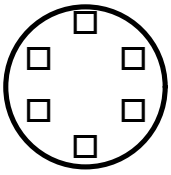
Weapon	Subskill used	Roll	Speed	IA	Fire Rate	Hands Req'd	Eff. Range	Max. Range	Action	Ammunition
Ammunition type	Damage <small>normal/silenced</small>	Magazine size	Magazine type	Number of magazines		Total number of rounds				

Weapon	Subskill used	Roll	Speed	IA	Fire Rate	Hands Req'd	Eff. Range	Max. Range	Action	Ammunition
Ammunition type	Damage <small>normal/silenced</small>	Magazine size	Magazine type	Number of magazines		Total number of rounds				

Millennium's End Ammunition Record Sheet

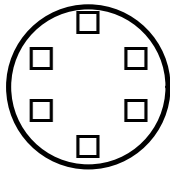
Player:

Character:



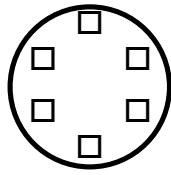
Caliber:

(6 rounds)



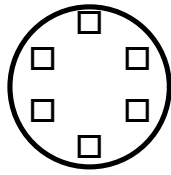
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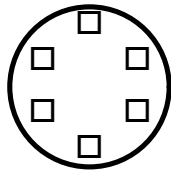
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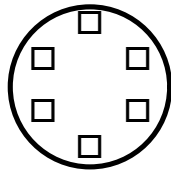
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(6 rounds)



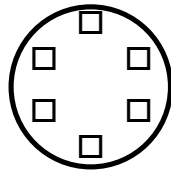
Caliber:

(6 rounds)



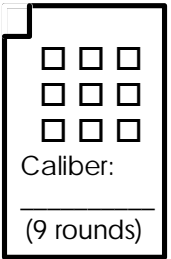
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(6 rounds)



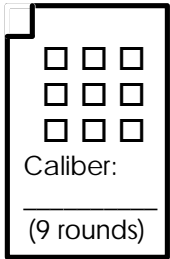
Caliber:

(6 rounds)



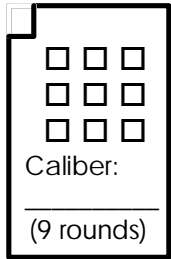
Caliber:

(9 rounds)



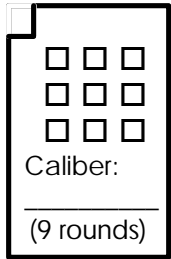
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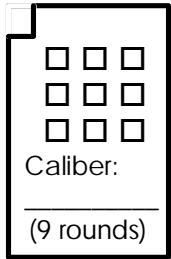
Caliber:

(9 rounds)



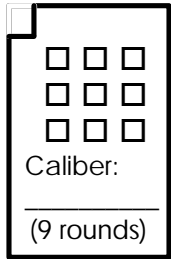
Caliber:

(9 rounds)



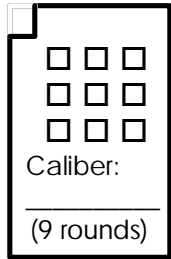
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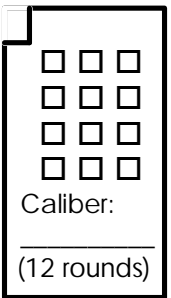
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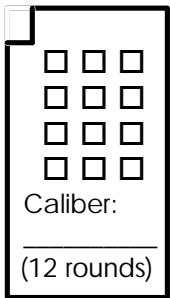
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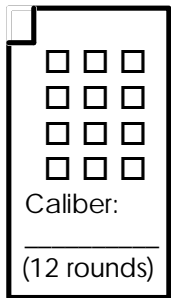
Caliber:

(12 rounds)



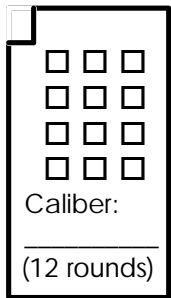
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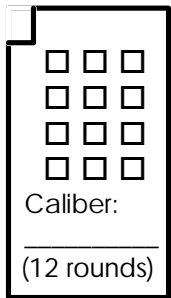
Caliber:

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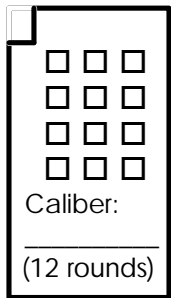
Caliber:

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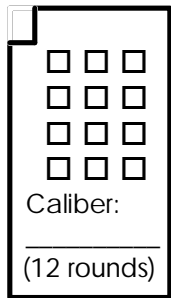
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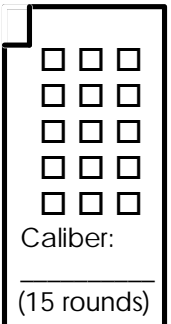
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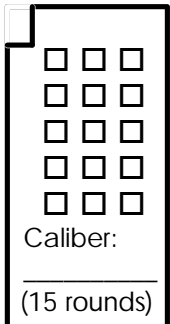
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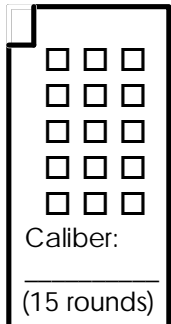
Caliber:

(15 rounds)



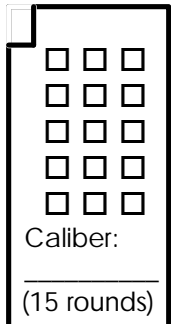
Caliber:

(15 rounds)



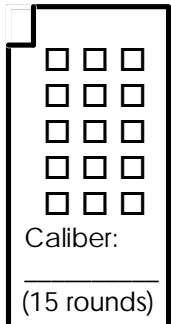
Caliber:

(15 rounds)



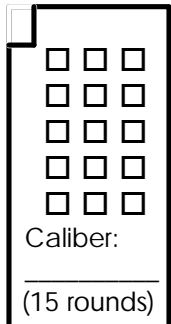
Caliber:

(15 rounds)



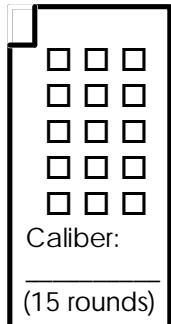
Caliber:

(15 rounds)



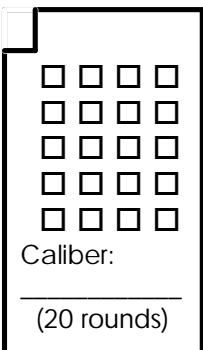
Caliber:

(15 rounds)



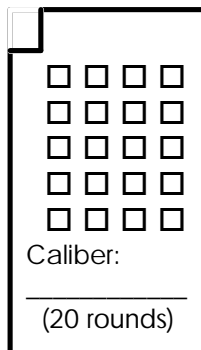
Caliber:

(15 rounds)



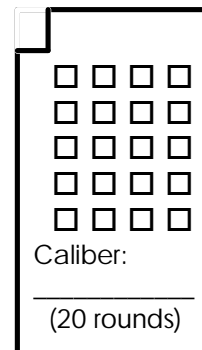
Caliber:

(20 rounds)



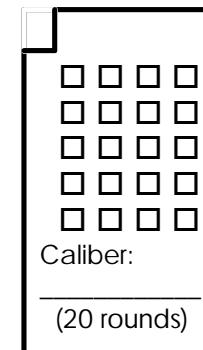
Caliber:

(20 rounds)



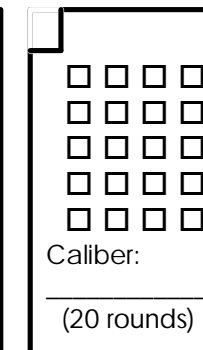
Caliber:

(20 rounds)



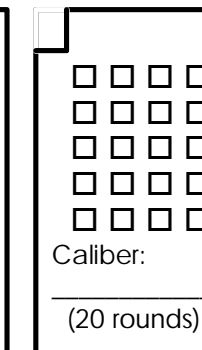
Caliber:

(20 rounds)



Caliber:

(20 rounds)



Caliber:

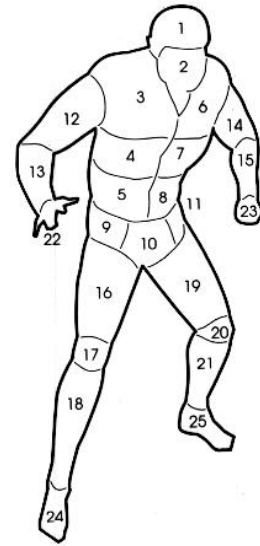
(20 rounds)

Millennium's End Body Armor Record Sheet

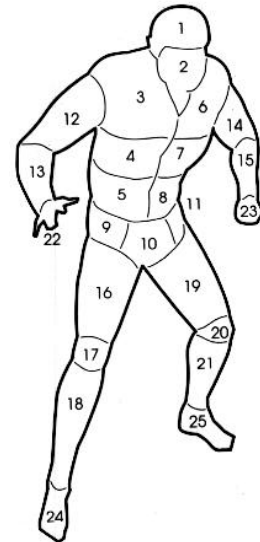
Player: _____

Character: _____

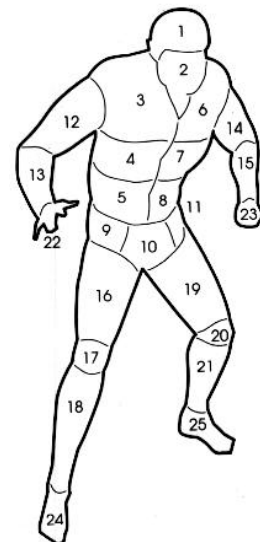
Armor: _____ Worn <input type="checkbox"/>					
Speed Modifier:			Armor type: flexible / rigid		
Body Zone	AV / CN	Trauma Mod	Body Zone	AV / CN	Trauma Mod
1 head	/	1.6	14 upper arm	/	0.8
2 neck	/	1.4	15 forearm	/	0.8
3 shoulder	/	1.0	16 thigh	/	0.8
4 torso	/	1.4	17 knee	/	1.0
5 vitals	/	1.6	18 calf	/	0.8
6 shoulder	/	1.0	19 thigh	/	0.8
7 torso	/	1.4	20 knee	/	1.0
8 vitals	/	1.6	21 calf	/	0.8
9 hip	/	1.0	22 hand	/	0.6
10 groin	/	1.2	23 hand	/	0.6
11 hip	/	1.0	24 foot	/	0.6
12 upper arm	/	0.8	25 foot	/	0.6
13 forearm	/	0.8			



Armor: _____ Worn <input type="checkbox"/>					
Speed Modifier:			Armor type: flexible / rigid		
Body Zone	AV / CN	Trauma Mod	Body Zone	AV / CN	Trauma Mod
1 head	/	1.6	14 upper arm	/	0.8
2 neck	/	1.4	15 forearm	/	0.8
3 shoulder	/	1.0	16 thigh	/	0.8
4 torso	/	1.4	17 knee	/	1.0
5 vitals	/	1.6	18 calf	/	0.8
6 shoulder	/	1.0	19 thigh	/	0.8
7 torso	/	1.4	20 knee	/	1.0
8 vitals	/	1.6	21 calf	/	0.8
9 hip	/	1.0	22 hand	/	0.6
10 groin	/	1.2	23 hand	/	0.6
11 hip	/	1.0	24 foot	/	0.6
12 upper arm	/	0.8	25 foot	/	0.6
13 forearm	/	0.8			



Armor: _____ Worn <input type="checkbox"/>					
Speed Modifier:			Armor type: flexible / rigid		
Body Zone	AV / CN	Trauma Mod	Body Zone	AV / CN	Trauma Mod
1 head	/	1.6	14 upper arm	/	0.8
2 neck	/	1.4	15 forearm	/	0.8
3 shoulder	/	1.0	16 thigh	/	0.8
4 torso	/	1.4	17 knee	/	1.0
5 vitals	/	1.6	18 calf	/	0.8
6 shoulder	/	1.0	19 thigh	/	0.8
7 torso	/	1.4	20 knee	/	1.0
8 vitals	/	1.6	21 calf	/	0.8
9 hip	/	1.0	22 hand	/	0.6
10 groin	/	1.2	23 hand	/	0.6
11 hip	/	1.0	24 foot	/	0.6
12 upper arm	/	0.8	25 foot	/	0.6
13 forearm	/	0.8			



Player: _____

Character: _____

Vehicles

Vehicle	Skill	Acceleration Thr./Lim	Braking Thr./Lim.	Cornering Thr./Lim	Top Speed	Range	Notes

Vehicle	Skill	Acceleration Thr./Lim	Braking Thr./Lim.	Cornering Thr./Lim	Top Speed	Range	Notes

Vehicle	Skill	Acceleration Thr./Lim	Braking Thr./Lim.	Cornering Thr./Lim	Top Speed	Range	Notes

Vehicle	Skill	Acceleration Thr./Lim	Braking Thr./Lim.	Cornering Thr./Lim	Top Speed	Range	Notes

Vehicle	Skill	Acceleration Thr./Lim	Braking Thr./Lim.	Cornering Thr./Lim	Top Speed	Range	Notes