

Shadowrun Character Sheets

v3.1

by Wordman

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These character sheets come in a single PDF file. This file and copies of the sheets may be distributed freely to anyone and to anywhere, as long as three conditions are met: 1) no profit is made by such distribution. 2) the files and/or sheets are unaltered. In the case of xeroxes of these sheets, this cover page must be included. 3) These sheets, in any form, may not be included in any other publication, electronic or otherwise (e.g. KaGe, NERPS, etc.) without written permission from the creator.

Please mail any errors, corrections, or comments to me. The more feedback I get, the better I can make the sheets.

The first part of the file is a collection of eight front sides for the sheets. The second is a collection of eighteen back sheets, based on archetype. The third part contains pages filled with multiple copies of similar items, (e.g. condition monitors, vehicles, etc.). The intent is to mix one back sheet with one front sheet for a complete character sheet, but you can use any number of sheets you like. Also, don't feel constrained by the archetype I gave each sheet. For example, your samurai may fit better on the Gadgeteer sheet. The listed archetype is just conceptual.

The font used here is Shadowrun, a font I designed. It should be available on the same ftp site from which you got this file.

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The page breakdowns for these sheets are as follows:

Fronts

- Page One — This cover page.
- Page Two — A standard front sheet.
- Page Three — As page two, but with less space for skills and more space for weapons and contacts.
- Page Four — As page two, but with more space for weapons and less space for contacts and skills.
- Page Five — As page two, but with more space for contacts and less space for weapons and skills.
- Page Six — As page two, but with more spaces for edges and flaws, and less space for gear.
- Page Seven — As page four, but replacing the gear section with space for martial arts maneuvers.
- Page Eight — As page two, but adding a space for spells.

Backs

- Page Nine — Mage sheet
- Page Ten — Real Mage (no cyber, more spells)
- Page Eleven — No spell mage (for use w/the front with spells)
- Page Twelve — Houngan sheet
- Page Thirteen — Conjurer sheet
- Page Fourteen — Mage/Decker sheet
- Page Fifteen — Decker/Physical Adept sheet
- Page Sixteen — Decker sheet
- Page Seventeen — Rigger sheet
- Page Eighteen — Rigger (alternate) sheet
- Page Nineteen — Rigger/Decker sheet
- Page Twenty — Samurai sheet
- Page Twenty-one — Samurai (alternate) sheet
- Page Twenty-two — Mercenary sheet
- Page Twenty-three — Gadgeteer sheet
- Page Twenty-four — Physical Adept sheet
- Page Twenty-five — Physical Mage sheet
- Page Twenty-six — Otaku sheet

Extras

- Page Twenty-seven — Vehicle records
- Page Twenty-eight — Bigger vehicle records
- Page Twenty-nine — Condition monitors
- Page Thirty — Weapon records
- Page Thirty-one — NPC records
- Page Thirty-two — Gear
- Page Thirty-three — Finance
- Page Thirty-four — History, drawing & notes
- Page Thirty-five — Ally/Free
- Page Thirty-six — Cyberdeck
- Page Thirty-seven — Frame/Agent
- Page Thirty-eight — Sprite/Dæmon
- Page Thirty-nine — Grid/Host
- Page Forty — Storage device

Street Name _____

Real Name _____

Player Name _____

Archetype _____

Vitals

Race _____ Height _____

Sex _____ Weight _____

Eyes _____ Hair _____

Birthdate _____

Birthplace _____

Total Karma _____

Remaining Karma _____

Assets

Credsticks _____

Color/Bank _____

Balance _____ ¥

Certified _____ ¥

Certified _____ ¥

Certified _____ ¥

Certified _____ ¥

Real Estate _____

Stock _____

Lifestyle _____

CONTACTS		
Name	Archetype	Notes

ATHLETICS	
Walking (Q)	_____m/turn
Running (Walk*mod)	_____m/turn
Swimming (Run+5)	_____m/turn
Climbing ((Q+S)+8)	_____m/phase
Sprint w/o test (B+2)	_____turns
Standing Jump (Q±3)	_____m
Running Jump (Q)	_____m
Lift _____kg	Over head _____kg

NOTES	

WEAPONS									
Type	Cncl	Reach	Mode	Short	Med.	Long	Extr.	Ammo	Dmg

Natural Reach _____ Natural Recoil Modifier _____

ATTRIBUTES	
Nat.	Aug.
Body	
Quickness	
Strength	
Charisma	
Intelligence	
Willpower	
Essence	
Body Index	
Magic	
Reaction	
Initiative Dice	

SKILLS	

EDGES	

POOLS	
Karma _____	Hacking _____
Combat _____	Spell _____
Control _____	Task _____

ARMOR			
Type	Cncl	Blstc	Impct

FLAWS	

Allergy _____ Severity _____

GEAR	
Type	Rtnng Cncl

VEHICLE	
Type _____	Extras _____
Speed _____	
Accel _____	
Handling _____	
Bod/Amr /	
Signature _____	
Nav/Snsr /	
Seating _____	
Economy _____	
Fuel _____	

LMSD

CONDITION MONITOR		
Mental	Physical	Overdamage
Light Stun +1 to target #'s -1 to Initiative	L L M M S S D D	Light Wound +1 to target #'s -1 to Initiative
Moderate Stun +2 to target #'s -2 to Initiative		Moderate Wound +2 to target #'s -2 to Initiative
Serious Stun +3 to target #'s -3 to Initiative		Serious Wound +3 to target #'s -3 to Initiative
Deadly Stun Unconscious Wrap physical		Deadly Wound Unconscious and dying

The total number of boxes you have is equal to your unmodified Body score. Cross out extra space in the grid above.

CYBERWARE & BIONETICS			
Type	Rating	Cost	Notes

SPELLS								Notes	
Name	Force	Dmg	Duration	Type	Target	Resist	Range	Drain	

f = force+2 round down F = Force MR = Magic Rating #s = number of successes LOS = line of sight

MAGICAL DATA	
Tradition _____	Magical Group _____
Totem _____	Name _____
Totem Bonuses _____	Type _____
Strictures _____	Strictures _____
Library _____	Members _____
Conjuring _____	
Enchanting _____	
Sorcery _____	
Theory _____	
Initiation _____	
Grade _____	
Centering Skill _____	
Geasa _____	
Ordeals Completed _____	Notes _____

MAGIC ITEMS		
Item	Rating	Description

BOUND SPIRITS		
Type	Force	Notes

ASTRAL DATA		
Reaction _____	Initiative _____	Pool _____
Combat Skill _____		Base Damage _____
Appearance _____		

Cybered image back ©2000 Lester L. Ward III (<http://pobox.com/~wordman>)

Name	Force	Dmg	Duration	Type	SPELLS Target	Resist	Range	Drain	Notes

f = force+2 round down F = Force MR = Magic Rating #s = number of successes LOS = line of sight

MAGICAL DATA	
Tradition _____	Magical Group _____
Totem _____	Name _____
Totem Bonuses _____	Type _____
Strictures _____	Strictures _____
Library _____	Members _____
Conjuring _____	_____
Enchanting _____	_____
Sorcery _____	_____
Theory _____	_____
Initiation _____	_____
Grade _____	_____
Centering Skill _____	_____
Geasa _____	_____
Ordeals Completed _____	Notes _____
_____	_____
_____	_____
_____	_____

MAGIC ITEMS		
Item	Rating	Description

BOUND SPIRITS		
Type	Force	Notes

ASTRAL DATA		
Reaction _____	Initiative _____	Pool _____
Combat Skill _____		Base Damage _____
Appearance _____		

Mage back © 2000 Lester L. Ward III (<http://pobox.com/~wordman>)

CYBERWARE & BIONETICS

Type	Rating	Cost	Notes

NOTES

GEAR

BOUND SPIRITS			
Type	Force	Services	B Q S C I W E R
			Notes

MAGICAL DATA

Tradition _____	Magical Group _____
Totem _____	Name _____
Totem Bonuses _____	Type _____
Strictures _____	Strictures _____
Library _____	
Conjuring _____	
Enchanting _____	
Sorcery _____	Members _____
Theory _____	
Initiation _____	
Grade _____	
Centering Skill _____	
Geasa _____	
Ordeals Completed _____	Notes _____

MAGIC ITEMS

Item	Rating	Description

ASTRAL DATA

Reaction _____	Initiative _____	Pool _____
Combat Skill _____		Base Damage _____
Appearance _____		

No spell image back ©2000 Lester L. Ward III (http://pobox.com/~wordman)

CYBERWARE & BIONETICS			
Type	Rating	Cost	Notes

SPELLS								Notes	
Name	Force	Dmg	Duration	Type	Target	Resist	Range		Drain

f = force+2 round down F = Force MR = Magic Rating #s = number of successes LOS = line of sight

MAGICAL DATA	
Mait Tete _____	Magical Group _____
Bonuses _____	Name _____
_____	Type _____
Gifts _____	Strictures _____
_____	_____
Other Bound Loa _____	Members _____
_____	_____
Initiation Grade _____	_____
Centering Skill _____	_____
Geasa _____	_____
_____	_____
Ordeals Completed _____	Notes _____
_____	_____

MAGIC ITEMS		
Item	Rating	Description

BOUND WORK LOA		
Type	Force	Notes

ASTRAL DATA		
Reaction _____	Initiative _____	Pool _____
Combat Skill _____	_____	Base Damage _____
Appearance _____	_____	_____

CYBERWARE & BIONETICS			
Type	Rating	Cost	Notes

BOUND SPIRITS				
Type	Force	Services	B Q S C I W E R	Notes

MAGICAL DATA	
Tradition _____	Magical Group _____
Totem _____	Name _____
Totem Bonuses _____	Type _____
Strictures _____	Strictures _____
Library _____	
Conjuring _____	
Enchanting _____	
Sorcery _____	Members _____
Theory _____	
Initiation _____	
Grade _____	
Centering Skill _____	
Geasa _____	
Ordeals Completed _____	Notes _____

MAGIC ITEMS, LODGES & CIRCLES		
Item	Rating	Description

ASTRAL DATA		
Reaction _____	Initiative _____	Pool _____
Combat Skill _____		Base Damage _____
Appearance _____		

CYBERWARE & BIONETICS			
Type	Rating	Cost	Notes

Programs			
Type	Rating	Size	Active?

CYBERDECK																			
Rating																			
MPCP	_____	ASIST	hot cold																
Hardening	_____	ICCM	yes no																
Response	_____	Reality	on off																
I/O	_____	Case	_____																
Memory	_____	Ports	_____																
Storage	_____	H. Jacks	_____																
Detection Factor	_____																		
Icon Rating	_____	Bandwidth	_____																
<table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td> </tr> <tr> <td>L</td><td>M</td><td>S</td><td>D</td><td colspan="4"></td> </tr> </table>										L	M	S	D					Rating	Effective
L	M	S	D																
Bod	_____	_____	_____	_____															
Evasion	_____	_____	_____	_____															
Masking	_____	_____	_____	_____															
Sensors	_____	_____	_____	_____															
Extras	_____																		

Reality Filter	_____																		

Decker Icon	_____																		

SPELLS									
Name	Force	Dmg	Duration	Type	Target	Resist	Range	Drain	Notes

MAGICAL DATA	
Tradition _____	Magical Group _____
Totem _____	Name _____
Totem Bonuses _____	Type _____
Strictures _____	Strictures _____
Library	
Conjuring _____	
Enchanting _____	
Sorcery _____	Members _____
Theory _____	
Initiation	
Grade _____	
Centering Skill _____	
Geasa _____	
Ordeals Completed _____	Notes _____

MAGIC ITEMS		
Item	Rating	Description

BOUND SPIRITS		
Type	Force	Notes

ASTRAL DATA		
Reaction _____	Initiative _____	Pool _____
Combat Skill _____		Base Damage _____
Appearance _____		

CYBERWARE & BIONETICS			
Type	Rating	Cost	Notes

CYBERDECK																	
Rating																	
MPCP _____	ASIST _____ hot cold																
Hardening _____	ICCM _____ yes no																
Response _____	Reality _____ on off																
I/O _____	Case _____																
Memory _____	Ports _____																
Storage _____	H. Jacks _____																
Detection Factor _____																	
Icon Rating _____	Bandwidth _____																
<table border="1"> <tr> <td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td> </tr> <tr> <td>L</td><td>M</td><td>S</td><td>D</td><td> </td><td> </td><td> </td><td> </td> </tr> </table>										L	M	S	D				
L	M	S	D														
	Rating Effective																
Bod _____																	
Evasion _____																	
Masking _____																	
Sensors _____																	
Extras _____																	
Reality Filter _____																	
Decker Icon _____																	

Programs			
Type	Rating	Size Active?	Options/Notes

ABILITIES			
Ability	Level	Cost	Notes

MAGICAL DATA
Initiation Grade _____
Centering Skill _____
Geasa _____
Ordeals Completed _____
Magical Group
Name _____
Type _____
Strictures _____
Members _____

GEAR

MAGIC ITEMS		
Item	Rating	Description

ASTRAL DATA		
Reaction _____	Initiative _____	Pool _____
Combat Skill _____		Base Damage _____
Appearance _____		

NOTES

CYBERWARE & BIONETICS

Type	Rating	Cost	Notes

CRANIAL REMOTE DECK

Rating _____ Hatcher jacks _____
 Flux Rating _____ Range _____
 Encryption _____ Decryption _____
 ECCM _____ Storage _____ Mp
 Extras _____

Signal Condition **L** **M** **S** **D**

Command Channel

Simsense Channel

System Channel Dis.

+1 to T# +2 to T# +3 to T#

REMOTE CONTROL DECK

Rating _____ Hatcher jacks _____
 Flux Rating _____ Range _____
 Encryption _____ Decryption _____
 ECCM _____ Storage _____ Mp
 Extras _____

Signal Condition **L** **M** **S** **D**

Command Channel

Simsense Channel

System Channel Dis.

+1 to T# +2 to T# +3 to T#

DRONE

Type _____ **L**

Handling _____ Sig _____ **M**

Speed _____ Accel _____ **S**

Body _____ Armor _____ **D**

Pilot _____ Sensors _____

Econ _____ Fuel _____

DRONE

Type _____ **L**

Handling _____ Sig _____ **M**

Speed _____ Accel _____ **S**

Body _____ Armor _____ **D**

Pilot _____ Sensors _____

Econ _____ Fuel _____

VEHICLE

Type _____

Speed _____ Accel _____

Handling _____

Bod/Amr /

Signature _____

Nav/Snsr /

Seating _____

Economy _____

Fuel _____

Extras

Dis.

L **M** **S** **D**

VEHICLE

Type _____

Speed _____ Accel _____

Handling _____

Bod/Amr /

Signature _____

Nav/Snsr /

Seating _____

Economy _____

Fuel _____

Extras

Dis.

L **M** **S** **D**

DRONE

Type _____ **L**

Handling _____ Sig _____ **M**

Speed _____ Accel _____ **S**

Body _____ Armor _____ **D**

Pilot _____ Sensors _____

Econ _____ Fuel _____

VEHICLE

Type _____

Speed _____ Accel _____

Handling _____

Bod/Amr /

Signature _____

Nav/Snsr /

Seating _____

Economy _____

Fuel _____

Extras

Dis.

L **M** **S** **D**

VEHICLE

Type _____

Speed _____ Accel _____

Handling _____

Bod/Amr /

Signature _____

Nav/Snsr /

Seating _____

Economy _____

Fuel _____

Extras

Dis.

L **M** **S** **D**

DRONE

Type _____ **L**

Handling _____ Sig _____ **M**

Speed _____ Accel _____ **S**

Body _____ Armor _____ **D**

Pilot _____ Sensors _____

Econ _____ Fuel _____

VEHICLE

Type _____ Handling _____

Speed _____ Accel _____

Bod/Amr / Signature _____

Nav/Snsr / Seating _____

Economy _____

Fuel _____

Dis.

L **M** **S** **D**

VEHICLE

Type _____ Handling _____

Speed _____ Accel _____

Bod/Amr / Signature _____

Nav/Snsr / Seating _____

Economy _____

Fuel _____

Dis.

L **M** **S** **D**

CYBERWARE & BIONETICS

Type Rating Cost Notes

GEAR

AMMUNITION

Type Form Rounds

EXPLOSIVES

#/kg Type Rating

VEHICLE

Type	_____												
Speed	_____	Extras											
Accel	_____												
Handling	_____												
Bod/Amr	___/___												
Signature	_____												
Nav/Snsr	___/___												
Seating	_____												
Economy	_____												
Fuel	_____												
			<input type="checkbox"/> L <input type="checkbox"/> M <input type="checkbox"/> S <input type="checkbox"/> D										

CYBERWARE & BIONETICS			
Type	Rating	Cost	Notes

ABILITIES			
Ability	Level	Cost	Notes

MAGICAL DATA

Initiation Grade _____

Centering Skill _____

Geasa _____

Ordeals Completed _____

Magical Group Name _____

Type _____

Strictures _____

Members _____

GEAR

MAGIC ITEMS		
Item	Rating	Description

ASTRAL DATA		
Reaction	Initiative	Pool
Combat Skill	Base Damage	
Appearance		

NOTES

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CYBERWARE & BIONETICS			
Type	Rating	Cost	Notes

ABILITIES			
Ability	Level	Cost	Notes

SPELLS									
Name	Force	Dmg	Duration	Type	Target	Resist	Range	Drain	Notes

f = force+2 round down F = Force MR = Magic Rating #s = number of successes LOS = line of sight

MAGICAL DATA	
Tradition _____	Magical Group _____
Totem _____	Name _____
Totem Bonuses _____	Type _____
Strictures _____	Strictures _____
Library _____	Members _____
Conjuring _____	
Enchanting _____	
Sorcery _____	
Theory _____	
Initiation _____	
Grade _____	
Centering Skill _____	
Geasa _____	
Ordeals Completed _____	Notes _____

MAGIC ITEMS		
Item	Rating	Description

BOUND SPIRITS		
Type	Force	Notes

ASTRAL DATA		
Reaction _____	Initiative _____	Pool _____
Combat Skill _____		Base Damage _____
Appearance _____		

CYBERWARE & BIONETICS			
Type	Rating	Cost	Notes

VIRTUAL DECK	
	Rating
MPCP (Int+Wil+Cha)+3	_____
Bod (Wil)	_____
Evasion (Int)	_____
Masking (Wil+Cha)+2	_____
Sensors (Int)	_____
Detection Factor	_____
Hardening (Wil)+2	_____
I/O Speed (Int)x100Mp	_____
Icon Rating	_____
Reaction	_____
Initiative Dice	_____

TRIBE	
Path	_____
Path Bonus	_____
Tribe Name	_____
Tribe Resources	_____
Tribe Members	_____

CHANNELS	
Access	_____
Control	_____
Index	_____
Files	_____
Slave	_____

SUBMERSION	
Grade	_____
Echoes	_____

GEAR	

COMPLEX FORMS				
Type	Rating	Size	Active?	Options/Notes

SPRITES						
Name	Size	Core	Pilot	B/E/M/S	Programs	Notes

VEHICLE

Type _____

Speed _____

Accel _____

Handling _____

Bod/Amr / _____

Signature _____

Nav/Snsr / _____

Seating _____

Economy _____

Fuel _____

Extras

L M S D

VEHICLE

Type _____

Speed _____

Accel _____

Handling _____

Bod/Amr / _____

Signature _____

Nav/Snsr / _____

Seating _____

Economy _____

Fuel _____

Extras

L M S D

DRONE

Type _____

Handling _____ Sig _____

Speed _____ Accel _____

Body _____ Armor _____

Pilot _____ Sensors _____

Econ _____ Fuel _____

L M S D

VEHICLE

Type _____

Speed _____

Accel _____

Handling _____

Bod/Amr / _____

Signature _____

Nav/Snsr / _____

Seating _____

Economy _____

Fuel _____

Extras

L M S D

VEHICLE

Type _____

Speed _____

Accel _____

Handling _____

Bod/Amr / _____

Signature _____

Nav/Snsr / _____

Seating _____

Economy _____

Fuel _____

Extras

L M S D

DRONE

Type _____

Handling _____ Sig _____

Speed _____ Accel _____

Body _____ Armor _____

Pilot _____ Sensors _____

Econ _____ Fuel _____

L M S D

VEHICLE

Type _____

Speed _____

Accel _____

Handling _____

Bod/Amr / _____

Signature _____

Nav/Snsr / _____

Seating _____

Economy _____

Fuel _____

Extras

L M S D

VEHICLE

Type _____

Speed _____

Accel _____

Handling _____

Bod/Amr / _____

Signature _____

Nav/Snsr / _____

Seating _____

Economy _____

Fuel _____

Extras

L M S D

DRONE

Type _____

Handling _____ Sig _____

Speed _____ Accel _____

Body _____ Armor _____

Pilot _____ Sensors _____

Econ _____ Fuel _____

L M S D

VEHICLE

Type _____

Speed _____

Accel _____

Handling _____

Bod/Amr / _____

Signature _____

Nav/Snsr / _____

Seating _____

Economy _____

Fuel _____

Extras

L M S D

VEHICLE

Type _____

Speed _____

Accel _____

Handling _____

Bod/Amr / _____

Signature _____

Nav/Snsr / _____

Seating _____

Economy _____

Fuel _____

Extras

L M S D

DRONE

Type _____

Handling _____ Sig _____

Speed _____ Accel _____

Body _____ Armor _____

Pilot _____ Sensors _____

Econ _____ Fuel _____

L M S D

VEHICLE

Type _____

Speed _____

Accel _____

Handling _____

Bod/Amr / _____

Signature _____

Nav/Snsr / _____

Seating _____

Economy _____

Fuel _____

Extras

L M S D

VEHICLE

Type _____

Speed _____

Accel _____

Handling _____

Bod/Amr / _____

Signature _____

Nav/Snsr / _____

Seating _____

Economy _____

Fuel _____

Extras

L M S D

DRONE

Type _____

Handling _____ Sig _____

Speed _____ Accel _____

Body _____ Armor _____

Pilot _____ Sensors _____

Econ _____ Fuel _____

L M S D

DRONE

Type _____

Handling _____ Sig _____

Speed _____ Accel _____

Body _____ Armor _____

Pilot _____ Sensors _____

Econ _____ Fuel _____

L M S D

VEHICLE

Name	Modification	Rating	CF	Load																
Model																				
Chassis	Condition																			
Point Value	<table border="1" style="width: 100%; height: 15px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Speed	L M S D Speed -25% -50%																			
Max Speed																				
Acceleration	Fuel 1 box =																			
Handling	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Body	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Armor	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Signature	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Nav/Pilot	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Seating	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Entry Points	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Firmpoints	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Hardpoints	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>											Weapon	Mount	Mode	Short	Med.	Long	Extr.	Ammo	Dmg
Cargo	CF <table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Load	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Stress	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Fuel Type	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Fuel Capcty	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Economy																				
Idle	Flux Rating Max Cur																			
L/T Profile	Sensors																			
Setup Time	ECM																			
Cost	¥ ECCM																			
Maintenance	¥ ED																			
Optempo	¥ ECD																			

VEHICLE

Name	Modification	Rating	CF	Load																
Model																				
Chassis	Condition																			
Point Value	<table border="1" style="width: 100%; height: 15px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Speed	L M S D Speed -25% -50%																			
Max Speed																				
Acceleration	Fuel 1 box =																			
Handling	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Body	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Armor	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Signature	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Nav/Pilot	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Seating	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Entry Points	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Firmpoints	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Hardpoints	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>											Weapon	Mount	Mode	Short	Med.	Long	Extr.	Ammo	Dmg
Cargo	CF <table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Load	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Stress	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Fuel Type	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Fuel Capcty	<table border="1" style="width: 100%; height: 20px;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																			
Economy																				
Idle	Flux Rating Max Cur																			
L/T Profile	Sensors																			
Setup Time	ECM																			
Cost	¥ ECCM																			
Maintenance	¥ ED																			
Optempo	¥ ECD																			

Model _____ **Ammo** _____

Conceal _____

Mode _____

Damage _____

Weight _____

Cost _____

Range _____ **Short** _____ **Medium** _____ **Long** _____ **Extreme** _____

Accessories _____

Model _____ **Ammo** _____

Conceal _____

Mode _____

Damage _____

Weight _____

Cost _____

Range _____ **Short** _____ **Medium** _____ **Long** _____ **Extreme** _____

Accessories _____

Model _____ **Ammo** _____

Conceal _____

Mode _____

Damage _____

Weight _____

Cost _____

Range _____ **Short** _____ **Medium** _____ **Long** _____ **Extreme** _____

Accessories _____

Model _____ **Ammo** _____

Conceal _____

Mode _____

Damage _____

Weight _____

Cost _____

Range _____ **Short** _____ **Medium** _____ **Long** _____ **Extreme** _____

Accessories _____

Model _____ **Ammo** _____

Conceal _____

Mode _____

Damage _____

Weight _____

Cost _____

Range _____ **Short** _____ **Medium** _____ **Long** _____ **Extreme** _____

Accessories _____

Model _____ **Ammo** _____

Conceal _____

Mode _____

Damage _____

Weight _____

Cost _____

Range _____ **Short** _____ **Medium** _____ **Long** _____ **Extreme** _____

Accessories _____

Name	_____	Race	_____	Mental	Physical	Overdamage
Body	_____	Skills	_____	Light Stun +1 to target #'s -1 to Initiative	L L	Light Wound +1 to target #'s -1 to Initiative
Quickness	_____			Moderate Stun +2 to target #'s -2 to Initiative	M M	Moderate Wound +2 to target #'s -2 to Initiative
Strength	_____			Serious Stun +3 to target #'s -3 to Initiative	S S	Serious Wound +3 to target #'s -3 to Initiative
Intelligence	_____			Deadly Stun Unconscious Wrap physical	D D	Deadly Wound Unconscious and dying
Willpower	_____					
Charisma	_____					
Essense/B.I.	_____					
Magic	_____					
Reaction	_____	Notes	_____			
Init Dice	_____					
Pools	_____					

Name	_____	Race	_____	Mental	Physical	Overdamage
Body	_____	Skills	_____	Light Stun +1 to target #'s -1 to Initiative	L L	Light Wound +1 to target #'s -1 to Initiative
Quickness	_____			Moderate Stun +2 to target #'s -2 to Initiative	M M	Moderate Wound +2 to target #'s -2 to Initiative
Strength	_____			Serious Stun +3 to target #'s -3 to Initiative	S S	Serious Wound +3 to target #'s -3 to Initiative
Intelligence	_____			Deadly Stun Unconscious Wrap physical	D D	Deadly Wound Unconscious and dying
Willpower	_____					
Charisma	_____					
Essense/B.I.	_____					
Magic	_____					
Reaction	_____	Notes	_____			
Init Dice	_____					
Pool	_____					

Name	_____	Race	_____	Mental	Physical	Overdamage
Body	_____	Skills	_____	Light Stun +1 to target #'s -1 to Initiative	L L	Light Wound +1 to target #'s -1 to Initiative
Quickness	_____			Moderate Stun +2 to target #'s -2 to Initiative	M M	Moderate Wound +2 to target #'s -2 to Initiative
Strength	_____			Serious Stun +3 to target #'s -3 to Initiative	S S	Serious Wound +3 to target #'s -3 to Initiative
Intelligence	_____			Deadly Stun Unconscious Wrap physical	D D	Deadly Wound Unconscious and dying
Willpower	_____					
Charisma	_____					
Essense/B.I.	_____					
Magic	_____					
Reaction	_____	Notes	_____			
Init Dice	_____					
Pool	_____					

Name	_____	Race	_____	Mental	Physical	Overdamage
Body	_____	Skills	_____	Light Stun +1 to target #'s -1 to Initiative	L L	Light Wound +1 to target #'s -1 to Initiative
Quickness	_____			Moderate Stun +2 to target #'s -2 to Initiative	M M	Moderate Wound +2 to target #'s -2 to Initiative
Strength	_____			Serious Stun +3 to target #'s -3 to Initiative	S S	Serious Wound +3 to target #'s -3 to Initiative
Intelligence	_____			Deadly Stun Unconscious Wrap physical	D D	Deadly Wound Unconscious and dying
Willpower	_____					
Charisma	_____					
Essense/B.I.	_____					
Magic	_____					
Reaction	_____	Notes	_____			
Init Dice	_____					
Pool	_____					

Name	_____	Race	_____	Mental	Physical	Overdamage
Body	_____	Skills	_____	Light Stun +1 to target #'s -1 to Initiative	L L	Light Wound +1 to target #'s -1 to Initiative
Quickness	_____			Moderate Stun +2 to target #'s -2 to Initiative	M M	Moderate Wound +2 to target #'s -2 to Initiative
Strength	_____			Serious Stun +3 to target #'s -3 to Initiative	S S	Serious Wound +3 to target #'s -3 to Initiative
Intelligence	_____			Deadly Stun Unconscious Wrap physical	D D	Deadly Wound Unconscious and dying
Willpower	_____					
Charisma	_____					
Essense/B.I.	_____					
Magic	_____					
Reaction	_____	Notes	_____			
Init Dice	_____					
Pool	_____					

IDENTITY

Name _____
 SIN _____
Credstick
 Rating _____ Color _____
 Balance _____ ¥
 Bank _____
Legal Residence _____

Notes

IDENTITY

Name _____
 SIN _____
Credstick
 Rating _____ Color _____
 Balance _____ ¥
 Bank _____
Legal Residence _____

Notes

IDENTITY

Name _____
 SIN _____
Credstick
 Rating _____ Color _____
 Balance _____ ¥
 Bank _____
Legal Residence _____

Notes

IDENTITY

Name _____
 SIN _____
Credstick
 Rating _____ Color _____
 Balance _____ ¥
 Bank _____
Legal Residence _____

Notes

IDENTITY

Name _____
 SIN _____
Credstick
 Rating _____ Color _____
 Balance _____ ¥
 Bank _____
Legal Residence _____

Notes

STOCK			
Company	#Shares	Purchase Price	Notes

IDENTITY

Name _____
 SIN _____
Credstick
 Rating _____ Color _____
 Balance _____ ¥
 Bank _____
Legal Residence _____

Notes

BONDS				
Type	Rate	Face Value	Maturity Date	Notes

IDENTITY

Name _____
 SIN _____
Credstick
 Rating _____ Color _____
 Balance _____ ¥
 Bank _____
Legal Residence _____

Notes

CASH & SCRIP	
Currency	Value

CERTIFIED
Value

LOANS			
To/From	Rate	Principle	Due

Name _____
 Summner _____
 Force _____
 Spirit Energy _____
 Karma _____
 Native Plane _____
 Form(s) _____

POWERS					
Name	Type	Action	Range	Duration	Notes

SKILLS	

POOLS	
Karma	_____
Spell	_____
Combat	_____

NOTES	

ATTRIBUTES	Physical	Astral
Body	_____	_____
Quickness	_____	_____
Strength	_____	_____
Charisma	_____	_____
Intelligence	_____	_____
Willpower	_____	_____
Essence	_____	_____
Magic	_____	_____
Reaction	_____	_____
Initiative Dice	_____	_____

CONDITION MONITOR														
Mental		Physical		Overdamage										
Light Stun +1 to target #'s -1 to Initiative	L	L	Light Wound +1 to target #'s -1 to Initiative	<table border="1"> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table> <p>The total number of boxes you have is equal to your unmodified Body score. Cross out extra space in the grid above.</p>										
Moderate Stun +2 to target #'s -2 to Initiative	M	M	Moderate Wound +2 to target #'s -2 to Initiative											
Serious Stun +3 to target #'s -3 to Initiative	S	S	Serious Wound +3 to target #'s -3 to Initiative											
Deadly Stun Unconscious Wrap physical	D	D	Deadly Wound Unconscious and dying											

SPELLS									
Name	Force	Dmg	Duration	Type	Target	Resist	Range	Drain	Notes

Name	Type	Payload	Condition
Core	Reaction	Appearance	L
Bod	Initiative Dice		
Evasion	Detection Factor		M
Masking	Pilot Rating	Notes	
Sensors	Hacking Pool		
Utility	Rating	Size	S
	Type	Options/Notes	
			D

Name	Type	Payload	Condition
Core	Reaction	Appearance	L
Bod	Initiative Dice		
Evasion	Detection Factor		M
Masking	Pilot Rating	Notes	
Sensors	Hacking Pool		
Utility	Rating	Size	S
	Type	Options/Notes	
			D

Name	Type	Payload	Condition
Core	Reaction	Appearance	L
Bod	Initiative Dice		
Evasion	Detection Factor		M
Masking	Pilot Rating	Notes	
Sensors	Hacking Pool		
Utility	Rating	Size	S
	Type	Options/Notes	
			D

Name	Type	Payload	Condition
Core	Reaction	Appearance	L
Bod	Initiative Dice		
Evasion	Detection Factor		M
Masking	Pilot Rating	Notes	
Sensors	Hacking Pool		
Utility	Rating	Size	S
	Type	Options/Notes	
			D

Name	Type	Payload	Condition
Core	Reaction	Appearance	L
Bod	Initiative Dice		
Evasion	Detection Factor		M
Masking	Pilot Rating	Notes	
Sensors	Hacking Pool		
Utility	Rating	Size	S
	Type	Options/Notes	
			D

Name	Type	Payload	Condition
Core _____	Reaction _____	Access _____	Appearance _____
Bod _____	Initiative Dice _____	Control _____	_____
Evasion _____	Detection Factor _____	Index _____	_____
Masking _____	Pilot Rating _____	Files _____	Notes _____
Sensors _____	Hacking Pool _____	Slave _____	_____
Complex Form _____	Rating _____	Size _____	Type _____
Options/Notes			
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Name	Type	Payload	Condition
Core _____	Reaction _____	Access _____	Appearance _____
Bod _____	Initiative Dice _____	Control _____	_____
Evasion _____	Detection Factor _____	Index _____	_____
Masking _____	Pilot Rating _____	Files _____	Notes _____
Sensors _____	Hacking Pool _____	Slave _____	_____
Complex Form _____	Rating _____	Size _____	Type _____
Options/Notes			
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Name	Type	Payload	Condition
Core _____	Reaction _____	Access _____	Appearance _____
Bod _____	Initiative Dice _____	Control _____	_____
Evasion _____	Detection Factor _____	Index _____	_____
Masking _____	Pilot Rating _____	Files _____	Notes _____
Sensors _____	Hacking Pool _____	Slave _____	_____
Complex Form _____	Rating _____	Size _____	Type _____
Options/Notes			
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Name	Type	Payload	Condition
Core _____	Reaction _____	Access _____	Appearance _____
Bod _____	Initiative Dice _____	Control _____	_____
Evasion _____	Detection Factor _____	Index _____	_____
Masking _____	Pilot Rating _____	Files _____	Notes _____
Sensors _____	Hacking Pool _____	Slave _____	_____
Complex Form _____	Rating _____	Size _____	Type _____
Options/Notes			
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Name	Type	Payload	Condition
Core _____	Reaction _____	Access _____	Appearance _____
Bod _____	Initiative Dice _____	Control _____	_____
Evasion _____	Detection Factor _____	Index _____	_____
Masking _____	Pilot Rating _____	Files _____	Notes _____
Sensors _____	Hacking Pool _____	Slave _____	_____
Complex Form _____	Rating _____	Size _____	Type _____
Options/Notes			
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Name				
Type	Trigger	Event		
RTG _____				
LTG _____				
Security _____				
Access _____				
Control _____				
Index _____				
Files _____				
Slave _____				
Iconography _____				
Sec. Tally				
Alert				
None				
Passive				
Active				

Name				
Type	Trigger	Event		
RTG _____				
LTG _____				
Security _____				
Access _____				
Control _____				
Index _____				
Files _____				
Slave _____				
Iconography _____				
Sec. Tally				
Alert				
None				
Passive				
Active				

Name				
Type	Trigger	Event		
RTG _____				
LTG _____				
Security _____				
Access _____				
Control _____				
Index _____				
Files _____				
Slave _____				
Iconography _____				
Sec. Tally				
Alert				
None				
Passive				
Active				

Name				
Type	Trigger	Event		
RTG _____				
LTG _____				
Security _____				
Access _____				
Control _____				
Index _____				
Files _____				
Slave _____				
Iconography _____				
Sec. Tally				
Alert				
None				
Passive				
Active				

