

Shadowrun Rigger Record Sheet

REMOTE CONTROL DECK

Rating _____	Current flux _____		FLUX RANGES
IVIS Pool _____	Max. flux _____		Flux Range
SUBSCRIBER TABLE			0 250 m
Active drones = deck rating Total drones = 2x deck rating			1 1 km
Drone _____	Rating _____	Active? <input type="checkbox"/>	2 2 km
_____	_____	<input type="checkbox"/>	3 4 km
_____	_____	<input type="checkbox"/>	4 6 km
_____	_____	<input type="checkbox"/>	5 9 km
_____	_____	<input type="checkbox"/>	6 12 km
_____	_____	<input type="checkbox"/>	7 16 km
_____	_____	<input type="checkbox"/>	8 20 km
_____	_____	<input type="checkbox"/>	9 25 km
_____	_____	<input type="checkbox"/>	10 (2x Flux) +10 km

SIGNAL CONDITION MONITOR

	Light Degradation	Moderate Degradation	Serious Degradation		
	L	M	S		D
Command	+1 TN -1 Init	+2 TN -2 Init	+3 TN -3 Init		Disen- gaged
	Light Degradation	Moderate Degradation	Serious Degradation		
	L	M	S		D
Simsense	+1 TN -1 Init	+2 TN -2 Init	+3 TN -3 Init		Disen- gaged
	Light Degradation	Moderate Degradation	Serious Degradation		
	L	M	S		D
System	+1 TN -1 Init	+2 TN -2 Init	+3 TN -3 Init		Disen- gaged

PRIMARY VEHICLE

Type _____					
Handling _____	Firmpoints _____	+1 TN -1 Init	+2 TN -2 Init	+3 TN -3 Init	Destroyed (crash)
Speed _____	Hardpoints _____	L	M	S	D
Max. Speed _____ = Speed x 1.5	Fuel _____	Light Damage	Moderate Damage	Serious Damage	Deadly Damage
Acceleration _____	Economy _____		-25% spd	-50% spd	
Body _____	Cargo _____ CF				
Armor _____	Load _____ kg				
Signature _____	Stress _____				
Autonav _____	Maintenance cost _____ ¥ = Total vehicle cost ÷ 100				
Pilot _____	Optempo cost _____ ¥ = Total vehicle cost ÷ 200,000				
Seating _____	Entry Points _____				

SENSORS ◊ ELECTRONICS DATA			MODIFICATIONS ◊ ACCESSORIES				
	Flux			Level	CF	Load	Cost
	Rating	Current	Maximum				¥
Sensors	_____	_____	_____	_____	_____	_____	¥
ECM	_____	_____	_____	_____	_____	_____	¥
ECCM	_____	_____	_____	_____	_____	_____	¥
ED	_____	_____	_____	_____	_____	_____	¥
ECD	_____	_____	_____	_____	_____	_____	¥
VEHICLE NOTES	_____						¥
	_____						¥
	_____						¥
	_____						¥
	_____						¥

SHADOWRUN FIREARMS RECORD SHEET

_____	Conceal	Damage	Short	Medium	Long	Extreme	Weight	Recoil
Type _____	Magazine capacity & type _____							
Top mount _____	Barrel mount _____							
Under-barrel mount _____	Stock mount _____							
Stock type: none/rigid/folding _____	Smartlink _____							
Total recoil reduction _____	Firing modes _____ minigun <input type="checkbox"/> supermachinegun <input type="checkbox"/>							
Ammo Type	Full clips left	Empty clips	Rounds left in clip	Loose ammo				
_____	_____	_____	_____	_____				
_____	_____	_____	_____	_____				
_____	_____	_____	_____	_____				
_____	_____	_____	_____	_____				

_____	Conceal	Damage	Short	Medium	Long	Extreme	Weight	Recoil
Type _____	Magazine capacity & type _____							
Top mount _____	Barrel mount _____							
Under-barrel mount _____	Stock mount _____							
Stock type: none/rigid/folding _____	Smartlink _____							
Total recoil reduction _____	Firing modes _____ minigun <input type="checkbox"/> supermachinegun <input type="checkbox"/>							
Ammo Type	Full clips left	Empty clips	Rounds left in clip	Loose ammo				
_____	_____	_____	_____	_____				
_____	_____	_____	_____	_____				
_____	_____	_____	_____	_____				
_____	_____	_____	_____	_____				

_____	Conceal	Damage	Short	Medium	Long	Extreme	Weight	Recoil
Type _____	Magazine capacity & type _____							
Top mount _____	Barrel mount _____							
Under-barrel mount _____	Stock mount _____							
Stock type: none/rigid/folding _____	Smartlink _____							
Total recoil reduction _____	Firing modes _____ minigun <input type="checkbox"/> supermachinegun <input type="checkbox"/>							
Ammo Type	Full clips left	Empty clips	Rounds left in clip	Loose ammo				
_____	_____	_____	_____	_____				
_____	_____	_____	_____	_____				
_____	_____	_____	_____	_____				
_____	_____	_____	_____	_____				

Shadowrun Melee Weapons Record Sheet

	Conceal	Damage	Reach	Weight	Notes
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____

Shadowrun Projectile Weapons Record Sheet

	Conceal	Damage	Short	Medium	Long	Extreme	Weight	Str.Min.
_____	_____	_____	_____	_____	_____	_____	_____	_____
Type _____	Scatter _____	_____	_____	Power Level Reduction _____	_____	_____	_____	_____

	Conceal	Damage	Short	Medium	Long	Extreme	Weight	Str.Min.
_____	_____	_____	_____	_____	_____	_____	_____	_____
Type _____	Scatter _____	_____	_____	Power Level Reduction _____	_____	_____	_____	_____

	Conceal	Damage	Short	Medium	Long	Extreme	Weight	Str.Min.
_____	_____	_____	_____	_____	_____	_____	_____	_____
Type _____	Scatter _____	_____	_____	Power Level Reduction _____	_____	_____	_____	_____

	Conceal	Damage	Short	Medium	Long	Extreme	Weight	Str.Min.
_____	_____	_____	_____	_____	_____	_____	_____	_____
Type _____	Scatter _____	_____	_____	Power Level Reduction _____	_____	_____	_____	_____

	Conceal	Damage	Short	Medium	Long	Extreme	Weight	Str.Min.
_____	_____	_____	_____	_____	_____	_____	_____	_____
Type _____	Scatter _____	_____	_____	Power Level Reduction _____	_____	_____	_____	_____

	Conceal	Damage	Short	Medium	Long	Extreme	Weight	Str.Min.
_____	_____	_____	_____	_____	_____	_____	_____	_____
Type _____	Scatter _____	_____	_____	Power Level Reduction _____	_____	_____	_____	_____

	Conceal	Damage	Short	Medium	Long	Extreme	Weight	Str.Min.
_____	_____	_____	_____	_____	_____	_____	_____	_____
Type _____	Scatter _____	_____	_____	Power Level Reduction _____	_____	_____	_____	_____

SHADOWRUN VEHICLE RECORD SHEET

VEHICLE #1

Type _____

Handling _____	Firmpoints _____	+1 TN -1 Init	+2 TN -2 Init -25% spd	+3 TN -3 Init -50% spd	Destroyed (crash)										
Speed _____	Hardpoints _____	<table border="1"> <tr> <td>L</td> <td>M</td> <td>S</td> <td></td> <td>D</td> </tr> <tr> <td>Light Damage</td> <td>Moderate Damage</td> <td>Serious Damage</td> <td></td> <td>Deadly Damage</td> </tr> </table>				L	M	S		D	Light Damage	Moderate Damage	Serious Damage		Deadly Damage
L	M	S		D											
Light Damage	Moderate Damage	Serious Damage		Deadly Damage											
Max. Speed _____ = Speed x 1.5	Fuel _____														
Acceleration _____	Economy _____														
Body _____	Cargo _____ CF														
Armor _____	Load _____ kg														
Signature _____	Stress _____														
Autonav _____	Maintenance cost _____ ¥ = Total vehicle cost + 100														
Pilot _____	Optempo cost _____ ¥ = Total vehicle cost + 200,000														
Seating _____	Entry Points _____														

SENSORS & ELECTRONICS DATA

MODIFICATIONS & ACCESSORIES

	Flux			Level	CF	Load	Cost
	Rating	Current	Maximum				
Sensors _____	_____	_____	_____	_____	_____	_____	¥ _____
ECM _____	_____	_____	_____	_____	_____	_____	¥ _____
ECCM _____	_____	_____	_____	_____	_____	_____	¥ _____
ED _____	_____	_____	_____	_____	_____	_____	¥ _____
ECD _____	_____	_____	_____	_____	_____	_____	¥ _____

VEHICLE #2

Type _____

Handling _____	Firmpoints _____	+1 TN -1 Init	+2 TN -2 Init -25% spd	+3 TN -3 Init -50% spd	Destroyed (crash)										
Speed _____	Hardpoints _____	<table border="1"> <tr> <td>L</td> <td>M</td> <td>S</td> <td></td> <td>D</td> </tr> <tr> <td>Light Damage</td> <td>Moderate Damage</td> <td>Serious Damage</td> <td></td> <td>Deadly Damage</td> </tr> </table>				L	M	S		D	Light Damage	Moderate Damage	Serious Damage		Deadly Damage
L	M	S		D											
Light Damage	Moderate Damage	Serious Damage		Deadly Damage											
Max. Speed _____ = Speed x 1.5	Fuel _____														
Acceleration _____	Economy _____														
Body _____	Cargo _____ CF														
Armor _____	Load _____ kg														
Signature _____	Stress _____														
Autonav _____	Maintenance cost _____ ¥ = Total vehicle cost + 100														
Pilot _____	Optempo cost _____ ¥ = Total vehicle cost + 200,000														
Seating _____	Entry Points _____														

SENSORS & ELECTRONICS DATA

MODIFICATIONS & ACCESSORIES

	Flux			Level	CF	Load	Cost
	Rating	Current	Maximum				
Sensors _____	_____	_____	_____	_____	_____	_____	¥ _____
ECM _____	_____	_____	_____	_____	_____	_____	¥ _____
ECCM _____	_____	_____	_____	_____	_____	_____	¥ _____
ED _____	_____	_____	_____	_____	_____	_____	¥ _____
ECD _____	_____	_____	_____	_____	_____	_____	¥ _____

SHADOWRUN VEHICLE RECORD SHEET

VEHICLE #1

Type _____

Handling _____	Firmpoints _____	+1 TN	+2 TN	+3 TN	Destroyed
Speed _____	Hardpoints _____	-1 Init	-2 Init	-3 Init	(crash)
Max. Speed _____ = Speed x 1.5	Fuel _____	-25% spd	-50% spd		
Acceleration _____	Economy _____	L	M	S	D
Body _____	Cargo _____ CF	Light	Moderate	Serious	Deadly
Armor _____	Load _____ kg	Damage	Damage	Damage	Damage
Signature _____	Stress _____				
Autonav _____	Maintenance cost _____ ¥ = Total vehicle cost ÷ 100				
Pilot _____	Optempo cost _____ ¥ = Total vehicle cost ÷ 200,000				
Seating _____	Entry Points _____				
Accessories _____					

VEHICLE #2

Type _____

Handling _____	Speed _____	Max _____
Acceleration _____	Body _____	Armor _____
Signature _____	Autonav _____	Pilot _____
Sensors _____	Seating _____	
Entry Points _____		
Fuel _____	Economy _____	
Cargo _____	Load _____	CF kg
Accessories _____		

Stress Points _____

Maintenance Cost _____ ¥

Optempo Cost _____ ¥

+1 TN	+2 TN	+3 TN	Destroyed
-1 Init	-2 Init	-3 Init	(crash)
-25% spd	-50% spd		
L	M	S	D
Light	Moderate	Serious	Deadly
Damage	Damage	Damage	Damage

VEHICLE #3

Type _____

Handling _____	Speed _____	Max _____
Acceleration _____	Body _____	Armor _____
Signature _____	Autonav _____	Pilot _____
Sensors _____	Seating _____	
Entry Points _____		
Fuel _____	Economy _____	
Cargo _____	Load _____	CF kg
Accessories _____		

Stress Points _____

Maintenance Cost _____ ¥

Optempo Cost _____ ¥

+1 TN	+2 TN	+3 TN	Destroyed
-1 Init	-2 Init	-3 Init	(crash)
-25% spd	-50% spd		
L	M	S	D
Light	Moderate	Serious	Deadly
Damage	Damage	Damage	Damage

VEHICLE #4

Type _____

Handling _____	Speed _____	Max _____
Acceleration _____	Body _____	Armor _____
Signature _____	Autonav _____	Pilot _____
Sensors _____	Seating _____	
Entry Points _____		
Fuel _____	Economy _____	
Cargo _____	Load _____	CF kg
Accessories _____		

Stress Points _____

Maintenance Cost _____ ¥

Optempo Cost _____ ¥

+1 TN	+2 TN	+3 TN	Destroyed
-1 Init	-2 Init	-3 Init	(crash)
-25% spd	-50% spd		
L	M	S	D
Light	Moderate	Serious	Deadly
Damage	Damage	Damage	Damage

