

Shadowrun Character Sheets

v3.1

by Wordman

wordman@pobox.com

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.

Shadowrun is a Registered Trademark of FASA Corporation. Original Shadowrun material Copyright © 2000 by FASA Corporation. All Rights Reserved. Used without permission. Any use of FASA Corporation's copyrighted material or trademarks in this file should not be viewed as a challenge to those copyrights or trademarks.

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

ATTRIBUTES

Nat. Aug. _____

Body _____

Quickness _____

Strength _____

Charisma _____

Intelligence _____

Willpower _____

Essence _____

Body Index _____

Magic _____

Reaction _____

Initiative Dice _____

WEAPONS

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

Natural Reach _____ **Natural Recoil Modifier** _____

POOLS

Karma _____ **Hacking** _____

Combat _____ **Spell** _____

Control _____ **Task** _____

SKILLS

GEAR

Rtng Cncl

ARMOR

Type	Cncl	Bllstc	Impct

EDGES & FLAWS

Allergy _____ **Severity** _____

VEHICLE

Type _____

Speed _____

Accel _____

Handling _____

Bod/Amr /

Signature _____

Nav/Snsr /

Seating _____

Economy _____

Fuel _____

Extras

L M S D

CONDITION MONITOR

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

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

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

WEAPONS

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

Natural Reach _____ Natural Recoil Modifier _____

SKILLS

GEAR
 Rtng Cncl _____

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

ARMOR
 Type _____ Cncl Bllstc Impct _____

EDGES & FLAWS

Allergy _____ **Severity** _____

VEHICLE
 Type _____

Speed _____ Acceleration _____

Handling _____ Bod/Amr / _____

Signature _____ Nav/Snsr / _____

Seating _____ Economy _____

Fuel _____

Extras

--	--	--	--	--	--	--	--	--	--

L M S D

CONDITION MONITOR

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

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 Bllstc Impct

FLAWS	

Allergy _____ **Severity** _____

GEAR	
Type	Rtnng Cncl

VEHICLE											
Type	Extras										
Speed _____	<table border="1"> <tr><td> </td></tr> <tr><td> </td></tr> <tr><td> </td></tr> <tr><td> </td></tr> <tr><td> </td></tr> <tr><td> </td></tr> <tr><td> </td></tr> <tr><td> </td></tr> <tr><td> </td></tr> <tr><td> </td></tr> </table>										
Accel _____											
Handling _____											
Bod/Amr / _____											
Signature _____											
Nav/Snsr / _____											
Seating _____											
Economy _____											
Fuel _____											
	<table border="1"> <tr> <td>L</td><td>M</td><td>S</td><td>D</td> </tr> </table>	L	M	S	D						
L	M	S	D								

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

Extra edges & flaws from ©2000 Lester L. Ward III (http://pobox.com/~wordman)

CYBERWARE & BIONETICS

Type	Rating	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 _____		

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	
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

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 _____	Members _____
Conjuring _____	
Enchanting _____	
Sorcery _____	
Theory _____	
Initiation _____	
Grade _____	
Centering Skill _____	
Geasa _____	
Ordeals Completed _____	Notes _____
_____	_____
_____	_____
_____	_____

MAGIC ITEMS

Item	Rating	Description

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

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><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><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

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

Programs			
Type	Rating	Size Active?	Options/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 style="margin: 0 auto; border: none;"> <tr> <td style="border: 1px solid black; width: 15px; height: 15px; display: inline-block;"></td> <td style="border: 1px solid black; width: 15px; height: 15px; display: inline-block;"></td> <td style="border: 1px solid black; width: 15px; height: 15px; display: inline-block;"></td> <td style="border: 1px solid black; width: 15px; height: 15px; display: inline-block;"></td> <td style="border: 1px solid black; width: 15px; height: 15px; display: inline-block;"></td> <td style="border: 1px solid black; width: 15px; height: 15px; display: inline-block;"></td> <td style="border: 1px solid black; width: 15px; height: 15px; display: inline-block;"></td> <td style="border: 1px solid black; width: 15px; height: 15px; display: inline-block;"></td> </tr> <tr> <td style="text-align: center; font-size: 8px;">L</td> <td style="text-align: center; font-size: 8px;">M</td> <td style="text-align: center; font-size: 8px;">S</td> <td style="text-align: center; font-size: 8px;">D</td> <td colspan="4"></td> </tr> </table>												L	M	S	D				
L	M	S	D																
		Rating	Effective																
Bod		_____	_____																
Evasion		_____	_____																
Masking		_____	_____																
Sensors		_____	_____																
Extras		_____	_____																
Reality Filter _____																			
Decker Icon _____																			

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

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	___
<div style="display: flex; justify-content: space-around; width: 100px;"> <div style="border: 1px solid black; width: 15px; height: 15px;"></div> <div style="border: 1px solid black; width: 15px; height: 15px;"></div> <div style="border: 1px solid black; width: 15px; height: 15px;"></div> <div style="border: 1px solid black; width: 15px; height: 15px;"></div> <div style="border: 1px solid black; width: 15px; height: 15px;"></div> <div style="border: 1px solid black; width: 15px; height: 15px;"></div> <div style="border: 1px solid black; width: 15px; height: 15px;"></div> <div style="border: 1px solid black; width: 15px; height: 15px;"></div> </div>			
	L	M	S D
	Rating Effective		
Bod	___	___	
Evasion	___	___	
Masking	___	___	
Sensors	___	___	
Extras	___	___	
Reality Filter	___		
Decker Icon	___		

GEAR

Programs				
Type	Rating	Size	Active?	Options/Notes

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

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

Type	Rating	Cost	CYBERWARE & BIONETICS	Notes

CRANIAL REMOTE DECK

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

Signal Condition L M S D
 Command Channel _____
 Simsense Channel _____
 System Channel _____
 +1 to T# +2 to T# +3 to T# Dis.

REMOTE CONTROL DECK

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

Signal Condition L M S D
 Command Channel _____
 Simsense Channel _____
 System Channel _____
 +1 to T# +2 to T# +3 to T# Dis.

DRONE

Type _____ L
 Handling _____ Sig _____ M
 Speed _____ Accel _____ S
 Body _____ Armor _____ D
 Pilot _____ Sensors _____
 Econ _____ Fuel _____

VEHICLE

Type _____
 Speed _____ Extras _____
 Accel _____
 Handling _____
 Bod/Amr / _____
 Signature _____
 Nav/Snsr / _____
 Seating _____
 Economy _____
 Fuel _____ L M S D

VEHICLE

Type _____
 Speed _____ Extras _____
 Accel _____
 Handling _____
 Bod/Amr / _____
 Signature _____
 Nav/Snsr / _____
 Seating _____
 Economy _____
 Fuel _____ 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 _____ Extras _____
 Bod/Amr / _____
 Signature _____
 Nav/Snsr / _____
 Seating _____
 Economy _____
 Fuel _____ L M S D

VEHICLE

Type _____
 Speed _____ Accel _____
 Handling _____ Extras _____
 Bod/Amr / _____
 Signature _____
 Nav/Snsr / _____
 Seating _____
 Economy _____
 Fuel _____ 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 _____ L M S D

VEHICLE

Type _____ Handling _____
 Speed _____ Accel _____
 Bod/Amr / Signature _____
 Nav/Snsr / Seating _____
 Economy _____
 Fuel _____ L M S D

DRONE

Type _____ L
 Handling _____ Sig _____ M
 Speed _____ Accel _____ S
 Body _____ Armor _____ D
 Pilot _____ Sensors _____
 Econ _____ Fuel _____

CYBERWARE & BIONETICS			
Type	Rating	Cost	Notes

DRONE			
Type _____	_____	L	_ _ _ _ _ _ _ _
Handling _____	Sig _____	M	
Speed _____	Accel _____		
Body _____	Armor _____		
Pilot _____	Sensors _____	S	
Econ _____	Fuel _____		
		D	

DRONE			
Type _____	_____	L	_ _ _ _ _ _ _ _
Handling _____	Sig _____	M	
Speed _____	Accel _____		
Body _____	Armor _____		
Pilot _____	Sensors _____	S	
Econ _____	Fuel _____		
		D	

CRANIAL REMOTE DECK			
Rating _____	Hitcher jacks _____		
Flux Rating _____	Range _____		
Encryption _____	Decryption _____		
ECCM _____	Storage _____	Mp	
Extras _____			
Signal Condition	L	M	S D
Command Channel	_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _		
Simsense Channel	_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _		
System Channel	_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _		
+1 to T# +2 to T# +3 to T# Dis.			

REMOTE CONTROL DECK			
Rating _____	Hitcher jacks _____		
Flux Rating _____	Range _____		
Encryption _____	Decryption _____		
ECCM _____	Storage _____	Mp	
Extras _____			
Signal Condition	L	M	S D
Command Channel	_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _		
Simsense Channel	_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _		
System Channel	_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _		
+1 to T# +2 to T# +3 to T# Dis.			

DRONE			
Type _____	_____	L	_ _ _ _ _ _ _ _
Handling _____	Sig _____	M	
Speed _____	Accel _____		
Body _____	Armor _____		
Pilot _____	Sensors _____	S	
Econ _____	Fuel _____		
		D	

VEHICLE														
Name _____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Model _____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Chassis _____	_____	Condition	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Point Value _____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Speed _____	_____	L	M	S	D	_____	_____	_____	_____	_____	_____	_____	_____	_____
Max Speed _____	_____	Speed -25%	-50%			_____	_____	_____	_____	_____	_____	_____	_____	_____
Acceleration _____	_____	Fuel	1 box =	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Handling _____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Body _____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Armor _____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Signature _____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Nav/Pilot _____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Seating _____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Entry Points _____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Firmpoints _____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Hardpoints _____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Cargo _____	CF	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Load _____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Stress _____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Fuel Type _____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Fuel Capcty _____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Economy _____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Idle _____	_____	Flux	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
L/T Profile _____	_____	Rating	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Setup Time _____	_____	Max	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Cost _____	¥	ECM	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Maintenance _____	¥	ED	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Optempo _____	¥	ECD	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Weapon	Mount	Mode	Short	Med.	Long	Extr.	Ammo	Dmg	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

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 colspan="4"> </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

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

DRONE	
Type _____	L <input type="checkbox"/>
Handling _____ Sig _____	M <input type="checkbox"/>
Speed _____ Accel _____	S <input type="checkbox"/>
Body _____ Armor _____	D <input type="checkbox"/>
Pilot _____ Sensors _____	
Econ _____ Fuel _____	

CRANIAL REMOTE DECK	
Rating _____	Hitcher jacks _____
Flux Rating _____	Range _____
Encryption _____	Decryption _____
ECCM _____	Storage _____ Mp
Extras _____	
Signal Condition L M S D	
Command Channel	<input type="checkbox"/>
Simsense Channel	<input type="checkbox"/>
System Channel	<input type="checkbox"/>
+1 to T# +2 to T# +3 to T# Dis.	

REMOTE CONTROL DECK	
Rating _____	Hitcher jacks _____
Flux Rating _____	Range _____
Encryption _____	Decryption _____
ECCM _____	Storage _____ Mp
Extras _____	
Signal Condition L M S D	
Command Channel	<input type="checkbox"/>
Simsense Channel	<input type="checkbox"/>
System Channel	<input type="checkbox"/>
+1 to T# +2 to T# +3 to T# Dis.	

DRONE	
Type _____	L <input type="checkbox"/>
Handling _____ Sig _____	M <input type="checkbox"/>
Speed _____ Accel _____	S <input type="checkbox"/>
Body _____ Armor _____	D <input type="checkbox"/>
Pilot _____ Sensors _____	
Econ _____ Fuel _____	

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

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

DRONE	
Type _____	L <input type="checkbox"/>
Handling _____ Sig _____	M <input type="checkbox"/>
Speed _____ Accel _____	S <input type="checkbox"/>
Body _____ Armor _____	D <input type="checkbox"/>
Pilot _____ Sensors _____	
Econ _____ Fuel _____	

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

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

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	<hr/>	Race	<hr/>
Body	Skills	Cyber/Equipment	
Quickness	<hr/>	<hr/>	
Strength	<hr/>	<hr/>	
Intelligence	<hr/>	<hr/>	
Willpower	<hr/>	<hr/>	
Charisma	<hr/>	<hr/>	
Essense/B.I.	<hr/>	<hr/>	
Magic	<hr/>	<hr/>	
Reaction	Notes	<hr/>	
Init Dice	<hr/>	<hr/>	
Pools	<hr/>	<hr/>	

Mental

Light Stun
+1 to target #'s
-1 to Initiative

Moderate Stun
+2 to target #'s
-2 to Initiative

Serious Stun
+3 to target #'s
-3 to Initiative

Deadly Stun
Unconscious
Wrap physical

Physical

Light Wound
+1 to target #'s
-1 to Initiative

Moderate Wound
+2 to target #'s
-2 to Initiative

Serious Wound
+3 to target #'s
-3 to Initiative

Deadly Wound
Unconscious and dying

Overdamage

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

Name	<hr/>	Race	<hr/>
Body	Skills	Cyber/Equipment	
Quickness	<hr/>	<hr/>	
Strength	<hr/>	<hr/>	
Intelligence	<hr/>	<hr/>	
Willpower	<hr/>	<hr/>	
Charisma	<hr/>	<hr/>	
Essense/B.I.	<hr/>	<hr/>	
Magic	<hr/>	<hr/>	
Reaction	Notes	<hr/>	
Init Dice	<hr/>	<hr/>	
Pool	<hr/>	<hr/>	

Mental

Light Stun
+1 to target #'s
-1 to Initiative

Moderate Stun
+2 to target #'s
-2 to Initiative

Serious Stun
+3 to target #'s
-3 to Initiative

Deadly Stun
Unconscious
Wrap physical

Physical

Light Wound
+1 to target #'s
-1 to Initiative

Moderate Wound
+2 to target #'s
-2 to Initiative

Serious Wound
+3 to target #'s
-3 to Initiative

Deadly Wound
Unconscious and dying

Overdamage

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

Name	<hr/>	Race	<hr/>
Body	Skills	Cyber/Equipment	
Quickness	<hr/>	<hr/>	
Strength	<hr/>	<hr/>	
Intelligence	<hr/>	<hr/>	
Willpower	<hr/>	<hr/>	
Charisma	<hr/>	<hr/>	
Essense/B.I.	<hr/>	<hr/>	
Magic	<hr/>	<hr/>	
Reaction	Notes	<hr/>	
Init Dice	<hr/>	<hr/>	
Pool	<hr/>	<hr/>	

Mental

Light Stun
+1 to target #'s
-1 to Initiative

Moderate Stun
+2 to target #'s
-2 to Initiative

Serious Stun
+3 to target #'s
-3 to Initiative

Deadly Stun
Unconscious
Wrap physical

Physical

Light Wound
+1 to target #'s
-1 to Initiative

Moderate Wound
+2 to target #'s
-2 to Initiative

Serious Wound
+3 to target #'s
-3 to Initiative

Deadly Wound
Unconscious and dying

Overdamage

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

Name	<hr/>	Race	<hr/>
Body	Skills	Cyber/Equipment	
Quickness	<hr/>	<hr/>	
Strength	<hr/>	<hr/>	
Intelligence	<hr/>	<hr/>	
Willpower	<hr/>	<hr/>	
Charisma	<hr/>	<hr/>	
Essense/B.I.	<hr/>	<hr/>	
Magic	<hr/>	<hr/>	
Reaction	Notes	<hr/>	
Init Dice	<hr/>	<hr/>	
Pool	<hr/>	<hr/>	

Mental

Light Stun
+1 to target #'s
-1 to Initiative

Moderate Stun
+2 to target #'s
-2 to Initiative

Serious Stun
+3 to target #'s
-3 to Initiative

Deadly Stun
Unconscious
Wrap physical

Physical

Light Wound
+1 to target #'s
-1 to Initiative

Moderate Wound
+2 to target #'s
-2 to Initiative

Serious Wound
+3 to target #'s
-3 to Initiative

Deadly Wound
Unconscious and dying

Overdamage

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

Name	<hr/>	Race	<hr/>
Body	Skills	Cyber/Equipment	
Quickness	<hr/>	<hr/>	
Strength	<hr/>	<hr/>	
Intelligence	<hr/>	<hr/>	
Willpower	<hr/>	<hr/>	
Charisma	<hr/>	<hr/>	
Essense/B.I.	<hr/>	<hr/>	
Magic	<hr/>	<hr/>	
Reaction	Notes	<hr/>	
Init Dice	<hr/>	<hr/>	
Pool	<hr/>	<hr/>	

Mental

Light Stun
+1 to target #'s
-1 to Initiative

Moderate Stun
+2 to target #'s
-2 to Initiative

Serious Stun
+3 to target #'s
-3 to Initiative

Deadly Stun
Unconscious
Wrap physical

Physical

Light Wound
+1 to target #'s
-1 to Initiative

Moderate Wound
+2 to target #'s
-2 to Initiative

Serious Wound
+3 to target #'s
-3 to Initiative

Deadly Wound
Unconscious and dying

Overdamage

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

GEAR

Item

Cncl

Rating

Weight

Location

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

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 _____
Summoner _____
Force _____
Spirit Energy _____
Karma _____
Native Plane _____
Form(s) _____

POWERS					
Name	Type	Action	Range	Duration	Notes

SKILLS	

POOLS	
Karma _____	Combat _____
Spell _____	_____

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
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

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

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 _____		<table border="1"> <tr><td>L</td></tr> <tr><td> </td></tr> <tr><td>M</td></tr> <tr><td> </td></tr> <tr><td>S</td></tr> <tr><td> </td></tr> <tr><td>D</td></tr> </table>	L		M		S		D
L												
M												
S												
D												
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 _____		<table border="1"> <tr><td>L</td></tr> <tr><td> </td></tr> <tr><td>M</td></tr> <tr><td> </td></tr> <tr><td>S</td></tr> <tr><td> </td></tr> <tr><td>D</td></tr> </table>	L		M		S		D
L												
M												
S												
D												
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 _____		<table border="1"> <tr><td>L</td></tr> <tr><td> </td></tr> <tr><td>M</td></tr> <tr><td> </td></tr> <tr><td>S</td></tr> <tr><td> </td></tr> <tr><td>D</td></tr> </table>	L		M		S		D
L												
M												
S												
D												
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 _____		<table border="1"> <tr><td>L</td></tr> <tr><td> </td></tr> <tr><td>M</td></tr> <tr><td> </td></tr> <tr><td>S</td></tr> <tr><td> </td></tr> <tr><td>D</td></tr> </table>	L		M		S		D
L												
M												
S												
D												
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 _____		<table border="1"> <tr><td>L</td></tr> <tr><td> </td></tr> <tr><td>M</td></tr> <tr><td> </td></tr> <tr><td>S</td></tr> <tr><td> </td></tr> <tr><td>D</td></tr> </table>	L		M		S		D
L												
M												
S												
D												
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	Trigger	Event	
Type _____			
RTG _____			
LTG _____			
Security _____			
Access _____			
Control _____			
Index _____			
Files _____			
Slave _____			
Iconography _____			
Sec. Tally			
Alert			
None			
Passive			
Active			

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

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

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

