

Shadowrun 4th Edition Character Sheets

Release Version 1.2

Created by Jhaiisiin
Original design and layout by Wordman

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First, the acknowledgement:

These sheets are a conversion of a set done originally by a Shadowrun player and fan that went by the handle Wordman. He had stated upon his own website, an intention to not update his original wonderful character sheet design to be compatible with 4th edition rules. Realizing that sheets of a suitable design were definitely needed, I took it upon myself to update the sheets to match up with the latest edition of the game. It is with Wordman's permission that this document exists, and is available for distribution. A few pages are direct copies of his original design, while others are updated or completely redesigned to better fit the 4th edition ruleset. As a rule, the document from start to finish follows the design ideas and layout concepts originally created by Wordman, including this cover page. While I can take credit for the arduous task of updating the sheets, the layout and design creativity lies solely within the Wordman. It is our hope that the community enjoys these sheets as they had Wordman's original design.

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Please mail any errors, corrections or comments to me. The more feedback I receive, the better these sheets will become.

The file is broken into 3 sections. The first part of the file is a collection of twelve front sides for the sheets, six each in normal and low pain tolerance condition monitor versions. The second section contains ten back sheets, based on archetype. The final portion contains pages filled with multiple copies of similar items, such as drones, spirits, identities and the like. The intention is that a person will select one front and one back to contain all the information for their character, but you can use any number of sheets needed to get everything you need.

The font used in this document is Francis, available from multiple public sources.

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The page breakdowns of this document are as follows:

Fronts

- Page 1 — This cover page
- Page 2 — The standard page. All items are arranged in a balanced layout allowing for maximum usage
- Page 3 — As page 2, but with more space for contacts, and less space for notes
- Page 4 — As page 2, but with more space for skills, and less space for weapons and notes.
- Page 5 — As page 2, but with more space for weapons, and less space for skills and notes.
- Page 6 — As page 2, but with more space for qualities and less space for gear.
- Page 7 — As page 2, but with a section for spells added in.
- Pages 8-13 — Versions of Pages 2-7 with the low pain tolerance damage tracks instead of normal damage tracks.

Backs

- Page 14 — Standard magician sheet
- Page 15 — Spirit intensive Mage sheet
- Page 16 — Magician sheet with room for cyberware
- Page 17 — No spell mage sheet (for use w/front with spells)
- Page 18 — Technomancer Sheet
- Page 19 — Technomancer Rigger sheet
- Page 20 — Mercenary sheet
- Page 21 — Mystic adept sheet
- Page 22 — Physical adept sheet
- Page 23 — Hacker sheet
- Page 24 — Rigger sheet

Misc

- Page 25 — Spirit data sheet, including extra detailed Spirit layout and room to jot down Mentor Spirit information
- Page 26 — Vehicles and drones sheet
- Page 27 — NPCs sheet
- Page 28 — Gear sheet
- Page 29 — Financial sheet, including room for multiple IDs
- Page 30 — Character history and notes. Comes with a sketch area for drawing out your character
- Page 31 — Sprites sheet
- Page 32 — Agents sheet
- Page 33 — History of revisions to this document

MENTOR SPIRIT

Bonuses

Negatives

Spirit Ideals/Notes: _____

SPIRITS

Spirit	Force	Services	B	A	R	S	C	I	L	W	Init	Passes	Misc
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Powers: _____

Spirit	Force	Services	B	A	R	S	C	I	L	W	Init	Passes	Misc
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Powers: _____

Spirit	Force	Services	B	A	R	S	C	I	L	W	Init	Passes	Misc
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Powers: _____

Spirit	Force	Services	B	A	R	S	C	I	L	W	Init	Passes	Misc
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Powers: _____

Spirit	Force	Services	B	A	R	S	C	I	L	W	Init	Passes	Misc
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Powers: _____

Spirit	Force	Services	B	A	R	S	C	I	L	W	Init	Passes	Misc
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Powers: _____

Spirit	Force	Services	B	A	R	S	C	I	L	W	Init	Passes	Misc
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Powers: _____

Spirit	Force	Services	B	A	R	S	C	I	L	W	Init	Passes	Misc
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Powers: _____

Spirit	Force	Services	B	A	R	S	C	I	L	W	Init	Passes	Misc
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Powers: _____

Spirit	Force	Services	B	A	R	S	C	I	L	W	Init	Passes	Misc
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Powers: _____

Spirit	Force	Services	B	A	R	S	C	I	L	W	Init	Passes	Misc
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Powers: _____

NAME _____		Race _____	
Body _____	Skills _____	Cyber/Equipment _____	
Agility _____			
Reaction _____			
Strength _____			
Charisma _____			
Intuition _____			
Logic _____			
Willpower _____			
Initiative _____			
Init Passes _____			
Matrix Init _____			
Matrix IP _____			
Astral Init _____			
Astral IP _____	Notes _____		
Edge _____			
Magic/Res _____			
Essence _____			

PHYSICAL DAMAGE

-1
-2
-3
-4
-5
-6

STUN DAMAGE

-1
-2
-3
-4

NAME _____		Race _____	
Body _____	Skills _____	Cyber/Equipment _____	
Agility _____			
Reaction _____			
Strength _____			
Charisma _____			
Intuition _____			
Logic _____			
Willpower _____			
Initiative _____			
Init Passes _____			
Matrix Init _____			
Matrix IP _____			
Astral Init _____			
Astral IP _____	Notes _____		
Edge _____			
Magic/Res _____			
Essence _____			

PHYSICAL DAMAGE

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STUN DAMAGE

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NAME _____		Race _____	
Body _____	Skills _____	Cyber/Equipment _____	
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Astral IP _____	Notes _____		
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Essence _____			

PHYSICAL DAMAGE

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STUN DAMAGE

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Rating _____	Skills _____	Powers _____														
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Rating _____	Skills _____	Powers _____			
Pilot _____	_____	_____			
Response _____	_____	_____			
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Response _____	_____	_____			
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NAME _____				Type _____	Condition Monitor
Rating _____	Skills _____	Powers _____			
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Response _____	_____	_____			
Firewall _____	Notes/Appearance _____	_____			
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Programs	Rating	Active?	Notes		
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Firewall _____	Notes/Appearance _____	_____			
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History of Revisions

1.2

- Added Low Pain Tolerance versions of the original front sheets.
- Retooled condition monitors to include room for overflow boxes
- Corrected stun track tip to use Will instead of Body as it's source for determining boxes
- Made small text corrections to front page
- Added History of revisions list

1.1 — Revision to publishable document

- Added front description and acknowledgement page
- Added Spirit-Intensive mage sheet, Technomancer, Hacker and Rigger sheets, No-Spell mage sheet and Magician sheet with room for Cyberware to backs. Added Front page including spells
- Added numerous Miscellaneous pages

1.0 — Initial creation

- Project begun with Standard, More contacts, More Skills, More Weapons and More Qualities fronts, as well as Adept, Magician, and Mercenary backgrounds