

Character Sheets v2.2

for

Shadowrun II

by

Wordman

wordman@pobox.com

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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 three front sides for the sheets. The second is a collection of twelve back sheets, based on archetype. The intent is to mix one back sheet with one front sheet for a complete character sheet.

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.

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 more space for weapons and armor and less space for contacts.

Page Four — As page two, but with more space for contacts and less space for weapons.

Backs

Page Five — Mage sheet.

Page Six — Real Mage (no cyber, more spells).

Page Seven — Mage/Decker sheet.

Page Eight — Decker sheet.

Page Nine — Rigger sheet.

Page Ten — Rigger/Decker sheet.

Page Eleven — Samurai sheet.

Page Twelve — Mercenary sheet.

Page Thirteen — Gadgeteer sheet.

Page Fourteen — Physical Adept sheet.

Page Fifteen — Physical Mage sheet.

Page Sixteen — Otaku sheet

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 _____

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

SKILLS	
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

POOLS	
Karma _____	Hacking _____
Combat _____	Magic _____
Control _____	Task _____

ARMOR	
Type	Cncl Bllstc Impct
_____	_____
_____	_____
_____	_____

CONTACTS					
Name	Archetype	Relation	Location	Affiliation	LTG#
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

EDGES & FLAWS	
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

WEAPONS								
Type	Cncl	Reach	Short	Medium	Long	Extreme	Ammo	Dmg
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

GEAR	
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

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.

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

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 _____ ¥
Real Estate _____
Stock _____
Lifestyle _____

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

SKILLS		
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

CONTACTS					
Name	Archetype	Relation	Location	Affiliation	LTG#
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

POOLS	
Karma _____	Hacking _____
Combat _____	Magic _____
Control _____	Task _____

WEAPONS								
Type	Cncl	Reach	Short	Medium	Long	Extreme	Ammo	Dmg
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

ARMOR		
Type	Cncl	Bllstc Impct
_____	_____	_____
_____	_____	_____

EDGES & FLAWS	
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

GEAR	
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

CONDITION MONITOR																						
Mental	Physical	Overdamage																				
Light Stun +1 to target #'s -1 to Initiative	Light Wound +1 to target #'s -1 to Initiative	<table border="1"><tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr><tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr><tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr><tr><td> </td><td> </td><td> </td><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	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																					

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

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 _____ ¥
 Real Estate _____

 Stock _____

Lifestyle _____

ATTRIBUTES

Nat. Aug. Alt.

Body _____
 Quickness _____
 Strength _____
 Charisma _____
 Intelligence _____
 Willpower _____
 Essence _____
 Body Index _____
 Magic _____
 Reaction _____
 Init. Dice _____

SKILLS

POOLS

Karma _____ **Hacking** _____
Combat _____ **Magic** _____
Control _____ **Task** _____

ARMOR

Type _____ **Cncl** _____ **Bllstc** _____ **Impct** _____

EDGES & FLAWS

GEAR

CONTACTS

Name	Archetype	Relation	Location	Affiliation	LTG#

WEAPONS

Type	Cncl	Reach	Short	Medium	Long	Extreme	Ammo	Dmg

CONDITION MONITOR

Mental	Physical	Overdamage						
<p>Light Stun +1 to target #'s -1 to Initiative</p> <p>Moderate Stun +2 to target #'s -2 to Initiative</p> <p>Serious Stun +3 to target #'s -3 to Initiative</p> <p>Deadly Stun Unconscious Wrap physical</p>	<p>Light Wound +1 to target #'s -1 to Initiative</p> <p>Moderate Wound +2 to target #'s -2 to Initiative</p> <p>Serious Wound +3 to target #'s -3 to Initiative</p> <p>Deadly Wound Unconscious and dying</p>	<table border="1" style="width: 50px; height: 100px; margin: 0 auto;"> <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> <p style="font-size: small; text-align: center;">The total number of boxes you have is equal to your unmodified Body score. Cross out extra space in the grid above.</p>						

VEHICLE

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

Extras

	<table style="width: 100%;"> <tr><td style="width: 20px;">L</td><td> </td></tr> <tr><td style="width: 20px;">M</td><td> </td></tr> <tr><td style="width: 20px;">S</td><td> </td></tr> <tr><td style="width: 20px;">D</td><td> </td></tr> </table>	L		M		S		D	
L									
M									
S									
D									

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 _____		

CYBERWARE & BIONETICS			
Type	Rating	Cost	Notes

CYBERDECK						
	Current	Max				
MPCP						
Hardening			L <table border="1" style="display:inline-table; vertical-align: middle;"><tr><td> </td></tr><tr><td> </td></tr><tr><td> </td></tr></table>			
Response						
I/O						
Memory			M <table border="1" style="display:inline-table; vertical-align: middle;"><tr><td> </td></tr><tr><td> </td></tr></table>			
Storage						
ASSIST			S <table border="1" style="display:inline-table; vertical-align: middle;"><tr><td> </td></tr><tr><td> </td></tr></table>			
Case armor						
Hitcher jacks						
ICCM filter	yes	no	D <table border="1" style="display:inline-table; vertical-align: middle;"><tr><td> </td></tr><tr><td> </td></tr><tr><td> </td></tr></table>			
SatLink	yes	no				
Vidscreen	yes	no				
Max	-50%	+50%				
Bod						
Evasion						
Masking						
Sensors						
Detection Factor						
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	
Initiaion	
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			
	Current	Max	
MPCP	_____	_____	
Hardening	_____	_____	L
Response	_____	_____	
I/O	_____	_____	
Memory	_____	_____	
Storage	_____	_____	M
ASSIST	_____	_____	S
Case armor	_____	_____	
Hitcher jacks	_____	_____	
ICCM filter	yes	no	
SatLink	yes	no	D
Vidscreen	yes	no	
Max	-50%	+50%	
Bod	_____	_____	
Evasion	_____	_____	
Masking	_____	_____	
Sensors	_____	_____	
Detection Factor	_____	_____	
Reality Filter	_____	_____	
Decker Icon	_____	_____	

GEAR

Programs			
Type	Rating	Size	Active? Options/Notes

FRAMES						
Name	Size	Core	DINAB	BEMS	Programs	Notes

CYBERWARE & BIONETICS

Type Rating Cost Notes

Type	Rating	Cost	Notes

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

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

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

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

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

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

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

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

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

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

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

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

CYBERWARE & BIONETICS			
Type	Rating	Cost	Notes

CYBERDECK			
		Current	Max
MPCP		_____	_____
Hardening		_____	_____
Response		_____	_____
I/O		_____	_____
Memory		_____	_____
Storage		_____	_____
ASSIST		_____	_____
Case armor		_____	_____
Hitcher jacks		_____	_____
ICCM filter	yes no	_____	_____
SatLink	yes no	_____	_____
Vidscreen	yes no	_____	_____
	Max	-50%	+50%
Bod		_____	_____
Evasion		_____	_____
Masking		_____	_____
Sensors		_____	_____
Detection Factor		_____	_____
Reality Filter		_____	_____
Decker Icon		_____	_____

Programs				
Type	Rating	Size	Active?	Options/Notes

FRAMES						
Name	Size	Core	DINAB	BEMS	Programs	Notes

DRONE	
Type	_____
Handling	_____ Sig _____
Speed	_____ Accel _____
Body	_____ Armor _____
Pilot	_____ Sensors _____
Econ	_____ Fuel _____

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

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

DRONE	
Type	_____
Handling	_____ Sig _____
Speed	_____ Accel _____
Body	_____ Armor _____
Pilot	_____ Sensors _____
Econ	_____ Fuel _____

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

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

DRONE	
Type	_____
Handling	_____ Sig _____
Speed	_____ Accel _____
Body	_____ Armor _____
Pilot	_____ Sensors _____
Econ	_____ Fuel _____

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

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

Rigger/decker back ©1998 Lester L. Ward III (http://pobox.com/~wordman)

CYBERWARE & BIONETICS

Type	Rating	Cost	Notes

ABILITIES

Ability	Level	Cost	Notes

MAGICAL DATA

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

MAGIC ITEMS

Item	Rating	Description

ASTRAL DATA

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

NOTES

Physical adept back ©1998 Lester L. Ward III (http://pobox.com/~wordman)

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 _____	_____
Initiaion _____	_____
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 _____	_____	_____

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