

Character Sheets v2.3

for

Shadowrun II

by

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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 three front sides for the sheets. The second is a collection of thirteen back sheets, based on archetype. The intent is to mix one back sheet with one front sheet for a complete character sheet. The third part contains pages filled with multiple copies of similar items, (e.g. condition monitors, vehicles, etc.)

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 — Samurai (alternate) sheet.

Page Thirteen — Mercenary sheet.

Page Fourteen — Gadgeteer sheet.

Page Fifteen — Physical Adept sheet.

Page Sixteen — Physical Mage sheet.

Page Seventeen — Otaku sheet

Extras

Page Eighteen — Vehicle records

Page Nineteen — Condition monitors

Page Twenty — Weapon records

Page Twenty-one — NPC records

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

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Seating _____

Economy _____

Fuel _____

Extras

L M S D

DRONE

Type _____

Handling _____ Sig _____

Speed _____ Accel _____

Body _____ Armor _____

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VEHICLE

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L M S D

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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

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 _____

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Accessories _____

Name	<hr/>	Race	<hr/>
Body	Skills	Cyber/Equipment	
Quickness	<hr/>	<hr/>	
Strength	<hr/>	<hr/>	
Intelligence	<hr/>	<hr/>	
Willpower	<hr/>	<hr/>	
Essense	<hr/>	<hr/>	
Body Index	<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/>	
Essense	<hr/>	<hr/>	
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Essense	<hr/>	<hr/>	
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