



Name:	Age:	Hair:
Archetype:	Gender:	Eyes:
Player:	Race:	Money:

Physical		natural (actual)
Body		_____
Quickness		_____
Strength		_____
Mental		
Charisma		_____
Intelligence		_____
Willpower		_____
Special		
Body Index		_____
Essence		_____
Magic		_____
Reaction		_____
Initiative		_____

	Light Stun	Moderate Stun	Serious Stun	Deadly Stun
Stun	L	M	S	D
	+1 TN -1 Init	+2 TN -2 Init	+3 TN -3 Init	Unconscious
Physical	L	M	S	D
	+1 TN -1 Init	+2 TN -2 Init	+3 TN -3 Init	Dead
	Light Wound	Moderate Wound	Serious Wound	Deadly Wound
Physical Damage Overflow				

<p>Astral Combat _____</p> <p>(Charisma + Intelligence + Willpower) ÷ 2</p>	
<p>Combat _____</p> <p>(Quickness + Intelligence + Willpower) ÷ 2</p>	
<p>Control _____</p> <p>Reaction + Vehicle Control Rig rating</p>	
<p>Hacking _____</p> <p>(Intelligence + MCP rating) ÷ 3</p>	
<p>Spell _____</p> <p>(Intelligence + Willpower + Magic) ÷ 3</p> <p>_____</p> <p>_____</p> <p>_____</p>	<p>_____</p> <p>_____</p> <p>_____</p>

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Shadowrun Magician Record Sheet

GENERAL DATA

Tradition _____	Libraries _____	Rating _____
Totem _____	_____	_____
Totem modifiers _____	_____	_____
_____	_____	_____
_____	_____	_____
Shamanic lodge rating _____	Centering skill _____	
Geasa _____	Metamagical powers _____	
_____	_____	
Initiate grade _____	_____	
Ordeals taken _____	_____	
_____	_____	
_____	_____	

ADEPT ABILITIES

Power Points: _____		
	Level	Power Pts.
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

SPELLS

	Force	Class	Type	Range	Target Number	Duration	Drain	Area/Damage
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

FOCI

	Rating	Karma required	spent
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

NOTES

Shadowrun Rigger Record Sheet

REMOTE CONTROL DECK

Rating	_____	Current flux	_____
IVIS Pool		Max. flux	

SUBSCRIBER TABLE

Active drones = deck rating
Total drones = 2x deck rating

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FLUX RANGES

Flux	Range
0	250 m
1	1 km
2	2 km
3	4 km
4	6 km
5	9 km
6	12 km
7	16 km
8	20 km
9	25 km
10	(2x Flux) +10 km

SIGNAL CONDITION MONITOR

Figure 1: Comparison of the three degradation levels. The figure shows three rows: Command, Simsense, and System. Each row has a sequence of seven boxes representing degradation levels. Above the boxes are labels: 'Light Degradation' (above the first box), 'Moderate Degradation' (above the second box), and 'Serious Degradation' (above the third, fourth, and fifth boxes). The boxes contain letters: 'L' (Light), 'M' (Moderate), 'S' (Serious), and 'D' (Disengaged). Below the boxes are labels: '+1 TN' (below the first box), '+2 TN' (below the second box), '+3 TN' (below the third box), and 'Disengaged' (below the last box). The 'Command' row shows 'L' in the first box, 'M' in the second box, 'S' in the third box, and 'D' in the last box. The 'Simsense' row shows 'L' in the first box, 'M' in the second box, 'S' in the third box, and 'D' in the last box. The 'System' row shows 'L' in the first box, 'M' in the second box, 'S' in the third box, and 'D' in the last box.

PRIMARY VEHICLE

Type	
Handling	_____
Speed	_____
Max. Speed	_____ = Speed x 1.5
Acceleration	_____
Body	_____
Armor	_____
Signature	_____
Autonav	_____
Pilot	_____
Seating	_____
Firmpoints	_____
Hardpoints	_____
Fuel	_____
Economy	_____
Cargo	_____ CF
Load	_____ kg
Stress	_____
Maintenance cost	_____ ¥ = To
Optempo cost	_____ ¥ = To
Entry Points	_____

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

SENSORS + ELECTRONICS DATA

	Flux		
	Rating	Current	Maximum
Sensors	_____	_____	_____
ECM	_____	_____	_____
ECCM	_____	_____	_____
ED	_____	_____	_____
ECD	_____	_____	_____

MODIFICATIONS • ACCESSORIES

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

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 _____	L	M	S	D
Max. Speed _____ = Speed x 1.5	Fuel _____	Light Damage	Moderate Damage	Serious Damage	Deadly Damage
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 _____	L	M	S	D
Max. Speed _____ = Speed x 1.5	Fuel _____	Light Damage	Moderate Damage	Serious Damage	Deadly Damage
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 -1 Init	+2 TN -2 Init -25% spd	+3 TN -3 Init -50% spd	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 _____				
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 _____				
Accessories _____					

VEHICLE #2

Type _____

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

Stress Points _____
 Maintenance Cost _____ ¥
 Optempo Cost _____ ¥

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

VEHICLE #3

Type _____

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

Stress Points _____
 Maintenance Cost _____ ¥
 Optempo Cost _____ ¥

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

VEHICLE #4

Type _____

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

Stress Points _____
 Maintenance Cost _____ ¥
 Optempo Cost _____ ¥

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

Shadowrun Equipment Record Sheet

GENERAL EQUIPMENT

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CHIPS

[illegible]