

Shadowrun 4th Edition Character Sheets

Release Version 1.8

Created by Jhaisiin
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
- Page 25 — Hacker sheet (No Cyberware, more programs)
- Page 26 — Rigger sheet (No Cyberware, more programs)

Misc

- Page 27 — Spirit data sheet, including extra detailed Spirit layout and room to jot down Mentor Spirit information
- Page 28 — Vehicles and drones sheet
- Page 29 — Detailed Vehicles/drones sheet
- Page 30 — NPCs sheet
- Page 31 — Gear sheet
- Page 32 — Identities and Licenses
- Page 33 — Financial sheet, including room for multiple IDs
- Page 34 — Advanced Lifestyles Sheet
- Page 35 — Detailed Contacts, group contacts and Enemies sheet
- Page 36 — Character history and notes. Comes with a sketch area for drawing out your character
- Page 37 — Sprites sheet
- Page 38 — Agents sheet

- Page 39 — History of revisions to this document

Alias: _____
Name: _____
Player Name: _____
Metatype: _____
Street Cred: _____
Notoriety: _____
Public Awareness: _____
Vitals
 Height: _____ Weight: _____
 Age: _____ Sex: _____
 Eyes: _____ Hair: _____
Birthdate: _____
Birthplace: _____
Total Karma: _____
Current Karma: _____
Assets
 Credsticks _____
 Color/Bank _____
 Balance _____
 Certified _____
 Certified _____
 Certified _____
 Certified _____
 Real Estate _____
 Stock _____
Lifestyle: _____

ATTRIBUTES

Body: _____ Charisma: _____ Edge: _____ Current Edge: _____
 Agility: _____ Intuition: _____ Essence: _____ Astral Init: _____
 Reaction: _____ Logic: _____ Initiative: _____ Matrix Init: _____
 Strength: _____ Willpower: _____ Magic/Resonance: _____ Init Passes: _____

SKILLS

Skill name	Rtg	Att	Skill Name	Rtg	Att
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

QUALITIES

Name	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

WEAPONS

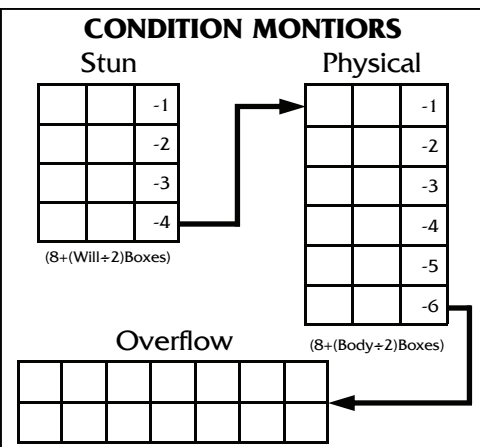
Weapon	Cncl	Reach	Mode	Ranges	RC	AP	Ammo	Dmg
_____	_____	_____	_____	/ / /	_____	_____	_____	_____
_____	_____	_____	_____	/ / /	_____	_____	_____	_____
_____	_____	_____	_____	/ / /	_____	_____	_____	_____
_____	_____	_____	_____	/ / /	_____	_____	_____	_____
_____	_____	_____	_____	/ / /	_____	_____	_____	_____
_____	_____	_____	_____	/ / /	_____	_____	_____	_____
_____	_____	_____	_____	/ / /	_____	_____	_____	_____

ARMOR/GEAR

Name	Rating
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

CONTACTS

Name	Loyalty	Conn.	Name	Loyalty	Conn.
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____



NOTES: _____

VEHICLE

Type: _____
 Speed: _____ Accel: _____
 Handling: _____ Pilot: _____
 Sensor: _____ Body/Armor: ___ / ____
 Notes: _____

Vehicle Damage (8+(Body+2)Boxes)

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

Alias: _____
Name: _____
Player Name: _____
Metatype: _____
Street Cred: _____
Notoriety: _____
Public Awareness: _____
Vitals
Height: _____ Weight: _____
Age: _____ Sex: _____
Eyes: _____ Hair: _____
Birthdate: _____
Birthplace: _____
Total Karma: _____
Current Karma: _____
Assets
Credsticks _____
Color/Bank _____
Balance _____
Certified _____
Certified _____
Certified _____
Certified _____
Real Estate _____
Stock _____
Lifestyle: _____

ATTRIBUTES

Body: _____ Charisma: _____ Edge: _____ Current Edge: _____
Agility: _____ Intuition: _____ Essence: _____ Astral Init: _____
Reaction: _____ Logic: _____ Initiative: _____ Matrix Init: _____
Strength: _____ Willpower: _____ Magic/Resonance: _____ Init Passes: _____

SKILLS

Skill name	Rtg	Att	Skill Name	Rtg	Att
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

QUALITIES

Name	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

WEAPONS

Weapon	Cncl	Reach	Mode	Ranges	RC	AP	Ammo	Dmg
_____	_____	_____	_____	/ / /	_____	_____	_____	_____
_____	_____	_____	_____	/ / /	_____	_____	_____	_____
_____	_____	_____	_____	/ / /	_____	_____	_____	_____
_____	_____	_____	_____	/ / /	_____	_____	_____	_____
_____	_____	_____	_____	/ / /	_____	_____	_____	_____

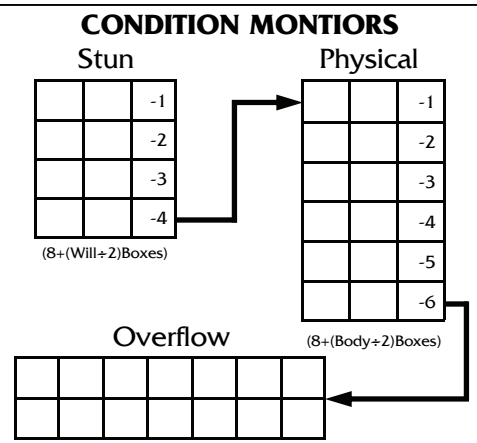
ARMOR/GEAR

Name	Rating
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
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_____	_____
_____	_____
_____	_____

NOTES: _____

CONTACTS

Name	Loyalty	Conn.
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____



VEHICLE

Type: _____
Speed: _____ Accel: _____
Handling: _____ Pilot: _____
Sensor: _____ Body/Armor: _____/_____
Notes: _____

Vehicle Damage (8+(Body÷2)Boxes)

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

Alias: _____
Name: _____
Player Name: _____
Metatype: _____
Street Cred: _____
Notoriety: _____
Public Awareness: _____
Vitals
Height: _____ Weight: _____
Age: _____ Sex: _____
Eyes: _____ Hair: _____
Birthdate: _____
Birthplace: _____
Total Karma: _____
Current Karma: _____
Assets
Credsticks _____
Color/Bank _____
Balance _____
Certified _____
Certified _____
Certified _____
Certified _____
Real Estate _____
Stock _____
Lifestyle: _____

ATTRIBUTES
Body: _____ Charisma: _____ Edge: _____ Current Edge: _____
Agility: _____ Intuition: _____ Essence: _____ Astral Init: _____
Reaction: _____ Logic: _____ Initiative: _____ Matrix Init: _____
Strength: _____ Willpower: _____ Magic/Resonance: _____ Init Passes: _____

SKILLS

Skill name	Rtg	Att	Skill Name	Rtg	Att
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
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_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

QUALITIES

Name	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
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_____	_____
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_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

WEAPONS

Weapon	Cncl	Reach	Mode	Ranges	RC	AP	Ammo	Dmg
_____	_____	_____	_____	___/___/___	_____	_____	_____	_____
_____	_____	_____	_____	___/___/___	_____	_____	_____	_____
_____	_____	_____	_____	___/___/___	_____	_____	_____	_____
_____	_____	_____	_____	___/___/___	_____	_____	_____	_____
_____	_____	_____	_____	___/___/___	_____	_____	_____	_____
_____	_____	_____	_____	___/___/___	_____	_____	_____	_____
_____	_____	_____	_____	___/___/___	_____	_____	_____	_____
_____	_____	_____	_____	___/___/___	_____	_____	_____	_____
_____	_____	_____	_____	___/___/___	_____	_____	_____	_____
_____	_____	_____	_____	___/___/___	_____	_____	_____	_____
_____	_____	_____	_____	___/___/___	_____	_____	_____	_____
_____	_____	_____	_____	___/___/___	_____	_____	_____	_____
_____	_____	_____	_____	___/___/___	_____	_____	_____	_____
_____	_____	_____	_____	___/___/___	_____	_____	_____	_____
_____	_____	_____	_____	___/___/___	_____	_____	_____	_____
_____	_____	_____	_____	___/___/___	_____	_____	_____	_____
_____	_____	_____	_____	___/___/___	_____	_____	_____	_____
_____	_____	_____	_____	___/___/___	_____	_____	_____	_____
_____	_____	_____	_____	___/___/___	_____	_____	_____	_____

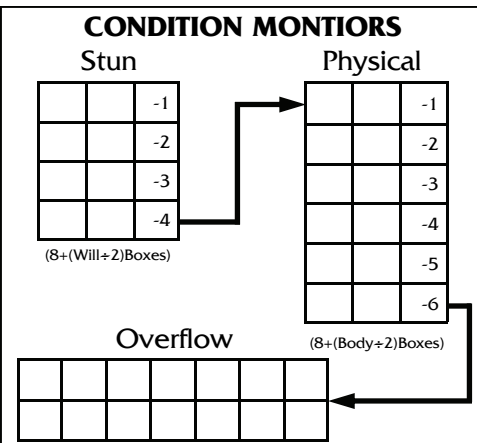
ARMOR/GEAR

Name	Rating
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
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_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

NOTES: _____

CONTACTS

Name	Loyalty	Conn.
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
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_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
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_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____



VEHICLE
Type: _____
Speed: _____ Accel: _____
Handling: _____ Pilot: _____
Sensor: _____ Body/Armor: ___/
Notes: _____

Vehicle Damage (8+(Body+2)Boxes)
| | | | | | | | | -1 | -2 | -3 | -4 | -5 | -6

Alias: _____
Name: _____
Player Name: _____
Metatype: _____
Street Cred: _____
Notoriety: _____
Public Awareness: _____
Vitals
 Height: _____ Weight: _____
 Age: _____ Sex: _____
 Eyes: _____ Hair: _____
Birthdate: _____
Birthplace: _____
Total Karma: _____
Current Karma: _____
Assets
 Credsticks _____
 Color/Bank _____
 Balance _____
 Certified _____
 Certified _____
 Certified _____
 Certified _____
 Real Estate _____
 Stock _____
Lifestyle: _____

ATTRIBUTES

Body: _____ Charisma: _____ Edge: _____ Current Edge: _____
 Agility: _____ Intuition: _____ Essence: _____ Astral Init: _____
 Reaction: _____ Logic: _____ Initiative: _____ Matrix Init: _____
 Strength: _____ Willpower: _____ Magic/Resonance: _____ Init Passes: _____

SKILLS

Skill name	Rtg	Att	Skill Name	Rtg	Att
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

QUALITIES

Name	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

WEAPONS

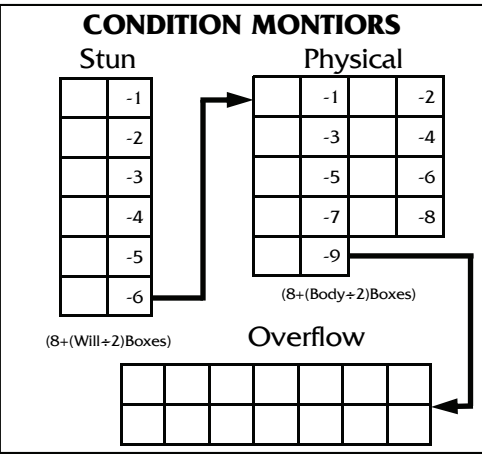
Weapon	Cncl	Reach	Mode	Ranges	RC	AP	Ammo	Dmg
_____	_____	_____	_____	/ / /	_____	_____	_____	_____
_____	_____	_____	_____	/ / /	_____	_____	_____	_____
_____	_____	_____	_____	/ / /	_____	_____	_____	_____
_____	_____	_____	_____	/ / /	_____	_____	_____	_____
_____	_____	_____	_____	/ / /	_____	_____	_____	_____
_____	_____	_____	_____	/ / /	_____	_____	_____	_____
_____	_____	_____	_____	/ / /	_____	_____	_____	_____
_____	_____	_____	_____	/ / /	_____	_____	_____	_____

ARMOR/GEAR

Name	Rating
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

CONTACTS

Name	Loyalty	Conn.	Name	Loyalty	Conn.
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____



NOTES: _____

VEHICLE

Type: _____
 Speed: _____ Accel: _____
 Handling: _____ Pilot: _____
 Sensor: _____ Body/Armor: ___/___
 Notes: _____

Vehicle Damage (8+(Body+2)Boxes)

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

Alias: _____
Name: _____
Player Name: _____
Metatype: _____
Street Cred: _____
Notoriety: _____
Public Awareness: _____
Vitals
 Height: _____ Weight: _____
 Age: _____ Sex: _____
 Eyes: _____ Hair: _____
Birthdate: _____
Birthplace: _____
Total Karma: _____
Current Karma: _____
Assets
 Credsticks _____
 Color/Bank _____
 Balance _____
 Certified _____
 Certified _____
 Certified _____
 Certified _____
 Real Estate _____
 Stock _____
Lifestyle: _____

ATTRIBUTES

Body: _____ Charisma: _____ Edge: _____ Current Edge: _____
 Agility: _____ Intuition: _____ Essence: _____ Astral Init: _____
 Reaction: _____ Logic: _____ Initiative: _____ Matrix Init: _____
 Strength: _____ Willpower: _____ Magic/Resonance: _____ Init Passes: _____

SKILLS

Skill name	Rtg	Att	Skill Name	Rtg	Att
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

WEAPONS

Weapon	Cncl	Reach	Mode	Ranges	RC	AP	Ammo	Dmg
_____	_____	_____	_____	/ / /	_____	_____	_____	_____
_____	_____	_____	_____	/ / /	_____	_____	_____	_____
_____	_____	_____	_____	/ / /	_____	_____	_____	_____
_____	_____	_____	_____	/ / /	_____	_____	_____	_____

QUALITIES

Name	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

SPELLS

Spell	Resistance	Type	Range	Duration	DV	Drain
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

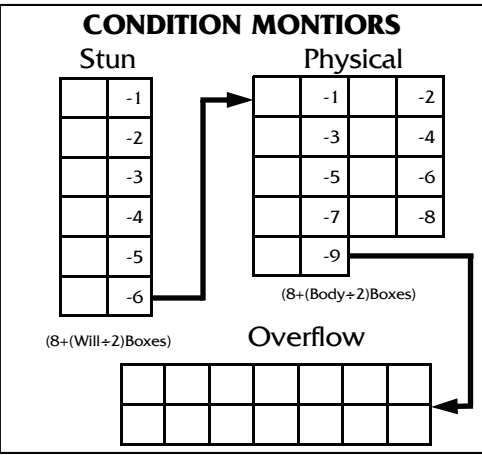
ARMOR/GEAR

Name	Rating
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

NOTES: _____

CONTACTS

Name	Loyalty	Conn.
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____



VEHICLE

Type: _____
 Speed: _____ Accel: _____
 Handling: _____ Pilot: _____
 Sensor: _____ Body/Armor: ____ / ____
 Notes: _____

Vehicle Damage (8+(Body+2)Boxes)

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

CYBERWARE & BIOWARE

Implant	Rating	Essence	Cost	Notes

SPELLS

Name	Category	Type	Range	Duration	Resist/Threshold	DV	Drain

MAGICAL ITEMS/FOCI

Item	Rating	Description	Item	Rating	Description

MAGICAL DATA

Tradition: _____ Initiation Grade: _____
Totem: _____ Metamagical Abilities _____
Totem Bonuses: _____

ASTRAL DATA

Body: _____ Agility: _____ Reaction: _____ Strength: _____
Charisma: _____ Intuition: _____ Logic: _____ Willpower: _____
Initiative: _____ Initiative Passes: _____ Base Dmg: _____
Appearance: _____

SPIRITS

Spirit	Force	Services	(Un)Bound

CYBERWARE & BIOWARE

Implant	Rating	Essence	Cost	Notes
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

GEAR

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

COMPLEX FORMS

Name	Rating	Active?	Options/Notes
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

LIVING PERSONA

Firewall: _____
 Response: _____
 Signal: _____
 System: _____
 Biofeedback Filter: _____
 Matrix Init: _____
 Matrix Init Passes: _____
 +2 dice to all Matrix based tests
 +2 dice to Matrix based Perception tests
 Notes/Description: _____

SUBMERSION

Grade: _____
 Echoes: _____

SPRITES

Sprite	Rating	Pilot	Response	Firewall	Matrix Init	IP	Skills
_____	_____	_____	_____	_____	_____	_____	_____
Powers: _____				Complex Forms: _____			
_____	_____	_____	_____	_____	_____	_____	_____
Powers: _____				Complex Forms: _____			
_____	_____	_____	_____	_____	_____	_____	_____
Powers: _____				Complex Forms: _____			
_____	_____	_____	_____	_____	_____	_____	_____
Powers: _____				Complex Forms: _____			

CYBERWARE & BIOWARE

Implant	Rating	Essence	Cost	Notes
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

LIVING PERSONA

Firewall: _____
Response: _____
Signal: _____
System: _____
Biofeedback Filter: _____
Matrix Init: _____
Matrix Init Passes: _____
+2 dice to all Matrix based tests
+2 dice to Matrix based Perception tests
Notes/Description: _____

COMPLEX FORMS

Name	Rating	Active?	Options/Notes
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

SUBMERSION

Grade: _____
Echoes: _____

SPRITES

Sprite	Rating	Pilot	Response	Firewall	Matrix Init	IP	Skills
_____	_____	_____	_____	_____	_____	_____	_____
Powers: _____				Complex Forms: _____			
_____	_____	_____	_____	_____	_____	_____	_____
Powers: _____				Complex Forms: _____			
_____	_____	_____	_____	_____	_____	_____	_____
Powers: _____				Complex Forms: _____			

VEHICLE

Type: _____
Speed: _____ Accel: _____
Handling: _____ Pilot: _____
Sensor: _____ Body/Armor: ____/____
Notes: _____

Vehicle Damage (8+(Body+2)Boxes)

		-1			-2			-3			
--	--	----	--	--	----	--	--	----	--	--	--

		-4			-5			-6			
--	--	----	--	--	----	--	--	----	--	--	--

DRONE

Type: _____
Speed: _____ Accel: _____
Handling: _____ Pilot: _____
Sensor: _____ Body/Armor: ____/____
Notes: _____

Vehicle Damage (8+(Body+2)Boxes)

		-1			-2			-3			
--	--	----	--	--	----	--	--	----	--	--	--

		-4			-5			-6			
--	--	----	--	--	----	--	--	----	--	--	--

DRONE

Type: _____
Speed: _____ Accel: _____
Handling: _____ Pilot: _____
Sensor: _____ Body/Armor: ____/____
Notes: _____

Vehicle Damage (8+(Body+2)Boxes)

		-1			-2			-3			
--	--	----	--	--	----	--	--	----	--	--	--

		-4			-5			-6			
--	--	----	--	--	----	--	--	----	--	--	--

VEHICLE

Type: _____
Speed: _____ Accel: _____
Handling: _____ Pilot: _____
Sensor: _____ Body/Armor: ____/____
Notes: _____

Vehicle Damage (8+(Body+2)Boxes)

		-1			-2			-3			
--	--	----	--	--	----	--	--	----	--	--	--

		-4			-5			-6			
--	--	----	--	--	----	--	--	----	--	--	--

DRONE

Type: _____
Speed: _____ Accel: _____
Handling: _____ Pilot: _____
Sensor: _____ Body/Armor: ____/____
Notes: _____

Vehicle Damage (8+(Body+2)Boxes)

		-1			-2			-3			
--	--	----	--	--	----	--	--	----	--	--	--

		-4			-5			-6			
--	--	----	--	--	----	--	--	----	--	--	--

DRONE

Type: _____
Speed: _____ Accel: _____
Handling: _____ Pilot: _____
Sensor: _____ Body/Armor: ____/____
Notes: _____

Vehicle Damage (8+(Body+2)Boxes)

		-1			-2			-3			
--	--	----	--	--	----	--	--	----	--	--	--

		-4			-5			-6			
--	--	----	--	--	----	--	--	----	--	--	--

CYBERWARE & BIOWARE

Implant	Rating	Essence	Cost	Notes

COMLINK

Firewall: _____ Response: _____
Signal: _____ System: _____
Matrix Init: _____ Init Passes: _____
Hot Sim Capable? _____
Hot Sim Benefits: +2 to Matrix based tests and
+1 to Response stat
Notes: _____

PROGRAMS

Name	Rating	Active?	Notes

AGENTS

Name	Rating	Pilot	Response	Firewall	Matrix Init	IP	Programs

VEHICLE

Type: _____
Speed: _____ Accel: _____
Handling: _____ Pilot: _____
Sensor: _____ Body/Armor: ___/___
Notes: _____

Vehicle Damage (8+(Body+2)Boxes)

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

DRONE

Type: _____
Speed: _____ Accel: _____
Handling: _____ Pilot: _____
Sensor: _____ Body/Armor: ___/___
Notes: _____

Vehicle Damage (8+(Body+2)Boxes)

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

DRONE

Type: _____
Speed: _____ Accel: _____
Handling: _____ Pilot: _____
Sensor: _____ Body/Armor: ___/___
Notes: _____

Vehicle Damage (8+(Body+2)Boxes)

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

VEHICLE

Type: _____
Speed: _____ Accel: _____
Handling: _____ Pilot: _____
Sensor: _____ Body/Armor: ___/___
Notes: _____

Vehicle Damage (8+(Body+2)Boxes)

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

DRONE

Type: _____
Speed: _____ Accel: _____
Handling: _____ Pilot: _____
Sensor: _____ Body/Armor: ___/___
Notes: _____

Vehicle Damage (8+(Body+2)Boxes)

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

DRONE

Type: _____
Speed: _____ Accel: _____
Handling: _____ Pilot: _____
Sensor: _____ Body/Armor: ___/___
Notes: _____

Vehicle Damage (8+(Body+2)Boxes)

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

MENTOR SPIRIT

Bonuses

Negatives

Spirit Ideals/Notes: _____

SPIRITS

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

Powers: _____

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

Powers: _____

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

Powers: _____

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

Powers: _____

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

Powers: _____

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

Powers: _____

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

Powers: _____

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

Powers: _____

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

Powers: _____

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

Powers: _____

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

Powers: _____

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

Powers: _____

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

Powers: _____

VEHICLE/DRONE

Name/Type: _____
 Speed: _____ Accel: _____ Modifications: _____
 Handling: _____ Pilot: _____
 Sensor: _____ Body/Armor: ___/_____
 Notes: _____

Vehicle Damage (8+(Body+2)Boxes)

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

DRONE

Type: _____
 Speed: _____ Accel: _____
 Handling: _____ Pilot: _____
 Sensor: _____ Body/Armor: ___/_____
 Notes: _____

Vehicle Damage (8+(Body+2)Boxes)

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

VEHICLE/DRONE

Name/Type: _____
 Speed: _____ Accel: _____ Modifications: _____
 Handling: _____ Pilot: _____
 Sensor: _____ Body/Armor: ___/_____
 Notes: _____

Vehicle Damage (8+(Body+2)Boxes)

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

DRONE

Type: _____
 Speed: _____ Accel: _____
 Handling: _____ Pilot: _____
 Sensor: _____ Body/Armor: ___/_____
 Notes: _____

Vehicle Damage (8+(Body+2)Boxes)

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

VEHICLE/DRONE

Name/Type: _____
 Speed: _____ Accel: _____ Modifications: _____
 Handling: _____ Pilot: _____
 Sensor: _____ Body/Armor: ___/_____
 Notes: _____

Vehicle Damage (8+(Body+2)Boxes)

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

DRONE

Type: _____
 Speed: _____ Accel: _____
 Handling: _____ Pilot: _____
 Sensor: _____ Body/Armor: ___/_____
 Notes: _____

Vehicle Damage (8+(Body+2)Boxes)

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

VEHICLE/DRONE

Name/Type: _____
 Speed: _____ Accel: _____ Modifications: _____
 Handling: _____ Pilot: _____
 Sensor: _____ Body/Armor: ___/_____
 Notes: _____

Vehicle Damage (8+(Body+2)Boxes)

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

DRONE

Type: _____
 Speed: _____ Accel: _____
 Handling: _____ Pilot: _____
 Sensor: _____ Body/Armor: ___/_____
 Notes: _____

Vehicle Damage (8+(Body+2)Boxes)

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

VEHICLE/DRONE

Name/Type: _____
 Speed: _____ Accel: _____ Modifications: _____
 Handling: _____ Pilot: _____
 Sensor: _____ Body/Armor: ___/_____
 Notes: _____

Vehicle Damage (8+(Body+2)Boxes)

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

DRONE

Type: _____
 Speed: _____ Accel: _____
 Handling: _____ Pilot: _____
 Sensor: _____ Body/Armor: ___/_____
 Notes: _____

Vehicle Damage (8+(Body+2)Boxes)

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

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

-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

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

STUN DAMAGE

-1
-2
-3
-4

GM Notes: _____

Contact

Name _____
Job _____
Loyalty _____ Conn _____
Areas of Expertise/Notes:

Contact

Name _____
Job _____
Loyalty _____ Conn _____
Areas of Expertise/Notes:

Contact

Name _____
Job _____
Loyalty _____ Conn _____
Areas of Expertise/Notes:

Contact

Name _____
Job _____
Loyalty _____ Conn _____
Areas of Expertise/Notes:

Contact

Name _____
Job _____
Loyalty _____ Conn _____
Areas of Expertise/Notes:

Contact

Name _____
Job _____
Loyalty _____ Conn _____
Areas of Expertise/Notes:

Contact

Name _____
Job _____
Loyalty _____ Conn _____
Areas of Expertise/Notes:

Contact

Name _____
Job _____
Loyalty _____ Conn _____
Areas of Expertise/Notes:

Group Contact

Name _____
Leader(s) _____
Area(s) of Influence _____
Job(s) _____
Loyalty _____ Connections _____ Members _____
Location _____
Notes _____

Group Contact

Name _____
Leader(s) _____
Area(s) of Influence _____
Job(s) _____
Loyalty _____ Connections _____ Members _____
Location _____
Notes _____

Group Contact

Name _____
Leader(s) _____
Area(s) of Influence _____
Job(s) _____
Loyalty _____ Connections _____ Members _____
Location _____
Notes _____

Group Contact

Name _____
Leader(s) _____
Area(s) of Influence _____
Job(s) _____
Loyalty _____ Connections _____ Members _____
Location _____
Notes _____

Enemy

Name _____
Alias(s) _____

Known Capabilities/Notes

Status _____

Enemy

Name _____
Alias(s) _____

Known Capabilities/Notes

Status _____

Enemy

Name _____
Alias(s) _____

Known Capabilities/Notes

Status _____

Enemy

Name _____
Alias(s) _____

Known Capabilities/Notes

Status _____

NAME _____		Type _____		Condition Monitor	
Rating _____	Skills _____	Powers _____			
Pilot _____	_____				
Response _____	_____				
Firewall _____	Notes/Appearance _____				
Initiative _____	_____				
Init Passes _____	_____			-1	-4
Complex Forms	Rating	Active?	Options/Notes	-2	-5
_____	_____	_____	_____	-3	-6
_____	_____	_____	_____		
_____	_____	_____	_____		
_____	_____	_____	_____		
_____	_____	_____	_____		
_____	_____	_____	_____		

NAME _____		Type _____		Condition Monitor	
Rating _____	Skills _____	Powers _____			
Pilot _____	_____				
Response _____	_____				
Firewall _____	Notes/Appearance _____				
Initiative _____	_____				
Init Passes _____	_____			-1	-4
Complex Forms	Rating	Active?	Options/Notes	-2	-5
_____	_____	_____	_____	-3	-6
_____	_____	_____	_____		
_____	_____	_____	_____		
_____	_____	_____	_____		
_____	_____	_____	_____		
_____	_____	_____	_____		

NAME _____		Type _____		Condition Monitor	
Rating _____	Skills _____	Powers _____			
Pilot _____	_____				
Response _____	_____				
Firewall _____	Notes/Appearance _____				
Initiative _____	_____				
Init Passes _____	_____			-1	-4
Complex Forms	Rating	Active?	Options/Notes	-2	-5
_____	_____	_____	_____	-3	-6
_____	_____	_____	_____		
_____	_____	_____	_____		
_____	_____	_____	_____		
_____	_____	_____	_____		
_____	_____	_____	_____		

NAME _____		Type _____		Condition Monitor	
Rating _____	Skills _____	Powers _____			
Pilot _____	_____				
Response _____	_____				
Firewall _____	Notes/Appearance _____				
Initiative _____	_____				
Init Passes _____	_____			-1	-4
Complex Forms	Rating	Active?	Options/Notes	-2	-5
_____	_____	_____	_____	-3	-6
_____	_____	_____	_____		
_____	_____	_____	_____		
_____	_____	_____	_____		
_____	_____	_____	_____		
_____	_____	_____	_____		

History of Revisions

1.8

- Added second identities page to give more detailed identity and license information areas. Credit to *Raven the Trickster* for the suggestion.

1.7

- Added page for more detailed contacts, group contacts and enemies. Also credit goes to *Robert in Cin* for the suggestion.

1.6

- Added Advanced lifestyles page per the suggestion of *Robert in Cin*.

1.5

- Added 2nd Hacker and rigger sheets that removes Cyber/Bioware box and added more room for programs, agents and comlink information.

1.4

- Added a second sheet for vehicles and drones, this one allowing much more room for information about the vehicle.

1.3

- Adjusted font size to 9pt font, matching *Wordman's* original design
- Given the extra room, returned Condition Monitors to their familiar design and feel.

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 on various pages
- 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