

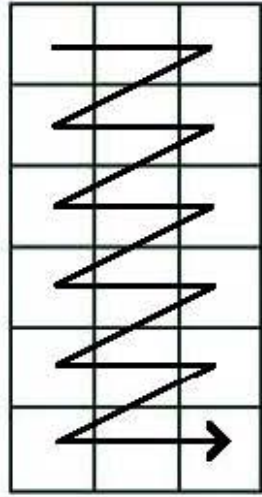
SHADOWRUN

Ver. 2.1

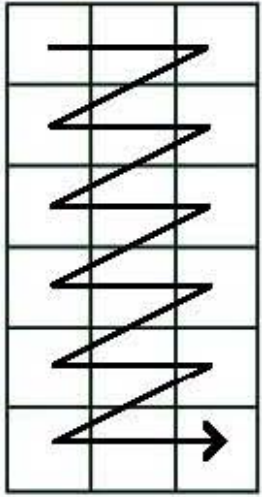
VEHICLE	HANDLING	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR	NOTES
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
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_____	_____	_____	_____	_____	_____	_____	_____	_____

VEHICLES

NOTES



8 • (BODY -2, ROUND UP) BOXES



8 • (BODY -2, ROUND UP) BOXES

NOTES

VEHICLE CONDITION MONITORS

DOSS LAYOUT

STANDARD OPERATING PROCEDURES



SHADOWRUN

Ver. 2.1

CHARISMA:

WILLPOWER:

INTUITION:

MAGIC:

LOGIC:

INITIATE GRADE:

RELEVANT INFORMATION

Skill	Att	Rank	Dice Pool
Banishing	_____	_____	_____
Binding	_____	_____	_____
Counterspelling	_____	_____	_____
Ritual Spellcasting	_____	_____	_____
Spellcasting	_____	_____	_____
Summoning	_____	_____	_____
Astral Combat	_____	_____	_____

Drain Resist
= Willpower +
Logic (Mages)
Charisma (Shaman)
Intuition (Other)

DRAIN RESIST

RELEVANT MAGIC SKILLS

Spell Name Type Range Dmg Duration D.V. Mod

COMBAT SPELLS (*E = Elemental Effect) (Damage = Force + Net Hit) (F+2) ±

[] Acid Stream *E	P	LOS	P	Instant	+3
[] Toxic Wave *E	P	LOS(A)	P	Instant	+5
[] Punch	P	Touch	S	Instant	-2
[] Clout	P	LOS	S	Instant	0
[] Blast	P	LOS(A)	S	Instant	+2
[] Death Touch	M	Touch	P	Instant	-2
[] Manabolt	M	LOS	P	Instant	0
[] Manaball	M	LOS(A)	P	Instant	+2
[] Flamethrower *E	P	LOS	P	Instant	+3
[] Fireball *E	P	LOS(A)	P	Instant	+5
[] Lightning Bolt *E	P	LOS	P	Instant	+3
[] Ball Lightning *E	P	LOS(A)	P	Instant	+5
[] Shatter	P	Touch	P	Instant	-1
[] Powerolt	P	LOS	P	Instant	+1
[] Powerball	P	LOS(A)	P	Instant	+3
[] Knockout	M	Touch	S	Instant	-3
[] Stunbolt	M	LOS	S	Instant	-1
[] Stunball	M	LOS(A)	S	Instant	+1

DETECTION SPELLS (*E = Specialize spell description) (F+2) ±

[] Analyze Device	P	Touch	-	Sustained	0
[] Analyze Truth	M	Touch	-	Sustained	0
[] Clairaudience	M	Touch	-	Sustained	-1
[] Clairvoyance	M	Touch	-	Sustained	-1
[] Combat Sense	M	Touch	-	Sustained	+2
[] Detect Enemies	M	Touch	-	Sustained	+1
[] Detect Enemies Extended	M	Touch	-	Sustained	+3
[] Detect Individual	M	Touch	-	Sustained	-1
[] Detect Life	M	Touch	-	Sustained	0
[] Detect Life Extended	M	Touch	-	Sustained	+2
[] Detect *E Life Form	M	Touch	-	Sustained	-1
[] Detect *E Extended	M	Touch	-	Sustained	+1
[] Detect *E Life Form	M	Touch	-	Sustained	-1
[] Detect *E Extended	M	Touch	-	Sustained	+1
[] Detect *E Life Form	M	Touch	-	Sustained	-1
[] Detect *E Extended	M	Touch	-	Sustained	+1
[] Detect *E Object	P	Touch	-	Sustained	-1
[] Detect *E Object	P	Touch	-	Sustained	-1
[] Detect *E Object	P	Touch	-	Sustained	-1
[] Detect *E Object	P	Touch	-	Sustained	-1
[] Detect Magic	M	Touch	-	Sustained	0
[] Detect Magic Extended	M	Touch	-	Sustained	+2
[] Mindlink	M	Touch	-	Sustained	+1
[] Mind Probe	M	Touch	-	Sustained	+2

HEALTH SPELLS (*E = Specialize spell description) (F+2) ±

[] Antidote	M	Touch	-	Permanent	-2
[] Cure Disease	M	Touch	-	Permanent	-2
[] Decrease Agility	P	Touch	-	Sustained	+1
[] Decrease Body	P	Touch	-	Sustained	+1
[] Decrease Reaction	P	Touch	-	Sustained	+1
[] Decrease Strength	P	Touch	-	Sustained	+1
[] Decrease Charisma	P	Touch	-	Sustained	+1
[] Decrease Intuition	P	Touch	-	Sustained	+1
[] Decrease Logic	P	Touch	-	Sustained	+1
[] Decrease Willpower	P	Touch	-	Sustained	+1
[] Detox	M	Touch	-	Permanent	-4
[] Heal	M	Touch	-	Permanent	-2
[] Hibernate	M	Touch	-	Sustained	-3
[] Increase Agility	P	Touch	-	Sustained	-2

SPELLS

RECORD SHEET Modified by Ismo

Spell Name Type Range Dmg Duration D.V. Mod

[] Increase Body	P	Touch	-	Sustained	-2
[] Increase Reaction	P	Touch	-	Sustained	-2
[] Increase Strength	P	Touch	-	Sustained	-2
[] Increase Charisma	P	Touch	-	Sustained	-2
[] Increase Intuition	P	Touch	-	Sustained	-2
[] Increase Logic	P	Touch	-	Sustained	-2
[] Increase Willpower	P	Touch	-	Sustained	-2
[] Increase Reflexes	P	Touch	-	Sustained	+2
[] Oxygenate	P	Touch	-	Sustained	-1
[] Prophylaxis	M	Touch	-	Sustained	-2
[] Resist Pain	M	Touch	-	Permanent	*5
[] Stabilize	M	Touch	-	Sustained	*5

ILLUSION SPELLS (F+2) ±

[] Confusion	M	LOS	-	Sustained	0
[] Mass Confusion	M	LOS(A)	-	Sustained	+2
[] Chaos	P	LOS	-	Sustained	+1
[] Chaotic World	P	LOS(A)	-	Sustained	+3
[] Entertainment	M	LOS(A)	-	Sustained	+1
[] Trid Entertainment	P	LOS(A)	-	Sustained	+2
[] Invisibility	M	LOS	-	Sustained	0
[] Improved Invisibility	P	LOS	-	Sustained	+1
[] Mask	M	Touch	-	Sustained	0
[] Physical Mask	P	Touch	-	Sustained	+1
[] Phantasm	M	LOS(A)	-	Sustained	+2
[] Trid Phantasm	P	LOS(A)	-	Sustained	+3
[] Hush	M	LOS(A)	-	Sustained	+2
[] Silence	P	LOS(A)	-	Sustained	+3
[] Stealth	P	LOS	-	Sustained	+1

MANIPULATION SPELLS (*E = Specialize spell description) (F+2) ±

[] Armor	P	LOS	-	Sustained	+3
[] Control Actions	M	LOS	-	Sustained	0
[] Mob Control	M	LOS(A)	-	Sustained	+2
[] Control Emotions	M	LOS	-	Sustained	0
[] Mob Mood	M	LOS(A)	-	Sustained	+2
[] Control Thoughts	M	LOS	-	Sustained	+2
[] Mob Mind	M	LOS(A)	-	Sustained	+4
[] Fling	P	LOS	-	Instant	+1
[] Ice Sheet	P	LOS(A)	-	Instant	+3
[] Ignite	P	LOS	-	Permanent	0
[] Influence	M	LOS	-	Permanent	+1
[] Levitate	P	LOS	-	Sustained	+1
[] Light	P	LOS(A)	-	Sustained	-1
[] Magic Fingers	P	LOS	-	Sustained	+1
[] Mana Barrier	M	LOS(A)	-	Sustained	+1
[] Petrify	P	LOS	-	Sustained	+2
[] Physical Barrier	P	LOS(A)	-	Sustained	+3
[] Poltergeist	P	LOS(A)	-	Sustained	+3
[] Shadow	P	LOS(A)	-	Sustained	+1
[] Shapechange	P	LOS	-	Sustained	+2
[] *E Form	P	LOS	-	Sustained	+1
[] *E Form	P	LOS	-	Sustained	+1
[] *E Form	P	LOS	-	Sustained	+1
[] Dog Form	P	LOS	-	Sustained	+1
[] Cat Form	P	LOS	-	Sustained	+1
[] Horse Form	P	LOS	-	Sustained	+1
[] Shark Form	P	LOS	-	Sustained	+1
[] Wolf Form	P	LOS	-	Sustained	+1
[] Turn to Goo	P	LOS	-	Sustained	+2

SPELLS

