Shadowrun 4th Edition Character Sheets

Release Version 1.8

Created by Jhaiisiin
Original design and layout by Wordman

jhaiisiin@gmail.com

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

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Player Name:				Astral Init:
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Age: Sex:				
Eyes: Hair:	-			
Birthdate:	-			
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Total Karma:	-			
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	Weapon		Mode	Ranges I /_/		Dmg
ARMOR/GEAR	Weapon		Mode	Ranges I /_/		Dmg
ARMOR/GEAR Name Rating	Weapon		Mode	Ranges I /_/		Dmg
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Eyes: Hair:	-							
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Credsticks	-			_		
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ARMOR/GEAR	1 1		Conn.		VEHICLE Accel: Pilot: Body/Armor:	
ARMOR/GEAR Name Rating	Name	Loyalty			VEHICLE Accel: Pilot: Body/Armor:	
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l .	CONDITION	Loyalty			VEHICLE Accel: Pilot: Body/Armor:	
l .	CONDITION	Loyalty	al		VEHICLE Accel: Pilot: Body/Armor:	
l .	CONDITION Stun -1 -2	Loyalty	al		VEHICLE Accel: Pilot: Body/Armor:	
l .	CONDITION Stun	Loyalty	al		VEHICLE Accel: Pilot: Body/Armor:	
l .	CONDITION Stun -1 -2 -3	Loyalty	al -1 -2 -3		VEHICLE Accel: Pilot: Body/Armor:	
l .	CONDITION Stun -1 -2 -3 -3 -4	Loyalty	al -1 -2		VEHICLE Accel: Pilot: Body/Armor:	
l .	CONDITION Stun -1 -2 -3	Loyalty	al -1 -2 -3		VEHICLE Accel: Pilot: Body/Armor:	
l .	CONDITION Stun -1 -2 -3 -3 -4	Loyalty	al -1 -2 -3 -4 -5		VEHICLE Accel: Pilot: Body/Armor:	
l .	CONDITION Stun -1 -2 -3 -3 -4	Loyalty	al -1 -2 -3 -4		VEHICLE Accel: Pilot: Body/Armor:	
l .	CONDITION Stun -1 -2 -3 -4 (8+(Will+2)Boxes)	MONTIORS Physic	al -1 -2 -3 -4 -5 -6		VEHICLE Accel: Pilot: Body/Armor:	
l .	CONDITION Stun -1 -2 -3 -3 -4	Loyalty	al -1 -2 -3 -4 -5 -6		VEHICLE Accel: Pilot: Body/Armor:	
l .	CONDITION Stun -1 -2 -3 -4 (8+(Will+2)Boxes)	MONTIORS Physic	al -1 -2 -3 -4 -5 -6		VEHICLE Accel: Pilot: Body/Armor:	
l .	CONDITION Stun -1 -2 -3 -4 (8+(Will+2)Boxes)	MONTIORS Physic	al -1 -2 -3 -4 -5 -6		VEHICLE Accel: Pilot: Body/Armor:	

Alias:	-			RIBUTES	_		
Name:	_ Body:	Charisma:		dge:			
Player Name:		Intuition:					
Metatype:	_ Reaction:	Logic:	In	itiative:	Mati	rix Init:	
Street Cred:	Strength:	Willpower:	M	lagic/Resonance:	In	it Passes:	
Notoriety:	_			VIIIC			
Public Awareness:	-			KILLS			.
Vitals	Skill name	Rtg	Att	Skill Name		Rtg	Att
Height: Weight:	_						
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Birthdate:	⁻			_			
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Total Karma:	⁻						
Current Karma:	⁻						
Assets	-						
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Credsticks				_			
Color/Bank	- -			_			_
Balance	-			_ ,			
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Name Cost							
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	Spell	ке	sistance		Duration	DV	Drain
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			5,5 (4,1)	Type Kange			
			5.544.766	Type Kange			
				Type Kange			
			55841766	Type Kange			
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ADMOD/CEAD			Sistance	Type Kange			
ARMOR/GEAR				Type Kange			
				Type Kange			
				Type Kange			
	NOTES:			Type Kange			
	NOTES:				CONTAC	CTS	Comm
	NOTES:			Name	CONTAC		Conn.
	NOTES:				CONTAC	CTS	Conn.
	NOTES:				CONTAC	CTS	Conn.
					CONTAC	CTS	Conn.
		ION MONTIORS			CONTAC	CTS	Conn.
	CONDIT	TION MONTIORS	S		CONTAC	CTS	Conn.
			S		CONTAC	CTS	Conn.
	CONDIT	TION MONTIORS	S		CONTAC	CTS	Conn.
	CONDIT	TION MONTIORS	S cal		CONTAC	CTS	Conn.
	CONDIT Stun	TION MONTIORS	S cal -1 -2	Name	CONTAC	CTS	Conn.
	CONDIT Stun	TION MONTIORS	S cal	Name Type:	CONTAC	CTS Loyalty	
	CONDIT Stun	TION MONTIORS	S cal -1 -2 -3	Name Type: Speed:	VEHICI	CTS Loyalty LE	
	CONDIT Stun -1 -2 -3 -4	TION MONTIORS	S cal -1 -2 -3 -4	Name Type: Speed: Handling:	VEHICI AC Pile	CTS Loyalty LE ccel: ot:	
	CONDIT Stun -1 -2 -3	TION MONTIORS	S cal -1 -2 -3	Name Type: Speed: Handling: Sensor:	VEHICI Ac Pile Body/	CTS Loyalty LE ccel:	/
	CONDIT Stun -1 -2 -3 -4	TION MONTIORS	S cal -1 -2 -3 -4 -5	Name Type: Speed: Handling: Sensor:	VEHICI Ac Pile Body/	CTS Loyalty LE ccel:	/
	CONDIT Stun -1 -2 -3 -4 (8+(Will+2)Boxes)	TION MONTIORS Physic	S cal -1 -2 -3 -4 -5 -6	Name Type: Speed: Handling:	VEHICI Ac Pile Body/	CTS Loyalty LE ccel:	/
	CONDIT Stun -1 -2 -3 -4	TION MONTIORS Physic	S cal -1 -2 -3 -4 -5 -6	Name Type: Speed: Handling: Sensor:	VEHICI Ac Pile Body/	CTS Loyalty LE ccel:	/
	CONDIT Stun -1 -2 -3 -4 (8+(Will+2)Boxes)	TION MONTIORS Physic	S cal -1 -2 -3 -4 -5 -6	Name Type: Speed: Handling: Sensor: Notes:	VEHICI Acc Pile Body/	CTS Loyalty LE ccel: ot://Armor: _	/
	CONDIT Stun -1 -2 -3 -4 (8+(Will+2)Boxes)	TION MONTIORS Physic	S cal -1 -2 -3 -4 -5 -6	Name Type: Speed: Handling: Sensor: Notes:	VEHICI Ac Pile Body/	CTS Loyalty LE ccel: ot://Armor: _	/

Alias:				ATTR	RIBUTES		
Name:	Body	Charisma.		Fde	ge:	Current Fo	Ισε∙
Player Name:					sence:		
Metatype:	Reaction:	Logic:		Init	tiative:	/Matrix Init	:
Street Cred:	Strength:	Willpower:		Ma	agic/Resonance: _	Init Pass	es:
Notoriety:							
Public Awareness:				Sk	KILLS		
	Skill name		Rtg	Att	Skill Name		Rtg Att
Vitals	Skiii ilailie		rtg	All	JKIII Maille		ntg Att
Height: Weight:					_		
Age: Sex:	ll <u></u>				_		
Eyes: Hair:							
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Birthdate:							
Birthplace:					_		
Total Karma:							
Current Karma:	11						
Assets					-		
Credsticks					_		
Color/Bank							
Balance			_				
Certified					-		
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Certified	[]						
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Real Estate							
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Lifestyle							
Lifestyle:							
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QUALITIES				WF	APONS		
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Name Cost	Weapon	Cncl Rea	ach M	ode	Ranges	RC AP Amm	o Dmg
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	c	ONTACTS				VEHICLE	
	C		ltv Co	nn.	/ / / / / / / / / / / / / / / / / / /	VEHICLE	
ARMOR/GEAR	-	ONTACTS Loyal	ity Co	onn.			
ARMOR/GEAR Pating	-		ity Co	nn.	Speed:	Accel:	
ARMOR/GEAR Name Rating	-		lty Co	onn.	Speed: Handling:	Accel: Pilot:	
	-		lty Co	nn.	Speed: Handling:	Accel:	
	-		lty Co	nn.	Speed: Handling:	Accel: Pilot: Body/Armoi	
	-		lty Co	nn.	Speed: Handling: Sensor:	Accel: Pilot: Body/Armoi	
	-		lity Co	nn.	Speed: Handling: Sensor:	Accel: Pilot: Body/Armoi	
	-		tty Co	onn.	Speed: Handling: Sensor: Notes:	Accel:Pilot:Body/Armon	:/
	-		ity Co	nn.	Speed: Handling: Sensor: Notes:	Accel: Pilot: Body/Armoi	:/
	-		ity Co	nn.	Speed: Handling: Sensor: Notes: Ver	Accel: Pilot: Body/Armon	y+2)Boxes)
	-		ity Co	nn.	Speed: Handling: Sensor: Notes:	Accel:Pilot:Body/Armon	:/
	-		dity Co	onn.	Speed:	Accel: Pilot: Body/Armon	y+2)Boxes)
	Name	Loyal		nn.	Speed: Handling: Sensor: Notes: Ver	Accel: Pilot: Body/Armon	y+2)Boxes)
	Name	Loyal		nn.	Speed:	Accel: Pilot: Body/Armon	y+2)Boxes)
	Name	Loyal	ORS	nn.	Speed:	Accel: Pilot: Body/Armon	y+2)Boxes)
	Name	Loyal		nn.	Speed:	Accel: Pilot: Body/Armon	y+2)Boxes)
	Name CONDIT Stun	Loyal	ORS sical		Speed:	Accel: Pilot: Body/Armon	y+2)Boxes)
	Name	Loyal	ORS		Speed:	Accel: Pilot: Body/Armon	y+2)Boxes)
	Name CONDIT Stun	Loyal	ORS sical		Speed:	Accel: Pilot: Body/Armon	y+2)Boxes)
	CONDIT Stun	ION MONTICE Phy -1 -3	ORS sical		Speed:	Accel: Pilot: Body/Armon	y+2)Boxes)
	Name CONDIT Stun	ION MONTICE Phy	ORS sical		Speed:	Accel: Pilot: Body/Armon	y+2)Boxes)
	CONDIT Stun -1 -2 -3	ION MONTICE Phys -3 -5	ORS sical -2 -4 -6		Speed:	Accel: Pilot: Body/Armon	y+2)Boxes)
	CONDIT Stun	ION MONTICE Phy -1 -3	ORS sical		Speed:	Accel: Pilot: Body/Armon	y+2)Boxes)
	CONDIT Stun -1 -2 -3 -4	ION MONTICE Phy -1 -1 -3 -5 -5 -7	ORS sical -2 -4 -6		Speed:	Accel: Pilot: Body/Armon	y+2)Boxes)
	CONDIT Stun -1 -2 -3	ION MONTICE Phys -3 -5	ORS sical -2 -4 -6		Speed:	Accel: Pilot: Body/Armon	y+2)Boxes)
	CONDIT Stun -1 -2 -3 -4	ION MONTICE Phy -1 -1 -3 -5 -5 -7	ORS sical -2 -4 -6 -8		Speed:	Accel: Pilot: Body/Armon	y+2)Boxes)
	CONDIT Stun -1 -2 -3 -4 -5	Loyal	ORS sical -4 -6 -8 -2)Boxes)		Speed:	Accel: Pilot: Body/Armon	y+2)Boxes)
	CONDIT Stun -1 -2 -3 -4 -5	ION MONTION Phy -1 -3 -5 -7 -9	ORS sical -4 -6 -8 -2)Boxes)		Speed:	Accel: Pilot: Body/Armon	y+2)Boxes)
	CONDIT Stun -1 -2 -3 -4 -5 -6	Loyal	ORS sical -4 -6 -8 -2)Boxes)		Speed:	Accel: Pilot: Body/Armon	y+2)Boxes)
	CONDIT Stun -1 -2 -3 -4 -5 -6	Loyal	ORS sical -4 -6 -8 -2)Boxes)		Speed:	Accel: Pilot: Body/Armon	y+2)Boxes)
	CONDIT Stun -1 -2 -3 -4 -5 -6	Loyal	ORS sical -4 -6 -8 -2)Boxes)		Speed:	Accel: Pilot: Body/Armon	y+2)Boxes)

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Alias:				RIBUTES		
Name:				ge:		
Player Name:	Agility:			ence:		
Metatype:				iative:		
Street Cred:	Strength:	Willpower:	Ma	gic/Resonance:	Init Passes:	
Notoriety:			S K	KILLS		
Public Awareness:	Skill name	Rtg	Att	Skill Name	Rtg	Att
Vitals	Skiii ilailie	ĸŧġ	All	Jani Maine	ĸţg	All
Height: Weight:				· ·		
Age: Sex:						
Eyes: Hair:						
Birthdate:		, <u></u>	_			
Birthplace:						
Total Karma:				-		
Current Karma:		, <u></u>	_			
Assets		, <u></u>	_			
Credsticks		, <u></u>	_			
Color/Bank			_			
Balance			_			
Certified						-
Certified				-		
Certified					-	
Certified			_			
Real Estate						
Stock					-	
				-		
Lifestyle:						-
QUALITIES			11/F A	APONS		
Name Cost	Weapon	Cncl Reach	Mode			Dmg
			CON	/ / / / / / / / / / / / / / / / / / /		
ARMOR/GEAR Name Rating	Name	Loyalty	CON Conn.		Loyalty	Conn.
	Name	Loyalty		/ / / / / / / / / / / / / / / / / / /		Conn.
	Name	Loyalty		/ / / / / / / / / / / / / / / / / / /		Conn.
	Name	Loyalty		/ / / / / / / / / / / / / / / / / / /		Conn.
	Name	Loyalty		/ / / / / / / / / / / / / / / / / / /		Conn.
	Name	Loyalty		/ / / / / / / / / / / / / / / / / / /		Conn.
	Name	Loyalty		/ / / / / / / / / / / / / / / / / / /		Conn.
	Name	Loyalty		/ / / / / / / / / / / / / / / / / / /		Conn.
				/ / / / / / / / / / / / / / / / / / /	Loyalty	Conn.
	CONDITIO	ON MONTIORS		/ / / / / / / / / / / / / / / / / / /	Loyalty	Conn.
	CONDITION	ON MONTIORS Physical	Conn.	/ / / / / / / / / / / / / / / / / / /	Loyalty	Conn.
	CONDITIO	ON MONTIORS		/ / / / / / / / / / / / / / / / / / /	Loyalty	Conn.
	CONDITION	ON MONTIORS Physical	Conn.	/ / / / / / / / / / / / / / / / / / /	Loyalty	Conn.
	CONDITIONS Stun	ON MONTIORS Physical	-2 -4	/ / / / / / / / / / / / / / / / / / /	Loyalty	Conn.
	CONDITION Stun	Physical -1 -3 -5	-2 -4 -6	/ / / / / / / / / / / / / / / / / / /	Loyalty	Conn.
	CONDITIONS Stun	ON MONTIORS Physical	-2 -4	/ / / / / / / / / / / / / / / / / / /	Loyalty	
	CONDITIONS Stun	Physical -1 -3 -5	-2 -4 -6		Loyalty EHICLE Accel:	
	CONDITIONS Stun	DN MONTIORS Physical -1 -3 -5 -7 -9	-2 -4 -6 -8		Loyalty Loyalty Accel: Pilot:	
	CONDITIONS Stun	ON MONTIORS Physical -1 -3 -5 -7	-2 -4 -6 -8		Loyalty Loyalty Accel: Pilot: Body/Armor:	/
	CONDITIONS Stun	DN MONTIORS Physical -1 -3 -5 -7 -9	-2 -4 -6 -8		Loyalty Loyalty Accel: Pilot: Body/Armor:	/
	CONDITIONS Stun -1 -2 -3 -4 -5 -6	Physical -1 -3 -5 -7 -9 (8+(Body+2)Boxes	-2 -4 -6 -8		Loyalty Loyalty Accel: Pilot: Body/Armor:	/
	CONDITIONS Stun -1 -2 -3 -4 -5 -6	Physical -1 -3 -5 -7 -9 (8+(Body+2)Boxes	-2 -4 -6 -8		Loyalty Loyalty Accel: Pilot: Body/Armor:	/

Alias:	_		ATTR	IBUTES		
Name:	_ Body:	Charisma:	Edg	ge:	Current Edg	e:
Player Name:	Agility:	Intuition:		ence:		
Metatype:		Logic:				
Street Cred:	Strength:	Willpower:	Ma	gic/Resonance:	Init Passes	5:
Notoriety:						·
Public Awareness:	-		SK	ILLS		
Vitals	Skill name	Rtg	Att	Skill Name	R	tg Att
Height: Weight:						
Neight: Weight:	= -					
Age: Sex:				-		
Eyes: Hair:	-					
Birthdate:	=					
Birthplace:	_ -		· ——			
Total Karma:	_					
Current Karma:	_					
Assets				· 		
Credsticks						
Color/Bank	_					
Balance	_		· ——			
Certified	_					
Certified	⁻					
Certified	⁻					
Certified	-					
Real Estate	-					
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Lifestyle:						
				-		
QUALITIES						
Name Cost				-		
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	-		WEA	APONS		
	- Weapon	Cncl Reach M		APONS Ranges RC	C AP Ammo	Dmg
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	Weapon		Mode .	Ranges RC		Dmg
	Weapon			Ranges RC / / /		Dmg
	Weapon		Mode .	Ranges RC / / /		Dmg
	Weapon		Mode .	Ranges RC / / /		Dmg
	Weapon		Mode .	Ranges RC / / /		Dmg
ARMOR/GEAR	Weapon		Mode .	Ranges RC / / /		Dmg
	Weapon		Mode .	Ranges RC / / /		Dmg
	Weapon		Mode .	Ranges RC / / /		Dmg
	Weapon NOTES:		Mode .	Ranges RC		Dmg
			Mode .	Ranges RC / / / / / / / / / / / / / / / / / /	ONTACTS	
			Mode .	Ranges RC	ONTACTS	Dmg Conn.
			Mode .	Ranges RC / / / / / / / / / / / / / / / / / /	ONTACTS	
			Mode .	Ranges RC / / / / / / / / / / / / / / / / / /	ONTACTS	
			Mode .	Ranges RC / / / / / / / / / / / / / / / / / /	ONTACTS	
			Mode .	Ranges RC / / / / / / / / / / / / / / / / / /	ONTACTS	
	NOTES:		Mode .	Ranges RC / / / / / / / / / / / / / / / / / /	ONTACTS	
	NOTES:		Mode .	Ranges RC / / / / / / / / / / / / / / / / / /	ONTACTS	
	NOTES:	ON MONTIORS	Mode .	Ranges RC / / / / / / / / / / / / / / / / / /	ONTACTS	
	NOTES:	ON MONTIORS Physical	Mode	Ranges RC / / / / / / / / / / / / / / / / / /	ONTACTS	
	NOTES:	ON MONTIORS Physical	Mode .	Ranges RC / / / / / / / / / / / / / / / / / /	ONTACTS	
	NOTES:	ON MONTIORS Physical	Mode	Ranges RC / / / / / / / / / / / / / / / / / /	ONTACTS Loyalty	
	NOTES: CONDITION Stun -1 -2	ON MONTIORS Physical	-2 -4	Ranges RC / / / / / / / / / / / / / / / / / /	ONTACTS Loyalty	
	NOTES: CONDITION Stun 1	ON MONTIORS Physical	Mode	Ranges RC / / / / / / / / / / / / / / / / / /	ONTACTS Loyalty	Conn.
	NOTES: CONDITION Stun -1 -2	ON MONTIORS Physical	-2 -4	Ranges RC / / / / / / / / / / / / / / / / / /	ONTACTS Loyalty VEHICLE Accel:	Conn.
	NOTES:	ON MONTIORS Physical -1 -3 -5 -7	-2 -4 -6	Ranges RC / / / / / / / / / / / / / / / / / /	ONTACTS Loyalty VEHICLE Accel: Pilot:	Conn.
	NOTES:	ON MONTIORS Physical -1 -3 -5	-2 -4 -6	Ranges RC / / / / / / / / / / / / / / / / / /	ONTACTS Loyalty VEHICLE Accel: Pilot:	Conn.
	NOTES:	ON MONTIORS Physical -1 -3 -5 -7	-2 -4 -6 -8	Ranges RC / / / / / / / / / / / / / / / / / /	VEHICLE Accel: Pilot: Body/Armor	Conn.
	CONDITION Stun -1 -2 -3 -4 -5 -6	ON MONTIORS Physical -1 -3 -5 -7 -9 (8+(Body+2)Boxes)	-2 -4 -6 -8	Ranges RC / / / / / / / / / / / / / / / / / /	VEHICLE Accel: Pilot: Body/Armor	Conn.
	NOTES:	ON MONTIORS Physical -1 -3 -5 -7 -9	-2 -4 -6 -8	Ranges RC / / / / / / / / / / / / / / / / / /	VEHICLE Accel: Pilot: Body/Armor	Conn.
	CONDITION Stun -1 -2 -3 -4 -5 -6	ON MONTIORS Physical -1 -3 -5 -7 -9 (8+(Body+2)Boxes)	-2 -4 -6 -8	Ranges RC / / / / / / / / / / / / / / / / / /	VEHICLE Accel: Pilot: Body/Armor	Conn.
	CONDITION Stun -1 -2 -3 -4 -5 -6	ON MONTIORS Physical -1 -3 -5 -7 -9 (8+(Body+2)Boxes)	-2 -4 -6 -8	Ranges RC / / / / / / / / / / / / / / / / / /	VEHICLE Accel: Pilot: Body/Armor	Conn.

Γ	— 1						
Alias:	_		ATT	RIBUTES			
Name:	_ Body:	Charisma:	Ec	dge:	Current	Edge:	
Player Name:	_ Agility:	Intuition:	Es	ssence:	Astral In	it:	
Metatype:		Logic:					
Street Cred:		Willpower:					
Notoriety:		·		_			
Public Awareness:	-		S	KILLS			
Vitals	Skill name	Rtg	Att	Skill Name		Rtg	Att
Height: Weight:	11	•				•	
Age: Sex:							
Eyes: Hair:	-			<u> </u>			
Birthdate:	-			_			
Birthplace:	_ -						
Total Karma:	_						
Current Karma:	_			_			
Assets				_			
Credsticks				_			
Color/Bank							
Balance	⁻						
Certified	⁻			_			
Certified	=						
Certified	-						
	-			_			
Certified	-			_			
Real Estate	_			_			
Stock	_						
	_		WE	APONS			
Lifestyle:	Weapon	Cncl Reach		Ranges	RC AP Am	то Г)mg
		Cher Reden 1	riocic	/ / /	711 71111		5
QUALITIES							
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Name Cost							
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ARMOR/GEAR	-						
Name Rating							
Name Rating							
·	NOTEC.				CONTRACTO	,	
	_ NOTES:				CONTACTS		
	-			Name	Loy	alty C	onn.
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	CONDI	TION MONTIORS]			
	- Stun	Physical					
-	- -1	-1	-2				
	-11 +++		_				
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	- -3	-5	-6	Туре:			
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	_	-7	-8	Speed:			
	_	-9		Handling:	Pilot: _		
	-5	-9		Sensor:	Body/Arr	nor:	/
	-6	(8+(Body÷2)Boxes	s)	Notes:	_ ,		
	-			10100.			
-	(8+(Will÷2)Boxes)	Overflow					
	-		– 1				
	-			Ve	hicle Damage	e (8+(Body+2)Box	es)
	-	-1 $+$ $+$ $+$ $+$, , , ,	
		<u> </u>		-1 -2	-3 -4	-5	1 1 1

Alias:		ΔΤΤ	RIBUTES	
	Body: Charisma			Current Edge
Name:				
Player Name:				Astral Init:
Metatype:	Reaction: Logic:	ini	itiative:	IVIATRIX INIT:
Street Cred:	Strength: Willpowe	er: M	lagic/Resonance:	Init l'asses:
Notoriety:		C	VIIIC	
Public Awareness:			KILLS	
Vitals	Skill name	Rtg Att	Skill Name	Rtg Att
Height: Weight:				
Age: Sex:			<u> </u>	
Eyes: Hair:				
Birthdate:			_	
Birthplace:			_	
Total Karma:			-	
Current Karma:				
Assets				
Credsticks				
Color/Bank			<u> </u>	
Balance				
Certified			_	
Certified				
Certified				
Certified				
Real Estate				
Stock				
			_	
Lifestyle:			<u> </u>	
LifeStyle:				
QUALITIES		WE	APONS	
Name Cost	Weapon Cncl R	each Mode	Ranges F	RC AP Ammo Dmg
			1 1 1	
				<u> </u>
				<u> </u>
			1 1 1	
	CONTACTS			
	11	alty Conn.		
	11	alty Conn.	/ / / / / / / / / / / / / / / / / / /	VEHICLE
	11	alty Conn.	/ / / / / / / / / / / / / / / / / / /	VEHICLE Accel:
	11	alty Conn.		VEHICLE Accel: Pilot:
	11	alty Conn.		VEHICLE Accel:
	11	alty Conn.		VEHICLE Accel: Pilot:
	11	alty Conn.		VEHICLE Accel: Pilot:
	11	alty Conn.		VEHICLE Accel: Pilot:/
	11	alty Conn.		VEHICLE Accel: Pilot:
	11	alty Conn.	Type:Speed:Handling:Sensor:Notes:	VEHICLE Accel: Pilot: Body/Armor: Deliver Damage (8+(Body+2)Boxes)
	11	alty Conn.		VEHICLE Accel: Pilot:/
ARMOR/GEAR	11	alty Conn.		VEHICLE Accel: Pilot: Body/Armor: Deliver Damage (8+(Body+2)Boxes)
ARMOR/GEAR Name Rating	Name Loy		Type:Speed:Handling:Sensor:Notes:	VEHICLE Accel: Pilot: Body/Armor: Deliver Damage (8+(Body+2)Boxes)
ARMOR/GEAR Rating	Name Loy CONDITION MONT	TORS		VEHICLE Accel: Pilot: Body/Armor: Deliver Damage (8+(Body+2)Boxes)
l .	Name Loy CONDITION MONT			VEHICLE Accel: Pilot: Body/Armor: Deliver Damage (8+(Body+2)Boxes)
l .	CONDITION MONT Stun Ph	TORS ysical		VEHICLE Accel: Pilot: Body/Armor: Deliver Damage (8+(Body+2)Boxes)
l .	Name Loy CONDITION MONT	TORS		VEHICLE Accel: Pilot: Body/Armor: Deliver Damage (8+(Body+2)Boxes)
l .	CONDITION MONT Stun Ph	TIORS ysical		VEHICLE Accel: Pilot: Body/Armor: Deliver Damage (8+(Body+2)Boxes)
l .	CONDITION MONT Stun Ph	TORS ysical 1 -2 3 -4		VEHICLE Accel: Pilot: Body/Armor: Deliver Damage (8+(Body+2)Boxes)
l .	CONDITION MONT Stun Ph	TORS ysical 1 -2 3 -4		VEHICLE Accel: Pilot: Body/Armor: Deliver Damage (8+(Body+2)Boxes)
l .	CONDITION MONT Stun Ph	TIORS ysical 1 -2 3 -4 5 -6		VEHICLE Accel: Pilot: Body/Armor: Deliver Damage (8+(Body+2)Boxes)
l .	Name Loy	TORS ysical 1		VEHICLE Accel: Pilot: Body/Armor: Deliver Damage (8+(Body+2)Boxes)
l .	CONDITION MONT Stun Ph -1 -2 -3	TORS ysical 1		VEHICLE Accel: Pilot: Body/Armor: Deliver Damage (8+(Body+2)Boxes)
l .	CONDITION MONT Stun Ph -1 -2 -3 -4 -4 -5	TORS ysical 1		VEHICLE Accel: Pilot: Body/Armor: Deliver Damage (8+(Body+2)Boxes)
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Entertainment:	_ # of Roommates:		Entertainment:	# of Roommates	: :
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Lifestyle registered to alias:			Lifestyle registered to alias: _		
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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.

16

 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