Character Sheets v2.0 for Shadowrun II

by

Wordman

lward@flashpt.com

These character sheets come in two files. Both are post-script. These two files 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 files are divided into two collections. The first file is a collection of three front sides for the sheets. The other is a collection of nine back sheets, based on archetype. The intent is to mix one back sheet with one front sheet for a complete character sheet.

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:

SRShFrnt.ps

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.

SRShBack.ps

Page One — Mage sheet.

Page Two — Real Mage (no cyber, more spells).

Page Three — Mage/Decker sheet.

Page Four — Decker sheet.

Page Five — Rigger sheet.

Page Six — Samurai sheet.

Page Seven — Mercenary sheet.

Page Eight — Gadgeteer sheet.

Page Nine — Physical Adept sheet.

Real Name	ATTRIBU	IF2				SK	ILLS			
Neai Haile	11	at. Aug.								
Player Name	11									
Archetype	11									
Vitals	11 -									
Race										
Sex	Intelligence									
Height										
Weight	I	— —								
Eye Color	1 I									
Hair Color	Body Index									
Birthdate	Magic									
Birthplace	Reaction									
Total Karma	Initiatve Dice									
Remaining Karma										
Assets				CO	NTAC	TS				
Credsticks	Name	Arch	etvne		lation	Loca	tion	Affiliatio	n I	TG#
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Real Esatate										
Stock										
Lifestyle										
Other										
						_				
POOLS					APON					
Karma Hacking	Туре		Cncl				Long	Extreme	Ammo	Dmg
Karma Hacking Combat Magic	11		Cncl				Long	Extreme	Ammo	Dmg
Karma Hacking Combat Magic	11		Cncl				Long	Extreme	Ammo	Dmg
Karma Hacking Combat Magic Control Task	11	,	Cncl				Long	Extreme	Ammo	Dmg
Karma Hacking Combat Magic Task ARMOR		· · · · · · · · · · · · · · · · · · ·	Cncl				Long	Extreme	Ammo	Dmg
Karma Hacking Combat Magic Task ARMOR		3	Cncl				Long	Extreme	Ammo	Dmg
Karma Hacking Combat Magic Task ARMOR			Cncl				Long	Extreme	Ammo	Dmg
Karma Hacking Magic Magic Task ARMOR			Cncl				Long	Extreme	Ammo	Dmg
Karma Hacking Magic Magic Task ARMOR		· · · · · · · · · · · · · · · · · · ·	Cncl				Long	Extreme	Ammo	Dmg
Karma Hacking Combat Magic Control Task ARMOR Type Cncl Bilstc Impo		· · · · · · · · · · · · · · · · · · ·	Cncl				Long	Extreme	Ammo	Dmg
Karma Hacking Magic Magic Task ARMOR		· · · · · · · · · · · · · · · · · · ·	Cncl				Long	Extreme	Ammo	Dmg
Karma Hacking Combat Magic Control Task ARMOR Type Cncl Bilstc Impo			Cncl				Long	Extreme	Ammo	Dmg
Karma Hacking Combat Magic Control Task ARMOR Type Cncl Bilstc Impo			Cncl				Long	Extreme	Ammo	Dmg
Karma Hacking Combat Magic Control Task ARMOR Type Cncl Bilstc Impo			Cncl				Long	Extreme	Ammo	Dmg
Karma Hacking Combat Magic Control Task ARMOR Type Cncl Blistc Impo			Cncl				Long	Extreme	Ammo	Dmg
Karma Hacking Combat Magic Control Task ARMOR Type Cncl Blistc Impo			Cncl				Long	Extreme	Ammo	Dmg
Karma Hacking Combat Magic Control Task ARMOR Type Cncl Blistc Impo			Cncl				Long	Extreme	Ammo	Dmg
Karma Hacking Combat Magic Control Task ARMOR Type Cncl Blistc Impo				Reach					Ammo	Dmg
Karma Hacking Combat Magic Control Task ARMOR Type Cncl Blistc Impo	CONDIT	ION MO	NITO	Reach	Short	Medium		Extreme	Ammo	Dmg
Karma Hacking Combat Magic Control Task ARMOR Type Cncl Blistc Impo	CONDIT Mental Phy Light Stun	ION MO	NITO	Reach	Short	Medium	VI	EHICLE	Ammo	
Karma Hacking Combat Magic Control Task ARMOR Type Cncl Blistc Impo	CONDIT Mental Phy	ION MO	NITO	Reach	Short Typ Han	Medium		EHICLE	Ammo	Dmg
Karma Hacking Combat Magic Control Task ARMOR Type Cncl Blistc Impo	CONDIT Mental Phy Light Stun I to larget #2 I to initiative Moderate Stun	ION MO /sical Light Wound	NITO	Reach	Short Typ Han Spe	e	VI	EHICLE	Ammo	L
Karma Hacking Combat Magic Control Task ARMOR Type Cncl Blistc Impo	CONDIT Mental Phy Light Stun 1 to target #'s -1 to initiative L L	ION MO /sical Light Wound +I to target #'s -I to initiative	NITO	Reach	e Typ Han Spe Bod	e	VI	EHICLE	Ammo	
Karma Hacking Combat Magic Control Task ARMOR Type Cncl Bilstc Impo	CONDIT Mental Phy Light Stun +1 to target #'s -1 to initiative Moderate Stun 2 to target #'s M M	ION MO /sical Light Wound +1 to target #'s -1 to initiative Moderate Woun +2 to target #'s	NITO	Reach	e Typ Han Spe Bod Sigr	e ed ly nature	VI	EHICLE	Ammo	L
Karma Hacking Combat Magic Control Task ARMOR Type Cncl Bilstc Impo	CONDIT Mental Phy Light Stun 1 to target #'s -1 to initiative Moderate Stun 2 to larget #'s 2 to initiative Serious Stun 3 to target #'s S S S	ION MO /sical Light Wound + I to target #'s - I to Initiative Moderate Wound + 2 to target #'s - 2 to Initiative Serious Wound + 3 to target #'s	NITO	Reach	e Typ Han Spe Bod	e ed ly nature	VI	EHICLE	Ammo	L
Karma Hacking Combat Magic Control Task ARMOR Type Cncl Bilstc Impo	CONDIT Mental Phy Light Stun 1 to target #'s — L 1 to Initiative Moderate Stun 2 to target #'s — M Serious Stun	ION MO /sical Light Wound +1 to target #'s -1 to Initiative Moderate Wound +2 to target #'s -2 to Initiative	NITO	Reach	e Typ Han Spe Bod Sigr	eedlingedet	VI	EHICLE	Ammo	L
Karma Hacking Combat Magic Control Task ARMOR Type Cncl Blistc Impo	CONDIT Mental Phy Light Stun 1 to target #'s -1 to initiative Moderate Stun 2 to larget #'s 2 to initiative Serious Stun 3 to target #'s S S S	ION MO /sical Light Wound + I to target #'s - I to Initiative Moderate Wound + 2 to target #'s - 2 to Initiative Serious Wound + 3 to target #'s	NITO Ovei	Reach R damage	e Typ Han Spe Bod Sigr Pilo Sea Eco	eedlingedet	VI	EHICLE	Ammo	L
Karma Hacking Combat Magic Control Task ARMOR Type Cncl Blistc Impo	CONDIT Mental Phy Light Stun 1 to target #'s -1 to initiative Moderate Stun 2 to larget #'s 2 to initiative Serious Stun 3 to target #'s S S S	ION MO /sical Light Wound + I to target #'s - I to Initiative Moderate Wound + 2 to target #'s - 2 to Initiative Serious Wound + 3 to target #'s	NITO Ovei	Reach	e Typ Han Spe Bod Sigr Pilo Sea Eco	eedlingetingnaturettingnomy	VI	EHICLE	Ammo	L

Street Name	$_\mid\!\mid$ ATTRIBUT	ES		SK	ILLS	
Real Name		t. Aug.				
Player Name						
Archetype						
Vitals	11 `	11			-	
Race						
Sex	Or real 1511 rea	-				
Height		-				
Weight		-			-	
Eve Color		-				
Eye Color		11				
Hair Color	-	11-				
Birthdate						
Birthplace						
Total Karma	— Initiatve Dice	_				
Remaining Karma						
Assets			CO	NTACTS		
Credsticks	Name	Archetyp		elation Loca	tion Affiliati	ion LTG#
Color		Archetyp	ic Re	iation Loca	don Annad	OII LIGH
Bank	_					
Balance		_				
Certified						
Certified						
Certified						
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Lifestyle	_					
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Other	_				·	
POOLS						
Karma Hacking						
Combat Magic	— II <u> </u>					
Control Task						
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ARMOR	.11			·		
Type Cncl Blistc Im	pct					
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	——II			Tyma	4 LINCLE	•
	Mental Phys	Light Wound)verdamag			
	+1 to target #'s — L	+1 to target #'s		Handling	Extras	L
	Moderate Stun	Moderate Wound		Speed		
	+2 to target #'s — M M	+2 to target #'s		Body		M
	—	_		Signature		
	Serious Stun	Serious Wound		Pilot	_	
	+3 to target #'s — S S	+3 to target #'s				S
	—	_	The total number of	Seating		
		l l	boxes you have is equal	Economy		
		一	to your unmodified Body	11 .		
	Deadly Stun Unconcious — D D		to your unmodified Body score. Cross out extra space in the grid above.	Fuel		D

Street Names	ATTRIBUTE	TC		CIVII	IC	
Street Name	ATTRIBUT			SKIL	LS	
Real Name		t. Aug. _				
Player Name	Body	— ——— -				
Archetype	Quickness	-				
Vitals	Strength	-				
Race		-				
Sex	Intelligence	11				
Height		11				
Weight	1 1 1	— ——[[]				
Eye Color		_				
Hair Color	Body Index	¯				
Birthdate	Magic					
Birthplace	11 ~	_ -				
Total Karma	Initiatve Dice					
Remaining Karma	Illitiative Dice					
Assets			CON	TACTS		
Credsticks						
Color	Name	Archety	pe Rela	ation Locatio	n Affiliation	LTG#
Rank		_				
Bank¥						
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Certified ¥						
Real Esatate						
Stock						
Lifestyle						_
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Other						_
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POOL C	ı l ————					
POOLS						
Karma Hacking						
Combat Magic						
Control Task						
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ARMOR		-				
Type Cncl Bllstc Impct						
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GEAR			WEA	PONS		
	Туре	C		Short Medium Lo	ong Extreme A	mmo Dmø
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	CONDITION	ON MONI	TOR		VEHICLE	
	Mental Phys		Overdamage	Туре		
	Light Stun +1 to target #'s	Light Wound — +1 to target #'s		Handling	Extras	L
	-1 to Initiative	-1 to Initiative		Speed		~
	Moderate Stun +2 to target #'s — M M	Moderate Wound +2 to target #'s		Body		M
	-2 to Initiative	-2 to Initiative		11 1	-	
		1		Signature	-	
	Serious Stun +3 to target #'s — S S	Serious Wound +3 to target #'s		Pilot	-	S
	-3 to Initiative	-3 to Initiative		Seating	-	
	·	7 J	The total number of boxes you have is equal	Economy	-	
		7 1	to your unmodified Body score. Cross out extra	Fuel		
	Deadly Stun Unconcious — D D	Deadly Wound Unconcious and	space in the grid above.	l l_	-	D
	Wrap physical	dying		Access		