Summoning Cheat Sheet

SHADOWRUN

What You Need to Know

Attributes

Magic

Willpower

(Drain Resistance Attribute)

Skills

Summoning

Options

Spirit Type

Desired Force

Mentor Spirit Bonus

Summoning Focus

Wound Modifier

Variables

Your Hits

Spirit's Hits

Drain Damage Value

What You Need to Do

1. Choose a <u>type of spirit</u> to summon and the <u>Force</u> you want it to have.

2. Add your <u>Magic Attribute</u> to your pool.

3. Add your <u>Summoning Skill</u> to your pool.

4. Add your <u>Mentor Spirit modifier</u> to your pool, if it applies.

5. Add the Rating of a <u>Summoning Focus</u> to your pool, if it is of the right type and you do not wish to save it to help reduce Drain later.

6. Subtract any <u>Wound Modifier</u> from your pool.

7. Roll your pool dice, add up the <u>hits</u>. If you glitch, tell the gamemaster.

8. The gamemaster rolls the spirit's <u>Force</u> and adds up the hits.

9. Subtract the <u>spirit's hits</u> from <u>your hits</u>. If you have zero or fewer hits, no spirit appears. If you have hits left over, each hit counts as a service the spirit owes you.

10. Multiply the <u>spirit's hits</u> by two. This is the <u>Damage Value</u> of the Drain, minimum 2.

11. Start a new pool, add your <u>Willpower</u> to it.

12. Add the <u>Attribute that you use to resist Drain</u>, according to your tradition.

13. If you did not add your <u>Summoning Focus</u> Rating to your summoning pool, add it now.

14. Roll your pool dice. Subtract one from the <u>Drain Damage Value</u> for each hit.

15. If you did not reduce the <u>Drain Damage Value</u> to zero, apply the damage to your Condition Monitor: Physical if the Force was greater than your <u>Magic</u>, Stun otherwise.

Spellcasting Cheat Sheet
(Except Indirect Combat Spells)

SHADOWRUN

What You Need to Know

Attributes

| Magic |
| Willpower |
| (Drain Resistance Attribute) |

Skills

| Spellcasting |

Options

| Spell Cast |
| Force |
| Drain DV (per spell description) |
| Mentor Spirit Bonus |
| Spellcasting Focus |
| Wound Modifier |

Variables

| Your Hits |
| Actual Hits |
| Defender's Hits |
| Your Net Hits |
| Modified DV |

What You Need to Do

1. Choose the spell you wish to cast at the target.

2. Choose a force for the spell, up to twice your Magic.

3. Add your Magic to your pool.

4. Add your Spellcasting to your pool.

5. Add the bonus for your Mentor Spirit to your pool, if applicable.

6. Add the bonus for a Spellcasting Focus to your pool, if it is of the correct type and you do not wish to save it to help resist drain later.

7. Subtract any Wound Modifier from your pool.

8. Roll your pool dice, add up your hits. If you glitch, tell the gamemaster.

9. Take the lesser of your hits and the spell's force; this is your actual hits total.

10. If the spell is resisted and your target is living, the gamemaster will roll resistance pool and subtract from your actual hits. If your target is non-living, the gamemaster will compare your actual hits to the threshold. If your actual hits is reduced to zero or less (in the former case), or if your actual hits falls short of the threshold (in the latter case), skip to step 12.

11. Tell the gamemaster your actual hits and the force of the spell. Your gamemaster will determine the effect of the spell.

12. Start a new pool, add your Willpower to it.

13. Add the Attribute that you use to resist Drain, according to your tradition.

14. If you did not add your Spellcasting Focus Rating to your spellcasting pool, add it now.

15. Roll your pool dice. Subtract one from the Drain Damage Value for each hit.

16. If you did not reduce the Drain Damage Value to zero, apply the damage to your Condition Monitor: Physical if the Force was greater than your Magic, Stun otherwise.

Ranged Combat Cheat Sheet

SHADOWRUN

What You Need to Know

Attributes

Agility

Skills

(Weapon Skill)

Options

Weapon Used

Ammo Used

Weapon + Ammo DV

Weapon + Ammo AP

Weapon Fire Mode: (rounds fired)
SS(1)   SA(1)   BF/Narrow(3)   BF/Wide(3)
FA/Long Narrow(6)   FA/Long Wide(6)
FA/Full Narrow(10)   FA/Full Wide(10)

Recoil Compensation

Laser Sight/Smartlink Bonus

Wound Modifier

Variables

Number of rounds fired this Action Phase (incl this attack)

Recoil Modifier

Your Hits

Defender's Hits

Your Net Hits

Modified DV

What You Need to Do

1. Choose the <u>weapon</u> and <u>ammo</u> you want to use, and note their <u>DV</u> and <u>AP</u>.

2. Choose a <u>fire mode</u> that you want to use.

3. Add your Agility to your pool.

4. Add the correct <u>weapon skill</u> to your pool: Archery, Automatics, Exotic Ranged, Heavy, Longarms, Pistols, or Throwing.

5. Add the bonus for a <u>laser sight or smartlink</u> to your pool.

6. Subtract any <u>Wound Modifier</u> from your pool.

7. Subtract the <u>Recoil Compensation</u> from the <u>number of rounds fired this Phase</u>, then subtract one; the difference is the <u>recoil modifier</u>.

8. If the <u>weapon</u> is a heavy weapon, double the <u>recoil modifier</u>.

9. If the <u>weapon</u> is a shotgun and the <u>fire mode</u> is BF or FA, double the <u>recoil modifier</u>.

10. If the <u>recoil modifier</u> is greater than zero, subtract it from your pool.

11. Roll your pool dice, note your <u>hits</u>.

12. If your <u>fire mode</u> is one of the wide bursts, tell the gamemaster; the defender loses defense pool.

13. The defender rolls defense pool and subtracts <u>their hits</u> from <u>your hits</u>. If your <u>net hits</u> are zero or less, stop now.

14. Add your <u>net hits</u> to your <u>weapon + ammo DV</u>; this is your <u>modified DV</u>. If this number is greater than the defender's armor modified by your <u>weapon AP)</u>, it causes Physical damage, otherwise it causes Stun damage.

15. If your <u>fire mode</u> is one of the narrow bursts, add one less than the number of rounds in the burst to your <u>modified DV</u>.

16. Tell the gamemaster your final <u>modified DV</u>. The defender will attempt to resist the horrible damage you have just caused.

Melee Cheat Sheet

What You Need to Know

Attributes

Agility
Strength

Skills

(Weapon Skill)

Options

Weapon Used
Weapon DV
Weapon AP
Your Reach
Weapon Reach
Wound Modifier

Variables

Defender's Reach
Your Hits
Defender's Hits
Your Net Hits
Modified DV

What You Need to Do

1. Choose the weapon you want to use, and note its DV and AP.

2. Add your Agility to your pool.

3. Add the correct weapon skill to your pool: Blades, Clubs, Exotic Melee, Unarmed.

4. Add your reach and your weapon's reach together, and compare them to the defender's total reach. The higher reach may either add the difference to their own pool, or subtract it from their opponent's pool.

5. Subtract any Wound Modifier from your pool.

6. Roll your pool dice, note your hits.

7. The defender rolls defense pool and subtracts their hits from your hits. If your net hits are zero or less, stop now.

8. Add your net hits to your weapon DV; this is your modified DV. If this number is greater than the defender's armor modified by your weapon AP), it causes Physical damage, otherwise it causes Stun damage.

9. Tell the gamemaster your final modified DV. The defender will attempt to resist the horrible damage you have just caused.

Matrix Combat Cheat Sheet

What You Need to Know

Programs

Attack Program Rating

Skills

Cybercombat

Options

Wound Modifier
Matrix Damage Modifier

Variables

Defender's Response
Defender's Firewall
Your Hits
Defender's Hits
Your Net Hits
Modified DV

What You Need to Do

1. Choose the attack program you want to use: Attack, Black Hammer, or Blackout.

2. Add the attack program rating to your pool.

3. Add your Cybercombat rating to your pool.

4. Subtract any wound modifier you may have from Stun or Physical damage.

5. Subtract any matrix damage modifier from your pool.

6. Roll your pool dice, note your hits.

7. The defender rolls defense pool and subtracts their hits from your hits. If your net hits are zero or less, stop now.

8. Add your net hits to your attack program rating; this is your modified DV.

9. Tell the gamemaster the attack program that you used and your final modified DV. The defender will attempt to resist the horrible damage you have just inflicted.

Indirect Combat Spell Cheat Sheet

SHADOWRUN

What You Need to Know

Attributes

Magic

Willpower

(Drain Resistance Attribute)

Skills

Spellcasting

Options

Spell Cast

Force

Drain DV (per spell description)

Elemental Effect (if any)

Mentor Spirit Bonus

Spellcasting Focus

Wound Modifier

Variables

Your Hits

Actual Hits

Defender's Hits

Your Net Hits

Modified DV

What You Need to Do

1. Choose the spell you wish to cast at the target.

2. Choose a force for the spell, up to twice your Magic.

3. Add your Magic to your pool.

4. Add your Spellcasting to your pool.

5. Add the bonus for your Mentor Spirit to your pool, if applicable.

6. Add the bonus for a Spellcasting Focus to your pool, if it is of the correct type and you do not wish to save it to help resist drain later.

7. Subtract any Wound Modifier from your pool.

8. Roll your pool dice, add up your hits. If you glitch, tell the gamemaster.

9. Take the lesser of your hits and the spell's force; this is your actual hits total.

10. The defender rolls defense pool and subtracts their hits from your actual hits. If your net hits are zero or less, skip to step 13.

11. Add your net hits to the force; this is your modified DV. If this number is greater than half of the defender's Impact armor, the spell causes Physical damage, otherwise it causes Stun damage.

12. Tell the gamemaster your final modified DV, along with any elemental effect of the spell. The defender will attempt to resist the horrible damage you have just caused.

13. Start a new pool, add your Willpower to it.

14. Add the Attribute that you use to resist Drain, according to your tradition.

15. If you did not add your Spellcasting Focus Rating to your spellcasting pool, add it now.

16. Roll your pool dice. Subtract one from the Drain Damage Value for each hit.

17. If you did not reduce the Drain Damage Value to zero, apply the damage to your Condition Monitor: Physical if the Force was greater than your Magic, Stun otherwise.

Drone Combat Cheat Sheet

SHADOWRUN

What You Need to Know

Attributes

Drone's Pilot

Autosoft

Targeting

Options

Weapon Used

Ammo Used

Weapon + Ammo DV

Weapon + Ammo AP

Weapon Fire Mode: (rounds fired)
SS(1)   SA(1)   BF/Narrow(3)   BF/Wide(3)
FA/Long Narrow(6)   FA/Long Wide(6)
FA/Full Narrow(10)   FA/Full Wide(10)

Recoil Compensation

Damage Modifier

Variables

Number of rounds fired this Action Phase (incl this attack)

Recoil Modifier

Your Hits

Defender's Hits

Your Net Hits

Modified DV

What You Need to Do

1. Choose the weapon and ammo you want to use, and note their DV and AP.

2. Choose a fire mode that you want to use.

3. Add your Drone's Pilot rating to your pool.

4. Add the Targeting Autosoft rating to your pool.

5. Subtract any Damage Modifier from your pool.

6. Subtract the Recoil Compensation from the number of rounds fired this Phase, then subtract one; the difference is the recoil modifier.

7. If the weapon is a heavy weapon, double the recoil modifier.

8. If the weapon is a shotgun and the fire mode is BF or FA, double the recoil modifier.

9. If the recoil modifier is greater than zero, subtract it from your pool.

10. Roll your pool dice, note your hits.

11. If your fire mode is one of the wide bursts, tell the gamemaster; the defender loses defense pool.

12. The defender rolls defense pool and subtracts their hits from your hits. If your net hits are zero or less, stop now.

13. Add your net hits to your weapon + ammo DV; this is your modified DV. If this number is greater than the defender's armor modified by your weapon AP), it causes Physical damage, otherwise it causes Stun damage.

14. If your fire mode is one of the narrow bursts, add one less than the number of rounds in the burst to your modified DV.

15. Tell the gamemaster your final modified DV. The defender will attempt to resist the horrible damage you have just caused.

Defense Cheat Sheet

For Defending Against Ranged, Melee, or Indirect Spellcasting Attacks

What You Need to Know

Attributes

Reaction

Body

Skills

Dodge

Gymnastics

(Melee Skill)

Options

Wound Modifier

Full Defense Used?

Your Armor Rating

Variables

Prior attacks since last action

Other Modifiers (p. 151)

Attacker's Weapon DV

Attacker's Weapon AP

Attacker's Hits

Your Hits

Attacker's Net Hits

Modified DV

What You Need to Do

1. Choose whether to spend your current or your next Complex Action for Full Defense.

2. Add your Reaction to your pool.

3. If you are defending against a melee attack, add your Dodge to your pool.

4. If you are not using Full Defense, skip this step. You may add either your Dodge (possibly again) or your Gymnastics to your pool; if you are defending against a melee attack, your skill for your currently held melee weapon may be added instead (Unarmed Combat included). Only one of the above may be added.

5. Subtract any Wound Modifier from your pool.

6. Subtract one from your pool for each prior attack you have defended against since your last action.

7. Add to or subtract from your pool any other modifiers from page 151.

8. Roll your pool dice, note your hits.

9. Subtract your hits from the attacker's hits. If the net hits are zero or less, you avoided the attack; stop now.

10. Add the attacker's net hits to the attacker's weapon DV; this is the modified DV. If this number is greater than your armor rating (modified by the weapon AP), it causes Physical damage, otherwise it causes Stun damage.

11. Add your Body to your pool.

12. Add your Armor Rating, modified by the weapon AP, to your pool.

13. Roll your pool dice, and subtract the hits from the modified DV. If the difference greater than zero, apply that number of boxes to the appropriate damage track, Physical or Stun.

What You Need to Know

Attributes

| Resonance |
| Willpower |

Skills

| Compiling |

Options

| Sprite Type |
| Desired Rating |
| Wound Modifier |

Variables

| Your Hits |
| Sprite's Hits |
| Fading Damage Value |

What You Need to Do

1. Choose a type of sprite to compile and the Rating you want it to have.

2. Add your Resonance Attribute to your pool.

3. Add your Compiling Skill to your pool.

4. Subtract any Wound Modifier from your pool.

5. Roll your pool dice, add up the hits. If you glitch, tell the gamemaster.

6. The gamemaster rolls the sprite's Rating and adds up the hits.

7. Subtract the sprite's hits from your hits. If you have zero or fewer hits, no sprite appears. If you have hits left over, each hit counts as a task the sprite owes you.

8. Multiply the sprite's hits by two. This is the Fading Damage Value, minimum 2.

9. Start a new pool, add your Willpower to it.

10. Add your Resonance to the new pool.

11. Roll your pool dice. Subtract one from the Fading Damage Value for each hit.

12. If you did not reduce the Fading Damage Value to zero, apply the damage to your Condition Monitor: Physical if the Rating was greater than your Resonance, Stun otherwise.

What You Need to Know

Attributes

Magic

Willpower

(Drain Resistance Attribute)

Skills

Banishing

Options

Target Spirit's Force

Target Spirit's Summoner's Magic

Mentor Spirit Modifier

Banishing Focus

Wound Modifier

Variables

Your Hits

Spirit's Hits

Drain Damage Value

What You Need to Do

1. Choose a target spirit and find its <u>force</u>, along with its type, and whether it has been bound.

2. Add your <u>Magic Attribute</u> to your pool.

3. Add your <u>Banishing Skill</u> to your pool.

4. Add your <u>Mentor Spirit modifier</u> to your pool, if it applies.

5. Add the Rating of a <u>Banishing Focus</u> to your pool, if it is of the right type and you do not wish to save it to help reduce Drain later.

6. Subtract any <u>Wound Modifier</u> from your pool.

7. Roll your pool dice, add up the <u>hits</u>. If you glitch, tell the gamemaster.

8. The gamemaster rolls the target spirit's <u>Force</u> and adds up the hits. If the target is a bound spirit, the gamemaster also rolls its summoner's Magic rating and adds those hits.

9. Subtract the <u>spirit's hits</u> from <u>your hits</u>. If you have zero or fewer hits, nothing happens. If you have hits left over, each hit reduces the target spirit's owed services. If the owed services are reduced to zero, it will leave on its next action, but any magician may attempt to summon it before it leaves.

10. Multiply the <u>spirit's hits</u> by two. This is the <u>Damage Value</u> of the Drain, minimum 2.

11. Start a new pool, add your <u>Willpower</u> to it.

12. Add the <u>Attribute that you use to resist Drain</u>, according to your tradition.

13. If you did not add your <u>Banishing Focus</u> Rating to your summoning pool, add it now.

14. Roll your pool dice. Subtract one from the <u>Drain Damage Value</u> for each hit.

15. If you did not reduce the <u>Drain Damage Value</u> to zero, apply the damage to your Condition Monitor: Physical if the Force was greater than your <u>Magic</u>, Stun otherwise.

SHADOWRUN

What You Need to Know

Attributes

Logic

Willpower

Charisma

Skills

Astral Combat

Options

Weapon Focus Used (if any)

Weapon Focus DV

Weapon Rating

Your Reach

Weapon Reach

Wound Modifier

Variables

Defender's Reach

Your Hits

Defender's Hits

Your Net Hits

Modified DV

What You Need to Do

1. Choose the weapon focus you want to use, and note its DV. If unarmed, the DV is half your Charisma, rounded up.

2. If you are astrally perceiving (or dual-natured), add your Willpower to your pool. If you are astrally projecting, add your Logic to your pool.

3. Add your Astral Combat to your pool.

4. Add your reach and your weapon's reach together, and compare them to the defender's total reach. The higher reach may either add the difference to their own pool, or subtract it from their opponent's pool.

5. Add the Weapon Focus Rating if you are using one.

6. Subtract any Wound Modifier from your pool.

7. Roll your pool dice, note your hits.

8. The defender rolls defense pool and subtracts their hits from your hits. If your net hits are zero or less, stop now.

9. Add your net hits to your weapon DV; this is your modified DV.

10. Decide whether your attack will cause Stun damage or Physical damage, and tell the gamemaster.

11. Tell the gamemaster your final modified DV. The defender will attempt to resist the horrible damage you have just caused.

Standby Squads
Record Sheets

SHADOWRUN

Grunt: Standard Security Squad

Professional Rating: 2

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
3	3	4	3	3	2	2	3	6	7	1

Skills

Dodge 2, Pistols 1, Automatics 3

Unarmed Combat 2

Alt Init/IP: ___ ___

Armor (B/I): 6 / 4

Group Edge: 2   Pool

Weapon	Damage	AP	Mode	RC/Reach	Ammo Type	Ammo
HK 227X	5P	-	SA/BF/FA	(1)	Standard	28(c)
Fichetti Security 600	4P	-	SA		Standard	30(c)
Stun Baton	6S(e)	-	Melee	1	-	10

Equipment/Cyberware/Spells:

Damage Tracks

Grunt: Lone Star Police Squad

Professional Rating: 3

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
3	4	4	3	3	4	3	3	6	8	1

Skills

Clubs 3, Perception 2, Pistols 3,

Unarmed Combat 3, Law Enforcement

(Professional Knowledge) 3.

Alt Init/IP: ___ ___

Armor (B/I): 8 / 6

Group Edge: 3   Pool

Weapon	Damage	AP	Mode	RC/Reach	Ammo Type	Ammo
Colt American L36	4P	-	SA	-	Standard	11(c)
Defiance EX Shocker	8S(e)	-half	SS	-	Taser	4(m)
Stun Baton	6S(e)	-half	Melee	1	-	10

Equipment/Cyberware/Spells:

Damage Tracks

Grunt: Knight Errant Security Squad

Professional Rating: 3

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
3	4	4	3	3	4	3	3	6	8	1

Skills

Clubs 3, Perception 2, Pistols 3,

Unarmed Combat 3, Corporate Law

(Professional Knowledge) 3.

Alt Init/IP: ___ ___

Armor (B/I): 8 / 6

Group Edge: 3   Pool

Weapon	Damage	AP	Mode	RC/Reach	Ammo Type	Ammo
Ares Predator IV	5P	-1	SA	-	Standard	15(c)
Defiance EX Shocker	8S(e)	-half	SS	-	Taser	4(m)
Stun Baton	6S(e)	-half	Melee	1	-	10

Equipment/Cyberware/Spells:

Damage Tracks

Grunt: High Threat Response Team

Professional Rating: 4

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
3	5	4	3	3	4	3	4	6	8	1

Skills

Dodge 3, Automatics 3,

Unarmed Combat 3, Intimidation 2

Alt Init/IP: ___ ___

Armor (B/I): 10 / 8

Group Edge: 4   Pool

Weapon	Damage	AP	Mode	RC/Reach	Ammo Type	Ammo
AK-97 w/ Smartgun	6P	-1	SA/BF/FA	-	Standard	38(c)
Ares Alpha (Ares Troops)	6P	-1	SA/BF/FA	2	Standard	42(c)
w/ Grenade Launcher	12P(f)	+2	SS	-	Frag Grenade	6(c)

Equipment/Cyberware/Spells:

Full Body Armor (w/ RFID), Goggles (w/

Low-Light, Thermo, Smartlink)

Damage Tracks

Grunt: (Para)Military Squad

Professional Rating: 5

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
4	5	5(6)	4	3	4	3	4	3.8	10	2

Skills

Athletics 2, Blades 3, Dodge 4,

Firearms 5, Infiltration 3, Perception 3,

Unarmed Combat 4, Etiquitte (Corp) 3

Alt Init/IP: ___ ___

Armor (B/I): 12 / 10

Group Edge: 5   Pool

Weapon	Damage	AP	Mode	RC/Reach	Ammo Type	Ammo
Ares Alpha	6P	-1	SA/BF/FA	2	Standard	42(c)
w/ Grenade Launcher	10P	-2	SS	-	HE Grenade	6(c)
Katana/Mono Sword	5P	-1	Melee	1	-	-

Equipment/Cyberware/Spells:

Full Body Armor (w/ RFID), Helmet (w/

Low-Light, Thermo), Cyber Eyes (w/ Flare

Comp, Smartlink), Wired Reflexes 1

Damage Tracks

Grunt: Special Forces Squad

Professional Rating: 6

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
4	5	5(7)	4	3	6	4	5	2.6	13	3

Skills

Athletics 3, Demolitions 3, Dodge 4,

Firearms 5, Perception 4, Stealth 5,

Unarmed Combat 5

Alt Init/IP: ___ ___

Armor (B/I): 12 / 10

Group Edge: 6   Pool

Weapon	Damage	AP	Mode	RC/Reach	Ammo Type	Ammo
HK XM30 (w/ all modules)	6P	-1	SA/BF/FA	(1)	Standard	30(c)
w/ Grenade Launcher	12P(f)	+2	SS	-	Frag Grenade	8(c)
w/ Shotgun	7P(f)	+1	SA	(1)	Flechette	10(c)

Equipment/Cyberware/Spells:

Full Body Armor (w/ RFID), Helmet (w/

Low-Light, Thermo), Flare Comp, Commlink

(Resp 6, Sys 5, FW 5, Sig 3), Smartlink,

Wired Reflexes 2

Damage Tracks

SHADOWRUN

Spirit of Air

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F-2	F+3	F+4	F-3	F	F	F	F	F	Fx2+4	2

Skills
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Flight, Perception, Unarmed Combat

Astral Init/IP: **Fx2** **3**

Armor (B/I): **F** / **F**

Edge: **F**

Weapon	Damage Value	Type	Mode	Armor Used	Element	Dice Pool
Astral Combat	F/2	P or S	Astral	Mystic	-	Fx2
Unarmed Combat	(F-3)/2	S	Melee	Impact	-	(Fx2)+3
(Elemental Attack)	F	P	Ranged	half Imp.	Cold	(Fx2)+3
(Unarmed w/ Aura)	(F-3)/2+4	P	Melee	half Imp.	Cold	(Fx2)+3

Powers
Accident, Astral Form, Concealment, Confusion, Engulf, Materialization, Movement, Sapience, Search

Optional Powers (choose one per 3 Force)
Elemental Attack, Energy Aura, Fear, Guard, Noxious Breath, Psychokinesis

Condition Monitor:
Physical: 7 + (F/2)
Stun: 8 + (F/2)

Spirit of Beasts

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F+2	F+1	F+2	F+2	F	F	F	F	F	Fx2+2	2

Skills
Assensing, Astral Combat, Dodge, Perception, Unarmed Combat

Astral Init/IP: **Fx2** **3**

Armor (B/I): **F** / **F**

Edge: **F**

Weapon	Damage Value	Type	Mode	Armor Used	Element	Dice Pool
Astral Combat	F/2	P or S	Astral	Mystic	-	Fx2
Unarmed Combat	(F/2)+1	S	Melee	Impact	-	(Fx2)+1
(Natural Weapon	F	P	Melee	Impact	-	(Fx2)+1

Powers
Animal Control, Astral Form, Enhanced Senses (Hearing, Low-Light, Smell), Fear, Materialization, Movement, Sapience

Optional Powers (choose one per 3 Force)
Concealment, Confusion, Guard, Natural Weapon, Noxious Breath, Search, Venom

Condition Monitor:
Physical: 9 + (F/2)
Stun: 8 + (F/2)

Spirit of Earth

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F+4	F-2	F+2	F+4	F	F	F	F	F	Fx2+2	2

Skills
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat

Astral Init/IP: **Fx2** **3**

Armor (B/I): **F** / **F**

Edge: **F**

Weapon	Damage Value	Type	Mode	Armor Used	Element	Dice Pool
Astral Combat	F/2	P or S	Astral	Mystic	-	Fx2
Unarmed Combat	(F/2)+2	S	Melee	Impact	-	(Fx2)-2
(Elemental Attack)	F	P	Ranged	half Imp.	-	(Fx2)-2

Powers
Astral Form, Binding, Guard, Materialization, Movement, Sapience, Search

Optional Powers (choose one per 3 Force)
Concealment, Confusion, Engulf, Elemental Attack, Fear

Condition Monitor:
Physical: 10 + (F/2)
Stun: 8 + (F/2)

Spirit of Fire

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F+1	F+2	F+3	F-2	F	F	F	F	F	Fx2+3	2

Skills
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Flight, Perception, Unarmed Combat

Astral Init/IP: **Fx2** **3**

Armor (B/I): **F** / **F**

Edge: **F**

Weapon	Damage Value	Type	Mode	Armor Used	Element	Dice Pool
Astral Combat	F/2	P or S	Astral	Mystic	-	Fx2
Unarmed Combat	(F/2)+3	P	Melee	half Imp.	Fire	(Fx2)+2
Elemental Attack	F	P	Ranged	half Imp.	Fire	(Fx2)+3

Powers
Accident, Astral Form, Confusion, Elemental Attack, Energy Aura, Engulf, Materialization, Sapience

Optional Powers (choose one per 3 Force)
Fear, Guard, Noxious Breath, Search

Condition Monitor:
Physical: 8 + (F+1)/2
Stun: 8 + (F/2)

Spirit of Guardians

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F+1	F+2	F+3	F+2	F	F	F	F	F	Fx2+3	2

Skills
Assensing, Astral Combat, Blades, Clubs, Counterspelling, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat

Astral Init/IP: **Fx2** **3**

Armor (B/I): **F** / **F**

Edge: **F**

Weapon	Damage Value	Type	Mode	Armor Used	Element	Dice Pool
Astral Combat	F/2	P or S	Astral	Mystic	-	Fx2
Unarmed Combat	(F/2)+1	S	Melee	Impact	-	(Fx2)+2
(Natural Weapon)	F	P	Melee	Impact	-	(Fx2)+2

Powers
Astral Form, Fear, Guard, Magical Guard, Materialization, Movement, Sapience

Optional Powers (choose one per 3 Force)
Animal Control, Concealment, Elemental Attack, Natural Weapon, Psychokinesis, Skill (additional Combat skill)

Condition Monitor:
Physical: (F+17)/2
Stun: (F+16)/2

SHADOWRUN

Spirit of Guidance

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F+3	F-1	F+2	F+1	F	F	F	F	F	Fx2+2	2

Skills
Arcana, Assensing, Astral Combat, Counterspelling, Dodge, Perception, Unarmed Combat

Astral Init/IP: Fx2   3

Armor (B/I): F / F

Edge: F

Weapon	Damage Value	Type	Mode	Armor Used	Element	Dice Pool
Astral Combat	F/2	P or S	Astral	Mystic	-	Fx2
Unarmed Combat	(F+1)/2	S	Melee	Impact	-	(Fx2)-1

Powers
Astral Form, Confusion, Divining, Guard, Magical Guard, Materialization, Sapience, Search, Shadow Cloak

Optional Powers (choose one per 3 Force)
Engulf, Enhanced Senses (Hearing, Low-Light Vision, Thermographic Vision, or Smell), Fear, Influence

Condition Monitor:
Physical: (F+19)/2
Stun: 8 + (F/2)

Spirit of Man

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F+1	F	F+2	F-1	F	F	F	F	F	Fx2+2	2

Skills
Assensing, Astral Combat, Dodge, Perception, Spellcasting, Unarmed Combat

Astral Init/IP: Fx2   3

Armor (B/I): F / F

Edge: F

Weapon	Damage Value	Type	Mode	Armor Used	Element	Dice Pool
Astral Combat	F/2	P or S	Astral	Mystic	-	Fx2
Unarmed Combat	(F-1)/2	S	Melee	Impact	-	Fx2

Powers
Accident, Astral Form, Concealment, Confusion, Enhanced Senses (Low-Light, Thermographic), Guard, Influence, Materialization, Sapience, Search

Optional Powers (choose one per 3 Force)
Fear, Innate Spell (any one spell known by the summoner), Movement, Psychokinesis

Condition Monitor:
Physical: (F+17)/2
Stun: 8 + (F/2)

Spirit of Plants

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F+3	F-1	F+2	F+4	F	F	F	F	F	Fx2+2	2

Skills
Assensing, Astral Combat, Counterspelling, Dodge, Perception, Unarmed Combat

Astral Init/IP: Fx2   3

Armor (B/I): F / F

Edge: F

Weapon	Damage Value	Type	Mode	Armor Used	Element	Dice Pool
Astral Combat	F/2	P or S	Astral	Mystic	-	Fx2
Unarmed Combat	(F/2)+2	S	Melee	Impact	-	(Fx2)-1

Powers
Astral Form, Concealment, Engulf, Fear, Guard, Magical Guard, Materialization, Sapience, Silence

Optional Powers (choose one per 3 Force)
Accident, Confusion, Movement, Noxious Breath, Search

Condition Monitor:
Physical: (F+19)/2
Stun: 8 + (F/2)

Spirit of Tasks

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F	F	F+2	F+2	F	F	F	F	F	Fx2+2	2

Skills
Artisan, Assensing, Astral Combat, Dodge, Perception, Unarmed Combat

Astral Init/IP: Fx2   3

Armor (B/I): F / F

Edge: F

Weapon	Damage Value	Type	Mode	Armor Used	Element	Dice Pool
Astral Combat	F/2	P or S	Astral	Mystic	-	Fx2
Unarmed Combat	(F/2)+1	P	Melee	Impact	-	Fx2

Powers
Accident, Astral Form, Binding, Materialization, Movement, Sapience, Search

Optional Powers (choose one per 3 Force)
Concealment, Enhanced Senses (Hearing, Low-Light, Thermographic, or Smell), Influence, Psychokinesis, Skill (Technical or Physical)

Condition Monitor:
Physical: 8 + (F/2)
Stun: 8 + (F/2)

Spirit of Water

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F+2	F	F+2	F	F	F	F	F	F	Fx2+2	2

Skills
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat

Astral Init/IP: Fx2   3

Armor (B/I): F / F

Edge: F

Weapon	Damage Value	Type	Mode	Armor Used	Element	Dice Pool
Astral Combat	F/2	P or S	Astral	Mystic	-	Fx2
Unarmed Combat	(F/2)	S	Melee	Impact	-	(Fx2)
(Elemental Attack)	F	P	Ranged	half Imp.	Water	(Fx2)
(Unarmed w/ Energy Aura)	(F/2)+4	P	Melee	half Imp.	Water	(Fx2)

Powers
Astral Form, Concealment, Confusion, Engulf, Materialization, Movement, Sapience, Search

Optional Powers (choose one per 3 Force)
Accident, Binding, Elemental Attack, Energy Aura, Guard, Weather Control

Condition Monitor:
Physical: 9 + (F/2)
Stun: 8 + (F/2)

Hermetic Spirit Reference

SHADOWRUN

Spirit of Air

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F-2	F+3	F+4	F-3	F	F	F	F	F	Fx2+4	2

Skills
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Flight, Perception, Unarmed Combat

Astral Init/IP: Fx2 3

Armor (B/I): F / F

Edge: F

Weapon	Damage Value	Type P or S	Mode	Armor Used	Element	Dice Pool
Astral Combat	F/2		Astral	Mystic	-	Fx2
Unarmed Combat	(F-3)/2	S	Melee	Impact	-	(Fx2)+3
(Elemental Attack)	F	P	Ranged	half Imp.	Cold	(Fx2)+3
(Unarmed w/ Aura)	(F-3)/2+4	P	Melee	half Imp.	Cold	(Fx2)+3

Powers
Accident, Astral Form, Concealment, Confusion, Engulf, Materialization, Movement, Sapience, Search

Optional Powers (choose one per 3 Force)
Elemental Attack, Energy Aura, Fear, Guard, Noxious Breath, Psychokinesis

Condition Monitor:
Physical: 7 + (F/2)
Stun: 8 + (F/2)

Spirit of Earth

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F+4	F-2	F+2	F+4	F	F	F	F	F	Fx2+2	2

Skills
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat

Astral Init/IP: Fx2 3

Armor (B/I): F / F

Edge: F

Weapon	Damage Value	Type P or S	Mode	Armor Used	Element	Dice Pool
Astral Combat	F/2		Astral	Mystic	-	Fx2
Unarmed Combat	(F/2)+2	S	Melee	Impact	-	(Fx2)-2
(Elemental Attack)	F	P	Ranged	half Imp.	-	(Fx2)-2

Powers
Astral Form, Binding, Guard, Materialization, Movement, Sapience, Search

Optional Powers (choose one per 3 Force)
Concealment, Confusion, Engulf, Elemental Attack, Fear

Condition Monitor:
Physical: 10 + (F/2)
Stun: 8 + (F/2)

Spirit of Fire

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F+1	F+2	F+3	F-2	F	F	F	F	F	Fx2+3	2

Skills
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Flight, Perception, Unarmed Combat

Astral Init/IP: Fx2 3

Armor (B/I): F / F

Edge: F

Weapon	Damage Value	Type P or S	Mode	Armor Used	Element	Dice Pool
Astral Combat	F/2		Astral	Mystic	-	Fx2
Unarmed Combat	(F/2)+3	P	Melee	half Imp.	Fire	(Fx2)+2
Elemental Attack	F	P	Ranged	half Imp.	Fire	(Fx2)+3

Powers
Accident, Astral Form, Confusion, Elemental Attack, Energy Aura, Engulf, Materialization, Sapience

Optional Powers (choose one per 3 Force)
Fear, Guard, Noxious Breath, Search

Condition Monitor:
Physical: 8 + (F+1)/2
Stun: 8 + (F/2)

Spirit of Man

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F+1	F	F+2	F-1	F	F	F	F	F	Fx2+2	2

Skills
Assensing, Astral Combat, Dodge, Perception, Spellcasting, Unarmed Combat

Astral Init/IP: Fx2 3

Armor (B/I): F / F

Edge: F

Weapon	Damage Value	Type P or S	Mode	Armor Used	Element	Dice Pool
Astral Combat	F/2		Astral	Mystic	-	Fx2
Unarmed Combat	(F-1)/2	S	Melee	Impact	-	Fx2

Powers
Accident, Astral Form, Concealment, Confusion, Enhanced Senses (Low-Light, Thermographic), Guard, Influence, Materialization, Sapience, Search

Optional Powers (choose one per 3 Force)
Fear, Innate Spell (any one spell known by the summoner), Movement, Psychokinesis

Condition Monitor:
Physical: (F+17)/2
Stun: 8 + (F/2)

Spirit of Water

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F+2	F	F+2	F	F	F	F	F	F	Fx2+2	2

Skills
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat

Astral Init/IP: Fx2 3

Armor (B/I): F / F

Edge: F

Weapon	Damage Value	Type P or S	Mode	Armor Used	Element	Dice Pool
Astral Combat	F/2		Astral	Mystic	-	Fx2
Unarmed Combat	(F/2)	S	Melee	Impact	-	(Fx2)
(Elemental Attack)	F	P	Ranged	half Imp.	Water	(Fx2)
(Unarmed w/ Energy Aura)	(F/2)+4	P	Melee	half Imp.	Water	(Fx2)

Powers
Astral Form, Concealment, Confusion, Engulf, Materialization, Movement, Sapience, Search

Optional Powers (choose one per 3 Force)
Accident, Binding, Elemental Attack, Energy Aura, Guard, Weather Control

Condition Monitor:
Physical: 9 + (F/2)
Stun: 8 + (F/2)

Spirit of Air

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F-2	F+3	F+4	F-3	F	F	F	F	F	Fx2+4	2

Skills
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Flight, Perception, Unarmed Combat

Astral Init/IP: Fx2   3

Armor (B/I): F / F

Edge: F

Weapon	Damage Value	Type	Mode	Armor Used	Element	Dice Pool
Astral Combat	F/2	P or S	Astral	Mystic	-	Fx2
Unarmed Combat	(F-3)/2	S	Melee	Impact	-	(Fx2)+3
(Elemental Attack)	F	P	Ranged	half Imp.	Cold	(Fx2)+3
(Unarmed w/ Aura)	(F-3)/2+4	P	Melee	half Imp.	Cold	(Fx2)+3

Powers
Accident, Astral Form, Concealment, Confusion, Engulf, Materialization, Movement, Sapience, Search

Optional Powers (choose one per 3 Force)
Elemental Attack, Energy Aura, Fear, Guard, Noxious Breath, Psychokinesis

Condition Monitor:
Physical: 7 + (F/2)
Stun: 8 + (F/2)

Spirit of Beasts

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F+2	F+1	F+2	F+2	F	F	F	F	F	Fx2+2	2

Skills
Assensing, Astral Combat, Dodge, Perception, Unarmed Combat

Astral Init/IP: Fx2   3

Armor (B/I): F / F

Edge: F

Weapon	Damage Value	Type	Mode	Armor Used	Element	Dice Pool
Astral Combat	F/2	P or S	Astral	Mystic	-	Fx2
Unarmed Combat	(F/2)+1	S	Melee	Impact	-	(Fx2)+1
(Natural Weapon	F	P	Melee	Impact	-	(Fx2)+1

Powers
Animal Control, Astral Form, Enhanced Senses (Hearing, Low-Light, Smell), Fear, Materialization, Movement, Sapience

Optional Powers (choose one per 3 Force)
Concealment, Confusion, Guard, Natural Weapon, Noxious Breath, Search, Venom

Condition Monitor:
Physical: 9 + (F/2)
Stun: 8 + (F/2)

Spirit of Earth

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F+4	F-2	F+2	F+4	F	F	F	F	F	Fx2+2	2

Skills
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat

Astral Init/IP: Fx2   3

Armor (B/I): F / F

Edge: F

Weapon	Damage Value	Type	Mode	Armor Used	Element	Dice Pool
Astral Combat	F/2	P or S	Astral	Mystic	-	Fx2
Unarmed Combat	(F/2)+2	S	Melee	Impact	-	(Fx2)-2
(Elemental Attack)	F	P	Ranged	half Imp.	-	(Fx2)-2

Powers
Astral Form, Binding, Guard, Materialization, Movement, Sapience, Search

Optional Powers (choose one per 3 Force)
Concealment, Confusion, Engulf, Elemental Attack, Fear

Condition Monitor:
Physical: 10 + (F/2)
Stun: 8 + (F/2)

Spirit of Man

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F+1	F	F+2	F-1	F	F	F	F	F	Fx2+2	2

Skills
Assensing, Astral Combat, Dodge, Perception, Spellcasting, Unarmed Combat

Astral Init/IP: Fx2   3

Armor (B/I): F / F

Edge: F

Weapon	Damage Value	Type	Mode	Armor Used	Element	Dice Pool
Astral Combat	F/2	P or S	Astral	Mystic	-	Fx2
Unarmed Combat	(F-1)/2	S	Melee	Impact	-	Fx2

Powers
Accident, Astral Form, Concealment, Confusion, Enhanced Senses (Low-Light, Thermographic), Guard, Influence, Materialization, Sapience, Search

Optional Powers (choose one per 3 Force)
Fear, Innate Spell (any one spell known by the summoner), Movement, Psychokinesis

Condition Monitor:
Physical: (F+17)/2
Stun: 8 + (F/2)

Spirit of Water

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
F+2	F	F+2	F	F	F	F	F	F	Fx2+2	2

Skills
Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat

Astral Init/IP: Fx2   3

Armor (B/I): F / F

Edge: F

Weapon	Damage Value	Type	Mode	Armor Used	Element	Dice Pool
Astral Combat	F/2	P or S	Astral	Mystic	-	Fx2
Unarmed Combat	(F/2)	S	Melee	Impact	-	(Fx2)
(Elemental Attack)	F	P	Ranged	half Imp.	Water	(Fx2)
(Unarmed w/ Energy Aura)	(F/2)+4	P	Melee	half Imp.	Water	(Fx2)

Powers
Astral Form, Concealment, Confusion, Engulf, Materialization, Movement, Sapience, Search

Optional Powers (choose one per 3 Force)
Accident, Binding, Elemental Attack, Energy Aura, Guard, Weather Control

Condition Monitor:
Physical: 9 + (F/2)
Stun: 8 + (F/2)

Vehicle and Drone Record Sheet

Vehicle/Drone: _____

Pilot _____ Handling _____ Body _____
Pilot Mods:
System _____ Accel _____ Armor _____
Response _____ Speed _____ Sensor _____
Firewall _____ Programs: _____
Signal _____ _____

Weapon	Damage	AP	Mode	Recoil Comp	Ammo Type	Ammo	Damage Track
_____	_____	_____	_____	_____	_____	_____	8+(Body÷2, round up) boxes
_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	

Vehicle/Drone: _____

Pilot _____ Handling _____ Body _____
Pilot Mods:
System _____ Accel _____ Armor _____
Response _____ Speed _____ Sensor _____
Firewall _____ Programs: _____
Signal _____ _____

Weapon	Damage	AP	Mode	Recoil Comp	Ammo Type	Ammo	Damage Track
_____	_____	_____	_____	_____	_____	_____	8+(Body÷2, round up) boxes
_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	

Vehicle/Drone: _____

Pilot _____ Handling _____ Body _____
Pilot Mods:
System _____ Accel _____ Armor _____
Response _____ Speed _____ Sensor _____
Firewall _____ Programs: _____
Signal _____ _____

Weapon	Damage	AP	Mode	Recoil Comp	Ammo Type	Ammo	Damage Track
_____	_____	_____	_____	_____	_____	_____	8+(Body÷2, round up) boxes
_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	

Vehicle/Drone: _____

Pilot _____ Handling _____ Body _____
Pilot Mods:
System _____ Accel _____ Armor _____
Response _____ Speed _____ Sensor _____
Firewall _____ Programs: _____
Signal _____ _____

Weapon	Damage	AP	Mode	Recoil Comp	Ammo Type	Ammo	Damage Track
_____	_____	_____	_____	_____	_____	_____	8+(Body÷2, round up) boxes
_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	

Vehicle/Drone: _____

Pilot _____ Handling _____ Body _____
Pilot Mods:
System _____ Accel _____ Armor _____
Response _____ Speed _____ Sensor _____
Firewall _____ Programs: _____
Signal _____ _____

Weapon	Damage	AP	Mode	Recoil Comp	Ammo Type	Ammo	Damage Track
_____	_____	_____	_____	_____	_____	_____	8+(Body÷2, round up) boxes
_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	

Vehicle/Drone: _____

Pilot _____ Handling _____ Body _____
Pilot Mods:
System _____ Accel _____ Armor _____
Response _____ Speed _____ Sensor _____
Firewall _____ Programs: _____
Signal _____ _____

Weapon	Damage	AP	Mode	Recoil Comp	Ammo Type	Ammo	Damage Track
_____	_____	_____	_____	_____	_____	_____	8+(Body÷2, round up) boxes
_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	

Grunt Record Sheet

SHADOWRUN

Grunt: _____

Professional Rating: _____

Bod	Agi	Reac	Str	Cha	Int	Log		Wil	Ess	Init	IP

Skills

_____

_____

_____

_____

Alt Init/IP: _____ _____

Armor (B/I): _____ / _____

Group Edge: _____   Pool ☐☐☐☐☐☐

Weapon _____ Damage _____ AP _____ Mode _____ Recoil Comp _____ Ammo Type _____ Ammo _____

Equipment/Cyberware/Spells:

_____

_____

Damage Tracks

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

Grunt: _____

Professional Rating: _____

Bod	Agi	Reac	Str	Cha	Int	Log		Wil	Ess	Init	IP

Skills

_____

_____

_____

_____

Alt Init/IP: _____ _____

Armor (B/I): _____ / _____

Group Edge: _____   Pool ☐☐☐☐☐☐

Weapon _____ Damage _____ AP _____ Mode _____ Recoil Comp _____ Ammo Type _____ Ammo _____

Equipment/Cyberware/Spells:

_____

_____

Damage Tracks

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

Grunt: _____

Professional Rating: _____

Bod	Agi	Reac	Str	Cha	Int	Log		Wil	Ess	Init	IP

Skills

_____

_____

_____

_____

Alt Init/IP: _____ _____

Armor (B/I): _____ / _____

Group Edge: _____   Pool ☐☐☐☐☐☐

Weapon _____ Damage _____ AP _____ Mode _____ Recoil Comp _____ Ammo Type _____ Ammo _____

Equipment/Cyberware/Spells:

_____

_____

Damage Tracks

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

Grunt: _____

Professional Rating: _____

Bod	Agi	Reac	Str	Cha	Int	Log		Wil	Ess	Init	IP

Skills

_____

_____

_____

_____

Alt Init/IP: _____ _____

Armor (B/I): _____ / _____

Group Edge: _____   Pool ☐☐☐☐☐☐

Weapon _____ Damage _____ AP _____ Mode _____ Recoil Comp _____ Ammo Type _____ Ammo _____

Equipment/Cyberware/Spells:

_____

_____

Damage Tracks

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

Grunt: _____

Professional Rating: _____

Bod	Agi	Reac	Str	Cha	Int	Log		Wil	Ess	Init	IP

Skills

_____

_____

_____

_____

Alt Init/IP: _____ _____

Armor (B/I): _____ / _____

Group Edge: _____   Pool ☐☐☐☐☐☐

Weapon _____ Damage _____ AP _____ Mode _____ Recoil Comp _____ Ammo Type _____ Ammo _____

Equipment/Cyberware/Spells:

_____

_____

Damage Tracks

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

Grunt: _____

Professional Rating: _____

Bod	Agi	Reac	Str	Cha	Int	Log		Wil	Ess	Init	IP

Skills

_____

_____

_____

_____

Alt Init/IP: _____ _____

Armor (B/I): _____ / _____

Group Edge: _____   Pool ☐☐☐☐☐☐

Weapon _____ Damage _____ AP _____ Mode _____ Recoil Comp _____ Ammo Type _____ Ammo _____

Equipment/Cyberware/Spells:

_____

_____

Damage Tracks

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

NPC Record Sheet

SHADOWRUN

Street Name: _____ Real Name: _____

Unspent Karma: _____ Total Karma: _____

Metatype: _____ Sex: _____ Age: _____ Affiliation: _____ Relationship Toward PCs: _____

Physical Attributes	**Mental Attributes**	**Special Attributes**	**Special Attributes**
Body	Charisma	Edge	Initiative
Agility	Intuition	Edge Pool ☐☐☐☐☐☐☐	Initiative Passes
Reaction	Logic	Essence	Astral Init/IP
Strength	Willpower	Magic/Resonance	Matrix Init/IP

Active Skill Name	Rating	Attribute	Active Skill Name	Rating	Attribute	Knowledge Skill Name	Rating	Attribute

Quality Name	(Rating)

Additional Gear/Spells/Powers:

Physical Damage Track

Cumulative damage modifier

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

8+(Body÷2, round up) boxes

Stun Damage Track

Cumulative damage modifier

-1
-2
-3
-4

8+(Willpower÷2, round up) boxes

Armor:

_____ / _____
Ballistic / Impact

Physical Damage Overflow: ☐

Character Description & History:
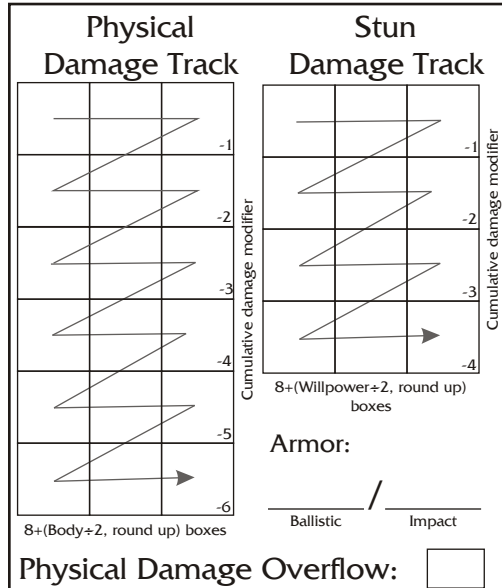
Weapon or Spell	Damage	AP/Drain	Mode	Recoil Comp	Ammo Type	Ammo/Reach	**Dice Pool**

Node Record Sheet

Node

Node Description

System
System cap due to lower Response

Response
Response loss from running programs

Firewall
Active Alert activation (+4 Firewall bonus)

Signal
Maximum wireless signal range (p. 212)

Programs/Agents/IC	Rating	Loaded	Programs/Agents/IC	Rating	Loaded

Agent/IC Damage Track (×10)
8+(System÷2, round up) boxes
Cumulative damage modifier

Spider

B	A	R	S	C	I	L	W	ESS	EDG	(Res)	Init	IP

Hacking: ____ Cybercombat: ____ Computer: ____ Electronic Warfare: ____

Notes: ____

Damage Track
8+(System÷2, round up) boxes
Cumulative damage modifier

Local Topology Diagram

Directly Connected Nodes

Subscribed Devices

Important Data (Paydata)

Notes