## Shadowrun 5th Edition Character Sheets

Release Version 1.0

## Created by Jhaiisiin 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:

Page 1 — This cover page

Fronts

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 — Financial sheet, including room for multiple IDs

Page 33 — Character history and notes. Comes with a sketch area for drawing out your character

Page 34 — Sprites sheet

Page 35 — Agents sheet

Page 36 — History of revisions to this document

Alias: Name: Player Name: Metatype: Street Cred:	Body: Agility: Reaction: Strength:	Logic: Intuition:	Curre Esser	: ent Edge: nce:	Initiative: Astral Init: Matrix Init: Initiate Grade:
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Alias: Name: Player Name: Metatype: Street Cred: Notoriety:		Logic: Intuition: Charisma:	ATTRIBUTES  Willpower: Edge: Current Edge: Intuition: Essence: Magic/Resonance: Intuition: Magic/Resonance: Intuition: In		Astral Init: Matrix Init: Initiate Grade:	
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Alias:	Body:	Logic: Current Edge: Essence: Magic/Resonance:		Astral Init: Matrix Init:
Public Awareness:	LIMITS	Physical:	Mental:	Social:
Vitals Height: Weight: Age: Sex: Eyes: Hair: Birthdate: Birthplace: Total Karma: Current Karma:	Skill name	Rtg	SKILLS Att Skill Name	Rtg Att
Assets Credsticks Color/Bank Balance Certified Certified Certified Certified				
Real EstateStock		Oral Break B	WEAPONS	DO AD A D
	Weapon	Cncl Reach	Vlode Ranges / / /	RC AP Ammo Dmg
Lifestyle:				
QUALITIES Name Cost				
	Spell	Resist	SPELLS tance Type Range	Duration DV Drain
ARMOR/GEAR Name Rating				
	NOTES:		Name	CONTACTS  Loyalty Conn.
	CONDITI Stun	ON MONTIORS Physical	-2	
	-2 -3 -4 -5 -6	-5	Handling: Sensor:	VEHICLE Accel:Pilot:Body/Armor: /
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Totem:	_ IVIetamagicai A	Dilities	Initiative:		Initiative Passe	es: Bas	willp se Dmg:	ower:
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Name		Cateo	gory	Ту	SPE pe	Ran	ge	Du	ration	Re	esist/Thre	eshold	DV	Drain
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Spirit Type/Name	Force	Services	В	Α	R	S		I	L	W	Init	Passes	Limits _ P: N	/l: S:
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Spirit Type/Name	Force		В	Α	R			I	_ 	W	Init	Passes	Limits _ P: N	/l: S:
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MAGICA Tradition: Totem:	Initiation ( Metamagi	cal Abilities		Agili	ity/Lo	gic: _		S	Reaction Strengt	n/Intui th/Char	isma: _	Ir	Astral Limit	t:
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Name		Category		Range	Duration	Resist/TI	hreshold	P/S	Drain
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Implant	CY Rating	BERWARE & Essence	& BIOWARE Cost Notes				LIVING PERSONA Resonance: Attack: Sleaze: Data Processing: Firewall: Matrix Initiative: Matrix Limit: Add Resonance to hot-sim addition tests Device rating = Resonance +2 dice to Matrix based Perception tests Notes/Description:
Name	Rating	COMPLEX Active? O					SUBMERSION Grade: Echoes:
Sprite Powers:			SPRITES  Data Proc Matrix Init  Complex Forms:				
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Powers:			Complex Forms:			-	
Sprite			Data Proc Matrix Init				
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	ARE & BIOWARE ce Cost Notes		LIVING PERSONA Resonance: Attack: Sleaze: Data Processing: Firewall: Matrix Initiative: Matrix Limit: Add Resonance to hot-sim addition tests Device rating = Resonance +2 dice to Matrix based
COMPLEX FORMS Name Rating Active?		SUBMERS Grade: Echoes:	
Powers:  Sprite  Level Attack S  Powers:  Sprite  Level Attack S	Complex Forms:  Sleaze Data Proc Matrix Ini  Complex Forms:  Sleaze Data Proc Matrix Ini	it Init Dice Resor	nance Misc
VEHICLE Type: Speed: Accel: Handling: Pilot: Sensor: Body/Armor:/ Notes:  Damage: (12+(Body+2)Boxes)	DRONE Type: Speed: Acc Handling: Pilo Sensor: Body/A Notes:  Condition Monit	cel: bt: Armor:/	DRONE Type: Speed: Accel: Handling: Pilot: Sensor: Body/Armor: _/ Notes:  Condition Monitor (6+(Body+2)Boxes)
VEHICLE  Type: Speed: Handling: Sensor: Body/Armor:  Notes:  Damage: (12+(Body+2)Boxes)    1   2   3   4   5   6   7   8   9   9   9   9   9   9   1   9   9   9	DRONE Type: Acc Handling: Pilo Sensor: Body/# Notes:	cel: ot: Armor:/	DRONE   Type:   Accel:   Accel:   Accel:   Body/Armor: / Notes:   Condition Monitor (6+(Body+2)Boxes)

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GEAR			AMMU	JNITION			EXPLOSIVES	
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	Rating	Туре	AMMU	JNITION Bonus	#/kg	Туре	EXPLOSIVES	Rating
	Rating	Туре	AMMU	JNITION Bonus	#/kg	Type	EXPLOSIVES	Rating
	Rating	Type	AMMU	JNITION Bonus	#/kg	Туре	EXPLOSIVES	Rating
	Rating	Type	AMMU	JNITION Bonus	#/kg	Type	EXPLOSIVES	Rating
	Rating	Type	AMMU	JNITION Bonus	#/kg	Type	EXPLOSIVES	Rating
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	Rating	Type	AMMU	JNITION Bonus	#/kg	Type		Rating
	Rating	Type	AMMU	JNITION Bonus	Type		VEHICLE	
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GEAR	Rating	Type	AMMU	JNITION Bonus	Type: _ Speed:	nq:	VEHICLE Accel:Pilot:	
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	Rating	Type	AMMU	JNITION Bonus	Type: _ Speed: Handlii	ng:	VEHICLE  Accel: Pilot: Body/Armor:	

Implant	Rating E	cyB ssence (	BERWARI Cost N	E & BIOW lotes	/ARE			
Power	Ratin	g Cost	ABI Descript	LITIES				
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Tradition: Totem: Totem Bonuses:	AL DATA Initiation Grade Metamagical Al	:bilities	Item			AL ITEMS/FOCI escription		
			Spirit			SPIRITS Force Services	(L	Jn)Bound

Implant	Rati	ng Essend	CYB	SERWARE Cost N	& BIOW	ARE		
Power		Rating	Cost	ABIL Descripti	ITIES on			
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Magical Group Notes: _								
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Implant Rating Essence Cost Notes	WARE
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COMLINK/CYBERDECK Firewall: Response:	GEAR 
Signal:	
Hot Sim Capable?	
+2 to Matrix based tests and +1 to Response stat  Notes:	
Notes:	
PROGRAMS	
Name Rating Active? Description/Notes	
AGENTS Name Rating Pilot Response Firewall Matrix	Init IP Programs
Name Rating Pilot Response Firewall Matrix	Init IP Programs
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Implant	Rating	Essence	CYBERW A Cost	ARE & BIOWARE Notes		
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Name	Rating A	ttack Slea		AGENTS c Firewall Initiative P	rograms	
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Data Processing:	Firewall:	
Matrix Init:	Device Rating:	
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Speed:	Accel:	Speed:	Accel:		Speed:	Accel:
Handling:	Pilot: Body/Armor:/	Handling:	Pilot:		I Iai iuiii	ig riiot
Sensor: I	Body/Armor:/	Sensor:	Body/Armor:		Sensor:	Body/Armor: /
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speed:	Accel:	Handling	Pilot	<del></del>	Handlir	ng: Pilot:
Handling:	Pilot: Body/Armor:/	Sensor	Pilot: Body/Armor:	<del>,                                    </del>	I Iai Iaii	Body/Armor: /
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Bonuses				ME	NTO	R SPI Neg	IRIT atives						
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Powers:										-			
Spirit	Force	Services	В	Α	R	S	С	I	L	W	Init	Passes	Misc
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Spirit	Force	Services	В	Α	R	S	С	I	L	W	Init	Passes	Misc
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VEHICLE	VEHICLE	DRONE
Туре:	Туре:	Туре:
Speed: Accel:	Speed: Accel:	Speed: Accel:
Handling: Pilot:	Handling: Pilot:	Handling: Pilot:
Sensor: Body/Armor:/	Sensor: Body/Armor:/	Sensor: Body/Armor: /
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VEHICLE	VEHICLE	DRONE
Type:	Type:	Type:
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VEHICLE	VEHICLE	DRONE
Type: Accel:	Type: Accel:	Type: Accel:
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VEHICLE	VEHICLE	DRONE
Type:	Туре:	Туре:
Speed: Accel:	Speed: Accel:	Speed: Accel:
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Type: Accel:	Type:	Type:
Speed:Accel:	Speed: Accel:	Speed: Accel:
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Damage: (12+(Body+2)Boxes)	Damage: (12+(Body+2)Boxes)	Condition Monitor (6+(Body+2)Boxes)
10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27	10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27	,, , , , , , , , , , , , , , , , , , , ,	

Name/Type:		.E/DRONE	DRONE Type:
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Handling:	Pilot:		Handling: Pilot:
Soncor:	Rody/Armor: /		Concert Pody/Armor: /
Spate:	Notes		Sensor: Body/Armor:/
Seats.	Notes		Notes:
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	Vehicle	Damage (12+(Body+2)Boxes)	Condition Monitor (6+(Body+2)Boxes)
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	VEHICI	LE/DRONE	DRONE
Name/Type:			Type:
Speed:	Accel:	Modifications:	Type:
Handling:	Pilot:	- 1	Handling: Pilot:
Sensor:	Body/Armor:/		Sensor: Body/Armor:/
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	Vehicle	P Damage (12+(Body+2)Boxes)	Condition Monitor (6+(Body+2)Boxes)
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	VEHICI	.E/DRONE	DRONE
Name/Type:			Type:
Speed:	Accel:	Modifications:	Speed: Accel:
Handling:	Pilot:		Handling: Pilot:
Sensor:	Body/Armor: /		Sensor: Body/Armor: _ /
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	Vehicle	Damage (12+(Body+2)Boxes)	Condition Monitor (6+(Body+2)Boxes)
1 2 3 4 5	6 7 8 9 10 11 12 13	14 15 16 17 18 19 20 21 22 23 24 25 26 27	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
	VEHICI	.E/DRONE	DRONE
Name/Type:			Type:
Speed:	Accel:	Modifications:	Speed: Accel:
	Pilot:		Handling: Pilot:
Sensor:	Body/Armor /		
			Sensor: Body/Armor:/ Notes:
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	Vehicle	Damage (12+(Body+2)Boxes)	Condition Maniter
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## **History of Revisions**

## 1.0

 Converted all pages to SR5 standards. Primary changes from SR4 sheets include the additions of areas for Limits, the removal of non -existant stats/fields (IP for one), and general tweaking of the whole design.