Shadowrun 5th Edition Character Sheets

Release Version 1.0

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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: _____
Notoriety: _____
Public Awareness: _____
Vitals
  Height: _____ **Weight:** _____
  Age: _____ **Sex:** _____
  Eyes: _____ **Hair:** _____
Birthdate: _____
Birthplace: _____
Total Karma: _____
Current Karma: _____
Assets
  Credsticks
    Color/Bank _____
    Balance _____
    Certified _____
    Certified _____
    Certified _____
    Certified _____
  Real Estate _____
  Stock _____

Lifestyle: _____

ATTRIBUTES

Body: _____	**Willpower:** _____	**Edge:** _____	**Initiative:** _____
Agility: _____	**Logic:** _____	**Current Edge:** _____	**Astral Init:** _____
Reaction: _____	**Intuition:** _____	**Essence:** _____	**Matrix Init:** _____
Strength: _____	**Charisma:** _____	**Magic/Resonance:** _____	**Initiate Grade:** _____

LIMITS   **Physical:** _____   **Mental:** _____   **Social:** _____

SKILLS

Skill name	Rtg	Att	Skill Name	Rtg	Att
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___

QUALITIES

Name	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

WEAPONS

Weapon	Acc	Reach	Mode	Ranges / / /	RC	AP	Ammo	Dmg
_____	___	___	___	/ / /	___	___	___	___
_____	___	___	___	/ / /	___	___	___	___
_____	___	___	___	/ / /	___	___	___	___
_____	___	___	___	/ / /	___	___	___	___
_____	___	___	___	/ / /	___	___	___	___
_____	___	___	___	/ / /	___	___	___	___
_____	___	___	___	/ / /	___	___	___	___
_____	___	___	___	/ / /	___	___	___	___

ARMOR/GEAR

Name	Rating
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

VEHICLE

Type: _____
Speed: _____ **Accel:** _____
Handling: _____ **Pilot:** _____
Sensor: _____ **Body/Armor:** ___ / ___
Notes: _____

Damage: (12+(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

CONDITION MONTIORS

Stun .... **Physical**

Stun: (8+(Will÷2)Boxes) — columns: -1, -2, -3, -4

Physical: (8+(Body÷2)Boxes) — columns: -1, -2, -3, -4, -5, -6

Overflow

CONTACTS

Name	Loyal	Conn	Fav
_____	___	___	___
_____	___	___	___
_____	___	___	___
_____	___	___	___
_____	___	___	___
_____	___	___	___
_____	___	___	___
_____	___	___	___
_____	___	___	___

NOTES: _____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

Alias: _____

Name: _____
Player Name: _____
Metatype: _____
Street Cred: _____
Notoriety: _____
Public Awareness: _____
Vitals
  Height: _____ **Weight:** _____
  Age: _____ **Sex:** _____
  Eyes: _____ **Hair:** _____
Birthdate: _____
Birthplace: _____
Total Karma: _____
Current Karma: _____
Assets
  Credsticks
    Color/Bank _____
    Balance _____
    Certified _____
    Certified _____
    Certified _____
    Certified _____
  Real Estate _____
  Stock _____

Lifestyle: _____

ATTRIBUTES

Body: _____	**Willpower:** _____	**Edge:** _____	**Initiative:** _____
Agility: _____	**Logic:** _____	**Current Edge:** _____	**Astral Init:** _____
Reaction: _____	**Intuition:** _____	**Essence:** _____	**Matrix Init:** _____
Strength: _____	**Charisma:** _____	**Magic/Resonance:** _____	**Initiate Grade:** _____

LIMITS   **Physical:** _____   **Mental:** _____   **Social:** _____

SKILLS

Skill name	Rtg	Att	Skill Name	Rtg	Att
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___

QUALITIES

Name	Cost
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___

WEAPONS

Weapon	Acc	Reach	Mode	Ranges / / /	RC	AP	Ammo	Dmg
_____	___	___	___	/ /	___	___	___	___
_____	___	___	___	/ /	___	___	___	___
_____	___	___	___	/ /	___	___	___	___
_____	___	___	___	/ /	___	___	___	___
_____	___	___	___	/ /	___	___	___	___
_____	___	___	___	/ /	___	___	___	___
_____	___	___	___	/ /	___	___	___	___
_____	___	___	___	/ /	___	___	___	___

CONTACTS

Name	Loyal	Conn	Favor	Name	Loyal	Conn	Favor
_____	___	___	___	_____	___	___	___
_____	___	___	___	_____	___	___	___
_____	___	___	___	_____	___	___	___
_____	___	___	___	_____	___	___	___
_____	___	___	___	_____	___	___	___
_____	___	___	___	_____	___	___	___
_____	___	___	___	_____	___	___	___

ARMOR/GEAR

Name	Rating
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___
_____	___

CONDITION MONTIORS

Stun
(8+(Will÷2)Boxes)
-1 -2 -3 -4

Physical
(8+(Body÷2)Boxes)
-1 -2 -3 -4 -5 -6

Overflow

NOTES: _____

VEHICLE

Type: _____
Speed: _____ **Accel:** _____
Handling: _____ **Pilot:** _____
Sensor: _____ **Body/Armor:** ___/___
Notes: _____

Damage: (12+(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

Alias: _____

Name: _____
Player Name: _____
Metatype: _____
Street Cred: _____
Notoriety: _____
Public Awareness: _____
Vitals
  Height: _____ **Weight:** _____
  Age: _____ **Sex:** _____
  Eyes: _____ **Hair:** _____
Birthdate: _____
Birthplace: _____
Total Karma: _____
Current Karma: _____
Assets
  Credsticks
    Color/Bank _____
    Balance _____
    Certified _____
    Certified _____
    Certified _____
    Certified _____
  Real Estate _____
  Stock _____

Lifestyle: _____

QUALITIES

Name	Cost

ARMOR/GEAR

Name	Rating

ATTRIBUTES

Body: _____	**Willpower:** _____	**Edge:** _____	**Initiative:** _____
Agility: _____	**Logic:** _____	**Current Edge:** _____	**Astral Init:** _____
Reaction: _____	**Intuition:** _____	**Essence:** _____	**Matrix Init:** _____
Strength: _____	**Charisma:** _____	**Magic/Resonance:** _____	**Initiate Grade:** _____

LIMITS   **Physical:** _____   **Mental:** _____   **Social:** _____

SKILLS

Skill name	Rtg	Att	Skill Name	Rtg	Att

WEAPONS

Weapon	Cncl	Reach	Mode	Ranges / / /	RC	AP	Ammo	Dmg
				/ / /				
				/ / /				
				/ / /				
				/ / /				
				/ / /				
				/ / /				
				/ / /				

NOTES: _____

CONTACTS

Name	Loyalty	Conn.

CONDITION MONTIORS

Stun   **Physical**

Stun: -1, -2, -3, -4 (8+(Will÷2)Boxes)

Physical: -1, -2, -3, -4, -5, -6 (8+(Body÷2)Boxes)

Overflow

VEHICLE

Type: _____
Speed: _____ **Accel:** _____
Handling: _____ **Pilot:** _____
Sensor: _____ **Body/Armor:** _____ / _____
Notes: _____

Damage: (12+(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

Alias: _____

Name: _____
Player Name: _____
Metatype: _____
Street Cred: _____
Notoriety: _____
Public Awareness: _____
Vitals
  Height: _____ **Weight:** _____
  Age: _____ **Sex:** _____
  Eyes: _____ **Hair:** _____
Birthdate: _____
Birthplace: _____
Total Karma: _____
Current Karma: _____
Assets
  Credsticks
    Color/Bank_____
    Balance _____
    Certified _____
    Certified _____
    Certified _____
    Certified _____
  Real Estate _____
  Stock _____
  _____
Lifestyle: _____

ATTRIBUTES

Body: _____	**Willpower:** _____	**Edge:** _____	**Initiative:** _____
Agility: _____	**Logic:** _____	**Current Edge:** _____	**Astral Init:** _____
Reaction: _____	**Intuition:** _____	**Essence:** _____	**Matrix Init:** _____
Strength: _____	**Charisma:** _____	**Magic/Resonance:** _____	**Initiate Grade:** _____

LIMITS   **Physical:** _____   **Mental:** _____   **Social:** _____

SKILLS

Skill name	Rtg	Att	Skill Name	Rtg	Att
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___

QUALITIES

Name	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

WEAPONS

Weapon	Cncl	Reach	Mode	Ranges	RC	AP	Ammo	Dmg
_____	___	___	___	_/_/_	___	___	___	___
_____	___	___	___	_/_/_	___	___	___	___
_____	___	___	___	_/_/_	___	___	___	___
_____	___	___	___	_/_/_	___	___	___	___
_____	___	___	___	_/_/_	___	___	___	___
_____	___	___	___	_/_/_	___	___	___	___
_____	___	___	___	_/_/_	___	___	___	___
_____	___	___	___	_/_/_	___	___	___	___
_____	___	___	___	_/_/_	___	___	___	___
_____	___	___	___	_/_/_	___	___	___	___
_____	___	___	___	_/_/_	___	___	___	___
_____	___	___	___	_/_/_	___	___	___	___
_____	___	___	___	_/_/_	___	___	___	___
_____	___	___	___	_/_/_	___	___	___	___

ARMOR/GEAR

Name	Rating
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

NOTES: _____
_____
_____
_____
_____

CONTACTS

Name	Loyalty	Conn.
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

CONDITION MONTIORS

Stun **Physical**

Stun: -1, -2, -3, -4 (8+(Will÷2)Boxes)

Physical: -1, -2, -3, -4, -5, -6 (8+(Body÷2)Boxes)

Overflow

VEHICLE

Type: _____
Speed: _____ **Accel:** _____
Handling: _____ **Pilot:** _____
Sensor: _____ **Body/Armor:** ___/___
Notes: _____
_____
_____

Damage: (12+(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

Alias: _____

Name: _____
Player Name: _____
Metatype: _____
Street Cred: _____
Notoriety: _____
Public Awareness: _____
Vitals
  Height: _____ **Weight:** _____
  Age: _____ **Sex:** _____
  Eyes: _____ **Hair:** _____
Birthdate: _____
Birthplace: _____
Total Karma: _____
Current Karma: _____
Assets
  Credsticks
    Color/Bank _____
    Balance _____
    Certified _____
    Certified _____
    Certified _____
    Certified _____
  Real Estate _____
  Stock _____

Lifestyle: _____

ATTRIBUTES

Body: _____	**Willpower:** _____	**Edge:** _____	**Initiative:** _____
Agility: _____	**Logic:** _____	**Current Edge:** _____	**Astral Init:** _____
Reaction: _____	**Intuition:** _____	**Essence:** _____	**Matrix Init:** _____
Strength: _____	**Charisma:** _____	**Magic/Resonance:** _____	**Initiate Grade:** _____

LIMITS   **Physical:** _____   **Mental:** _____   **Social:** _____

SKILLS

Skill name	Rtg	Att	Skill Name	Rtg	Att
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___

QUALITIES

Name	Cost
_____	____
_____	____
_____	____
_____	____
_____	____
_____	____
_____	____
_____	____
_____	____
_____	____
_____	____
_____	____
_____	____
_____	____
_____	____
_____	____
_____	____
_____	____
_____	____

WEAPONS

Weapon	Cncl	Reach	Mode	Ranges / / /	RC	AP	Ammo	Dmg
_____	___	___	___	/ / /	___	___	___	___
_____	___	___	___	/ / /	___	___	___	___
_____	___	___	___	/ / /	___	___	___	___
_____	___	___	___	/ / /	___	___	___	___
_____	___	___	___	/ / /	___	___	___	___
_____	___	___	___	/ / /	___	___	___	___
_____	___	___	___	/ / /	___	___	___	___

CONTACTS

Name	Loyalty	Conn.
_____	____	____
_____	____	____
_____	____	____
_____	____	____
_____	____	____
_____	____	____
_____	____	____
_____	____	____
_____	____	____

VEHICLE

Type: _____
Speed: _____ **Accel:** _____
Handling: _____ **Pilot:** _____
Sensor: _____ **Body/Armor:** ____/____
Notes: _____
_____

Damage: (12+(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

ARMOR/GEAR

Name	Rating
_____	____
_____	____
_____	____
_____	____
_____	____
_____	____
_____	____
_____	____
_____	____
_____	____
_____	____
_____	____
_____	____

CONDITION MONTIORS

Stun

		-1
		-2
		-3
		-4

(8+(Will÷2)Boxes)

Physical

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

(8+(Body÷2)Boxes)

Overflow

NOTES: _____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

Alias: _____

Name: _____
Player Name: _____
Metatype: _____
Street Cred: _____
Notoriety: _____
Public Awareness: _____
Vitals
  Height: _____ **Weight:** _____
  Age: _____ **Sex:** _____
  Eyes: _____ **Hair:** _____
Birthdate: _____
Birthplace: _____
Total Karma: _____
Current Karma: _____
Assets
  Credsticks
    Color/Bank _____
    Balance _____
    Certified _____
    Certified _____
    Certified _____
    Certified _____
  Real Estate _____
  Stock _____

  Lifestyle: _____

QUALITIES

Name	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

ARMOR/GEAR

Name	Rating
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

ATTRIBUTES

Body: _____	**Willpower:** _____	**Edge:** _____	**Initiative:** _____
Agility: _____	**Logic:** _____	**Current Edge:** _____	**Astral Init:** _____
Reaction: _____	**Intuition:** _____	**Essence:** _____	**Matrix Init:** _____
Strength: _____	**Charisma:** _____	**Magic/Resonance:** _____	**Initiate Grade:** _____

LIMITS

Physical: _____ **Mental:** _____ **Social:** _____

SKILLS

Skill name	Rtg	Att	Skill Name	Rtg	Att
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___

WEAPONS

Weapon	Cncl	Reach	Mode	Ranges / /	RC	AP	Ammo	Dmg
_____	___	___	___	/ /	___	___	___	___
_____	___	___	___	/ /	___	___	___	___
_____	___	___	___	/ /	___	___	___	___
_____	___	___	___	/ /	___	___	___	___
_____	___	___	___	/ /	___	___	___	___

SPELLS

Spell	Resistance	Type	Range	Duration	DV	Drain
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___

NOTES: _____
_____
_____

CONTACTS

Name	Loyalty	Conn.
_____	___	___
_____	___	___
_____	___	___
_____	___	___
_____	___	___

CONDITION MONTIORS

Stun

		-1
		-2
		-3
		-4

(8+(Will÷2)Boxes)

Physical

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

(8+(Body÷2)Boxes)

Overflow

VEHICLE

Type: _____
Speed: _____ **Accel:** _____
Handling: _____ **Pilot:** _____
Sensor: _____ **Body/Armor:** ___ / ___
Notes: _____
_____

Damage: (12+(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

Alias: _____

Name: _____
Player Name: _____
Metatype: _____
Street Cred: _____
Notoriety: _____
Public Awareness: _____
Vitals
  Height: _____ **Weight:** _____
  Age: _____ **Sex:** _____
  Eyes: _____ **Hair:** _____
Birthdate: _____
Birthplace: _____
Total Karma: _____
Current Karma: _____
Assets
  Credsticks
    Color/Bank _____
    Balance _____
    Certified _____
    Certified _____
    Certified _____
    Certified _____
  Real Estate _____
  Stock _____

Lifestyle: _____

ATTRIBUTES

Body: _____	**Willpower:** _____	**Edge:** _____	**Initiative:** _____
Agility: _____	**Logic:** _____	**Current Edge:** _____	**Astral Init:** _____
Reaction: _____	**Intuition:** _____	**Essence:** _____	**Matrix Init:** _____
Strength: _____	**Charisma:** _____	**Magic/Resonance:** _____	**Initiate Grade:** _____

LIMITS **Physical:** _____ **Mental:** _____ **Social:** _____

SKILLS

Skill name	Rtg	Att	Skill Name	Rtg	Att
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___

QUALITIES

Name	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

WEAPONS

Weapon	Cncl	Reach	Mode	Ranges / / /	RC	AP	Ammo	Dmg
_____				/ / /				
_____				/ / /				
_____				/ / /				
_____				/ / /				
_____				/ / /				
_____				/ / /				
_____				/ / /				
_____				/ / /				

ARMOR/GEAR

Name	Rating
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

CONTACTS

Name	Loyalty	Conn.
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

VEHICLE

Type: _____
Speed: _____ **Accel:** _____
Handling: _____ **Pilot:** _____
Sensor: _____ **Body/Armor:** ___/___
Notes: _____

Damage: (12+(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

CONDITION MONTIORS

Stun **Physical**

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

(8+(Will÷2)Boxes)

	-1		-2
	-3		-4
	-5		-6
	-7		-8
	-9		

(8+(Body÷2)Boxes)

Overflow

NOTES: _____

_____
_____
_____
_____
_____
_____
_____
_____
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_____
_____
_____
_____
_____
_____
_____
_____
_____

Alias: _____

Name: _____
Player Name: _____
Metatype: _____
Street Cred: _____
Notoriety: _____
Public Awareness: _____
Vitals
 Height: _____ **Weight:** _____
 Age: _____ **Sex:** _____
 Eyes: _____ **Hair:** _____
Birthdate: _____
Birthplace: _____
Total Karma: _____
Current Karma: _____
Assets
 Credsticks
  Color/Bank_____
  Balance _____
  Certified _____
  Certified _____
  Certified _____
  Certified _____
 Real Estate _____
 Stock _____

Lifestyle: _____

ATTRIBUTES

Body: _____	**Willpower:** _____	**Edge:** _____	**Initiative:** _____
Agility: _____	**Logic:** _____	**Current Edge:** _____	**Astral Init:** _____
Reaction: _____	**Intuition:** _____	**Essence:** _____	**Matrix Init:** _____
Strength: _____	**Charisma:** _____	**Magic/Resonance:** _____	**Initiate Grade:** _____

LIMITS   **Physical:** _____   **Mental:** _____   **Social:** _____

SKILLS

Skill name	Rtg	Att	Skill Name	Rtg	Att
____	___	___	____	___	___
____	___	___	____	___	___
____	___	___	____	___	___
____	___	___	____	___	___
____	___	___	____	___	___
____	___	___	____	___	___
____	___	___	____	___	___
____	___	___	____	___	___
____	___	___	____	___	___
____	___	___	____	___	___
____	___	___	____	___	___
____	___	___	____	___	___
____	___	___	____	___	___

QUALITIES

Name	Cost
____	____
____	____
____	____
____	____
____	____
____	____
____	____
____	____
____	____
____	____

WEAPONS

Weapon	Cncl	Reach	Mode	Ranges / / /	RC	AP	Ammo	Dmg
____	___	___	___	/ / /	___	___	___	___
____	___	___	___	/ / /	___	___	___	___
____	___	___	___	/ / /	___	___	___	___
____	___	___	___	/ / /	___	___	___	___
____	___	___	___	/ / /	___	___	___	___
____	___	___	___	/ / /	___	___	___	___
____	___	___	___	/ / /	___	___	___	___

CONTACTS

Name	Loyalty	Conn.	Name	Loyalty	Conn.
____	___	___	____	___	___
____	___	___	____	___	___
____	___	___	____	___	___
____	___	___	____	___	___
____	___	___	____	___	___
____	___	___	____	___	___

ARMOR/GEAR

Name	Rating
____	____
____	____
____	____
____	____
____	____
____	____
____	____
____	____
____	____
____	____
____	____
____	____
____	____
____	____
____	____
____	____
____	____
____	____
____	____

CONDITION MONTIORS

Stun

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

(8+(Will÷2)Boxes)

Physical

	-1		-2
	-3		-4
	-5		-6
	-7		-8
	-9	

(8+(Body÷2)Boxes)

Overflow

NOTES: _____

VEHICLE
Type: _____
Speed: _____ **Accel:** _____
Handling: _____ **Pilot:** _____
Sensor: _____ **Body/Armor:** ___/___
Notes: _____

Damage: (12+(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

Alias: _____

Name: _____
Player Name: _____
Metatype: _____
Street Cred: _____
Notoriety: _____
Public Awareness: _____
Vitals
  Height: _____ **Weight:** _____
  Age: _____ **Sex:** _____
  Eyes: _____ **Hair:** _____
Birthdate: _____
Birthplace: _____
Total Karma: _____
Current Karma: _____
Assets
  Credsticks
    Color/Bank _____
    Balance _____
    Certified _____
    Certified _____
    Certified _____
    Certified _____
  Real Estate _____
  Stock _____

Lifestyle: _____

ATTRIBUTES

Body: _____	**Willpower:** _____	**Edge:** _____	**Initiative:** _____
Agility: _____	**Logic:** _____	**Current Edge:** _____	**Astral Init:** _____
Reaction: _____	**Intuition:** _____	**Essence:** _____	**Matrix Init:** _____
Strength: _____	**Charisma:** _____	**Magic/Resonance:** _____	**Initiate Grade:** _____

LIMITS   **Physical:** _____   **Mental:** _____   **Social:** _____

SKILLS

Skill name	Rtg	Att	Skill Name	Rtg	Att
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____

QUALITIES

Name	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

WEAPONS

Weapon	Cncl	Reach	Mode	Ranges / / /	RC	AP	Ammo	Dmg
_____	____	____	____	/ / /	____	____	____	____
_____	____	____	____	/ / /	____	____	____	____
_____	____	____	____	/ / /	____	____	____	____
_____	____	____	____	/ / /	____	____	____	____
_____	____	____	____	/ / /	____	____	____	____
_____	____	____	____	/ / /	____	____	____	____
_____	____	____	____	/ / /	____	____	____	____

ARMOR/GEAR

Name	Rating
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

NOTES: _____

CONTACTS

Name	Loyalty	Conn.
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

CONDITION MONTIORS

Stun | **Physical**

Stun: -1, -2, -3, -4, -5, -6
(8+(Will÷2)Boxes)

Physical: -1, -2, -3, -4, -5, -6, -7, -8, -9
(8+(Body÷2)Boxes)

Overflow

VEHICLE

Type: _____
Speed: _____ **Accel:** _____
Handling: _____ **Pilot:** _____
Sensor: _____ **Body/Armor:** ___ / ___
Notes: _____

Damage: (12+(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

Alias: _____

Name: _____
Player Name: _____
Metatype: _____
Street Cred: _____
Notoriety: _____
Public Awareness: _____

Vitals
 Height: _____ **Weight:** _____
 Age: _____ **Sex:** _____
 Eyes: _____ **Hair:** _____
Birthdate: _____
Birthplace: _____
Total Karma: _____
Current Karma: _____
Assets
 Credsticks
  Color/Bank _____
  Balance _____
  Certified _____
  Certified _____
  Certified _____
  Certified _____
 Real Estate _____
 Stock _____
 _____
Lifestyle: _____

QUALITIES

Name	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

ARMOR/GEAR

Name	Rating
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

ATTRIBUTES

Body: _____	**Willpower:** _____	**Edge:** _____	**Initiative:** _____
Agility: _____	**Logic:** _____	**Current Edge:** _____	**Astral Init:** _____
Reaction: _____	**Intuition:** _____	**Essence:** _____	**Matrix Init:** _____
Strength: _____	**Charisma:** _____	**Magic/Resonance:** _____	**Initiate Grade:** _____

LIMITS **Physical:** _____ **Mental:** _____ **Social:** _____

SKILLS

Skill name	Rtg	Att	Skill Name	Rtg	Att
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___

WEAPONS

Weapon	Cncl	Reach	Mode	Ranges	RC	AP	Ammo	Dmg
_____	____	____	____	/ / /	___	___	____	___
_____	____	____	____	/ / /	___	___	____	___
_____	____	____	____	/ / /	___	___	____	___
_____	____	____	____	/ / /	___	___	____	___
_____	____	____	____	/ / /	___	___	____	___
_____	____	____	____	/ / /	___	___	____	___
_____	____	____	____	/ / /	___	___	____	___
_____	____	____	____	/ / /	___	___	____	___
_____	____	____	____	/ / /	___	___	____	___
_____	____	____	____	/ / /	___	___	____	___
_____	____	____	____	/ / /	___	___	____	___
_____	____	____	____	/ / /	___	___	____	___
_____	____	____	____	/ / /	___	___	____	___
_____	____	____	____	/ / /	___	___	____	___

NOTES: _____
_____
_____
_____
_____

CONTACTS

Name	Loyalty	Conn.
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

CONDITION MONTIORS

Stun

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

(8+(Will÷2)Boxes)

Physical

	-1		-2
	-3		-4
	-5		-6
	-7		-8
	-9		

(8+(Body÷2)Boxes)

Overflow

(12+(Body÷2)Boxes)

VEHICLE

Type: _____
Speed: _____ **Accel:** _____
Handling: _____ **Pilot:** _____
Sensor: _____ **Body/Armor:** ___ / ___
Notes: _____
_____
_____

Damage: (12+(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

Alias: _____

Name: _____
Player Name: _____
Metatype: _____
Street Cred: _____
Notoriety: _____
Public Awareness: _____
Vitals
 Height: _____ **Weight:** _____
 Age: _____ **Sex:** _____
 Eyes: _____ **Hair:** _____
Birthdate: _____
Birthplace: _____
Total Karma: _____
Current Karma: _____
Assets
 Credsticks
  Color/Bank _____
  Balance _____
  Certified _____
  Certified _____
  Certified _____
  Certified _____
 Real Estate _____
 Stock _____

Lifestyle: _____

ATTRIBUTES

Body: _____	**Willpower:** _____	**Edge:** _____	**Initiative:** _____
Agility: _____	**Logic:** _____	**Current Edge:** _____	**Astral Init:** _____
Reaction: _____	**Intuition:** _____	**Essence:** _____	**Matrix Init:** _____
Strength: _____	**Charisma:** _____	**Magic/Resonance:** _____	**Initiate Grade:** _____

LIMITS   **Physical:** _____ **Mental:** _____ **Social:** _____

SKILLS

Skill name	Rtg	Att	Skill Name	Rtg	Att
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___

QUALITIES

Name	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

WEAPONS

Weapon	Cncl	Reach	Mode	Ranges / / /	RC	AP	Ammo	Dmg
_____	___	___	___	/ / /	___	___	___	___
_____	___	___	___	/ / /	___	___	___	___
_____	___	___	___	/ / /	___	___	___	___
_____	___	___	___	/ / /	___	___	___	___
_____	___	___	___	/ / /	___	___	___	___
_____	___	___	___	/ / /	___	___	___	___
_____	___	___	___	/ / /	___	___	___	___

CONTACTS

Name	Loyalty	Conn.
_____	___	___
_____	___	___
_____	___	___
_____	___	___
_____	___	___
_____	___	___
_____	___	___
_____	___	___
_____	___	___

VEHICLE

Type: _____
Speed: _____ **Accel:** _____
Handling: _____ **Pilot:** _____
Sensor: _____ **Body/Armor:** _____ / _____
Notes: _____
_____
_____

Damage: (12+(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

ARMOR/GEAR

Name	Rating
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

CONDITION MONTIORS

Stun

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

(8+(Will÷2)Boxes)

Physical

	-1		-2
	-3		-4
	-5		-6
	-7		-8
	-9	

(8+(Body÷2)Boxes)

Overflow

NOTES: _____
_____
_____
_____
_____
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_____
_____
_____
_____
_____

Alias: _____

Name: _____
Player Name: _____
Metatype: _____
Street Cred: _____
Notoriety: _____
Public Awareness: _____

Vitals
  Height: _____ **Weight:** _____
  Age: _____ **Sex:** _____
  Eyes: _____ **Hair:** _____
Birthdate: _____
Birthplace: _____
Total Karma: _____
Current Karma: _____
Assets
  Credsticks
    Color/Bank _____
    Balance _____
    Certified _____
    Certified _____
    Certified _____
    Certified _____
  Real Estate _____
  Stock _____

Lifestyle: _____

QUALITIES

Name	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

ARMOR/GEAR

Name	Rating
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

ATTRIBUTES

Body: _____	**Willpower:** _____	**Edge:** _____	**Initiative:** _____
Agility: _____	**Logic:** _____	**Current Edge:** _____	**Astral Init:** _____
Reaction: _____	**Intuition:** _____	**Essence:** _____	**Matrix Init:** _____
Strength: _____	**Charisma:** _____	**Magic/Resonance:** _____	**Initiate Grade:** _____

LIMITS   **Physical:** _____   **Mental:** _____   **Social:** _____

SKILLS

Skill name	Rtg	Att	Skill Name	Rtg	Att
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____
_____	____	____	_____	____	____

WEAPONS

Weapon	Cncl	Reach	Mode	Ranges	RC	AP	Ammo	Dmg
_____	____	_____	____	/ / /	___	___	_____	_____
_____	____	_____	____	/ / /	___	___	_____	_____
_____	____	_____	____	/ / /	___	___	_____	_____
_____	____	_____	____	/ / /	___	___	_____	_____
_____	____	_____	____	/ / /	___	___	_____	_____

SPELLS

Spell	Resistance	Type	Range	Duration	DV	Drain
_____	_____	____	_____	_____	___	_____
_____	_____	____	_____	_____	___	_____
_____	_____	____	_____	_____	___	_____
_____	_____	____	_____	_____	___	_____
_____	_____	____	_____	_____	___	_____
_____	_____	____	_____	_____	___	_____
_____	_____	____	_____	_____	___	_____
_____	_____	____	_____	_____	___	_____
_____	_____	____	_____	_____	___	_____
_____	_____	____	_____	_____	___	_____

NOTES: _____
_____
_____

CONTACTS

Name	Loyalty	Conn.
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

CONDITION MONTIORS

Stun

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

(8+(Will÷2)Boxes)

Physical

	-1	-2
	-3	-4
	-5	-6
	-7	-8
	-9	

(8+(Body÷2)Boxes)

Overflow

VEHICLE

Type: _____
Speed: _____ **Accel:** _____
Handling: _____ **Pilot:** _____
Sensor: _____ **Body/Armor:** ____ / ____
Notes: _____
_____
_____

Damage: (12+(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

SPELLS

Name	Category	Type	Range	Duration	Resist/Threshold	DV	Drain

SPIRITS

Spirit	Force	Services	(Un)Bound	Spirit	Force	Services	(Un)Bound

MAGICAL DATA

Tradition: _____ **Initiation Grade:** _____
Totem: _____ **Metamagical Abilities**
Totem Bonuses: _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____

ASTRAL DATA

Body: _____ **Agility:** _____ **Reaction:** _____ **Strength:** _____
Charisma: _____ **Intuition:** _____ **Logic:** _____ **Willpower:** _____
Initiative: _____ **Initiative Passes:** _____ **Base Dmg:** _____
Appearance: _____

MAGICAL ITEMS/FOCI

Item	Rating	Description

SPELLS

Name	Category	Type	Range	Duration	Resist/Threshold	DV	Drain

SPIRITS

Spirit Type/Name	Force	Services	B	A	R	S	C	I	L	W	Init	Passes	Limits
													P: ___ M: ___ S: ___

Powers/Notes: _____

Spirit Type/Name	Force	Services	B	A	R	S	C	I	L	W	Init	Passes	Limits
													P: ___ M: ___ S: ___

Powers/Notes: _____

Spirit Type/Name	Force	Services	B	A	R	S	C	I	L	W	Init	Passes	Limits
													P: ___ M: ___ S: ___

Powers/Notes: _____

Spirit Type/Name	Force	Services	B	A	R	S	C	I	L	W	Init	Passes	Limits
													P: ___ M: ___ S: ___

Powers/Notes: _____

Spirit Type/Name	Force	Services	B	A	R	S	C	I	L	W	Init	Passes	Limits
													P: ___ M: ___ S: ___

Powers/Notes: _____

Spirit Type/Name	Force	Services	B	A	R	S	C	I	L	W	Init	Passes	Limits
													P: ___ M: ___ S: ___

Powers/Notes: _____

Spirit Type/Name	Force	Services	B	A	R	S	C	I	L	W	Init	Passes	Limits
													P: ___ M: ___ S: ___

Powers/Notes: _____

Spirit Type/Name	Force	Services	B	A	R	S	C	I	L	W	Init	Passes	Limits
													P: ___ M: ___ S: ___

Powers/Notes: _____

MAGICAL DATA

Tradition: _____ Initiation Grade: _____
Totem: _____ Metamagical Abilities
Totem Bonuses: _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____

ASTRAL DATA

Body/Willpower: _____ Reaction/Intuition: _____ Initiative: _____
Agility/Logic: _____ Strength/Charisma: _____ Astral Limit: _____
Appearance/Notes: _____
_____
_____
_____

MAGICAL ITEMS/FOCI

Item	Rating	Description

CYBERWARE & BIOWARE

Implant	Rating	Essence	Cost	Notes

SPELLS

Name	Category	Type	Range	Duration	Resist/Threshold	P / S	Drain

MAGICAL ITEMS/FOCI

Item	Rating	Description	Item	Rating	Description

MAGICAL DATA

Tradition: _____ Initiation Grade: _____
Totem: _____ Metamagical Abilities
Totem Bonuses: _____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____

ASTRAL DATA

Body/Willpower: _____ Reaction/Intuition: _____ Initiative: _____
Agility/Logic: _____ Strength/Charisma: _____ Astral Limit: _____
Appearance/Notes: _____
_____
_____

SPIRITS

Spirit	Force	Services	(Un)Bound

CYBERWARE & BIOWARE

Implant	Rating	Essence	Cost	Notes

NOTES

GEAR

SPIRITS

Spirit	Force	Services	B	A	R	S	C	I	L	W	Init	Astral Init	Edge	Notes

MAGICAL DATA

Tradition: _____ **Initiation Grade:** _____
Totem: _____ **Metamagical Abilities**
Totem Bonuses: _____

MAGICAL ITEMS/FOCI

Item	Rating	Description

ASTRAL DATA

Body/Willpower: _____ **Reaction/Intuition:** _____ **Initiative:** _____
Agility/Logic: _____ **Strength/Charisma:** _____ **Astral Limit:** _____
Appearance/Notes: _____

CYBERWARE & BIOWARE

Implant	Rating	Essence	Cost	Notes

GEAR

COMPLEX FORMS

Name	Rating	Active?	Options/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: _____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

SUBMERSION

Grade: _____
Echoes: _____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

SPRITES

Sprite	Level	Attack	Sleaze	Data Proc	Matrix Init	Init Dice	Resonance	Misc

Powers: _____ Complex Forms: _____

Sprite	Level	Attack	Sleaze	Data Proc	Matrix Init	Init Dice	Resonance	Misc

Powers: _____ Complex Forms: _____

Sprite	Level	Attack	Sleaze	Data Proc	Matrix Init	Init Dice	Resonance	Misc

Powers: _____ Complex Forms: _____

Sprite	Level	Attack	Sleaze	Data Proc	Matrix Init	Init Dice	Resonance	Misc

Powers: _____ Complex Forms: _____

Sprite	Level	Attack	Sleaze	Data Proc	Matrix Init	Init Dice	Resonance	Misc

Powers: _____ Complex Forms: _____

CYBERWARE & BIOWARE

Implant	Rating	Essence	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: _____
_____
_____
_____
_____
_____
_____
_____
_____
_____

COMPLEX FORMS

Name	Rating	Active?	Options/Notes
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

SUBMERSION

Grade: _____
Echoes: _____
_____
_____
_____
_____
_____
_____

SPRITES

Sprite	Level	Attack	Sleaze	Data Proc	Matrix Init	Init Dice	Resonance	Misc
_____	____	____	____	____	____	____	____	____

Powers: _____ Complex Forms: _____

Sprite	Level	Attack	Sleaze	Data Proc	Matrix Init	Init Dice	Resonance	Misc
_____	____	____	____	____	____	____	____	____

Powers: _____ Complex Forms: _____

Sprite	Level	Attack	Sleaze	Data Proc	Matrix Init	Init Dice	Resonance	Misc
_____	____	____	____	____	____	____	____	____

Powers: _____ Complex Forms: _____

VEHICLE

Type: _____
Speed: _____ Accel: _____
Handling: _____ Pilot: _____
Sensor: _____ Body/Armor: ___ / _____
Notes: _____
_____
_____
_____

Damage: (12+(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

DRONE

Type: _____
Speed: _____ Accel: _____
Handling: _____ Pilot: _____
Sensor: _____ Body/Armor: ___ / ____
Notes: _____
_____
_____
_____

Condition Monitor (6+(Body÷2)Boxes)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

DRONE

Type: _____
Speed: _____ Accel: _____
Handling: _____ Pilot: _____
Sensor: _____ Body/Armor: ___ / ____
Notes: _____
_____
_____
_____

Condition Monitor (6+(Body÷2)Boxes)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

VEHICLE

Type: _____
Speed: _____ Accel: _____
Handling: _____ Pilot: _____
Sensor: _____ Body/Armor: ___ / _____
Notes: _____
_____
_____
_____

Damage: (12+(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

DRONE

Type: _____
Speed: _____ Accel: _____
Handling: _____ Pilot: _____
Sensor: _____ Body/Armor: ___ / ____
Notes: _____
_____
_____
_____

Condition Monitor (6+(Body÷2)Boxes)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

DRONE

Type: _____
Speed: _____ Accel: _____
Handling: _____ Pilot: _____
Sensor: _____ Body/Armor: ___ / ____
Notes: _____
_____
_____
_____

Condition Monitor (6+(Body÷2)Boxes)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

CYBERWARE & BIOWARE

Implant	Rating	Essence	Cost	Notes

GEAR

Name	Rating

AMMUNITION

Type	Bonus

EXPLOSIVES

#/kg	Type	Rating

VEHICLE

Type: _____
Speed: _____ **Accel:** _____
Handling: _____ **Pilot:** _____
Sensor: _____ **Body/Armor:** ____/____
Seats: _____ **Notes:** _____
_____
_____

Vehicle Damage (8+(Body÷2)Boxes)

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

CYBERWARE & BIOWARE

Implant	Rating	Essence	Cost	Notes

ABILITIES

Power	Rating	Cost	Description

SPELLS

Name	Category	Type	Range	Duration	Resist/Threshold	DV	Drain

MAGICAL DATA

Tradition: _____ Initiation Grade: _____

Totem: _____ Metamagical Abilities

Totem Bonuses: _____

MAGICAL ITEMS/FOCI

Item	Rating	Description

SPIRITS

Spirit	Force	Services	(Un)Bound

CYBERWARE & BIOWARE

Implant	Rating	Essence	Cost	Notes

ABILITIES

Power	Rating	Cost	Description

GEAR

Item	Rating	Item	Rating

NOTES: _____

MAGICAL DATA

Path: _____ Initiation Grade: _____

Metamagical Abilities: _____

Magical Group Notes: _____

MAGICAL ITEMS/FOCI

Item	Rating	Description

CYBERWARE & BIOWARE

Implant	Rating	Essence	Cost	Notes

COMLINK/CYBERDECK

Firewall: _____ **Response:** _____
Signal: _____ **System:** _____
Matrix Init: _____ **Init Passes:** _____
Hot Sim Capable? _____
Hot Sim Benefits:
+2 to Matrix based tests and +1 to Response stat
Notes: _____

GEAR

PROGRAMS

Name	Rating	Active?	Description/Notes

AGENTS

Name	Rating	Pilot	Response	Firewall	Matrix Init	IP	Programs

CYBERWARE & BIOWARE

Implant	Rating	Essence	Cost	Notes

COMLINK/CYBERDECK

Model: _____
Attack: _____ **Sleaze:** _____
Data Processing: _____ **Firewall:** _____
Matrix Init: _____ **Device Rating:** _____
Notes: _____
_____
_____

Matrix Condition Monitor:

1	2	3	4	5	6	7	8	9	10	11	12

PROGRAMS

Name	Rating	Active?	Notes

AGENTS

Name	Rating	Attack	Sleaze	Data Proc	Firewall	Initiative	Programs

VEHICLE

Type: _____
Speed: _____ **Accel:** _____
Handling: _____ **Pilot:** _____
Sensor: _____ **Body/Armor:** ___/_____
Notes: _____
_____
_____
_____

Damage: (12+(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

DRONE

Type: _____
Speed: _____ **Accel:** _____
Handling: _____ **Pilot:** _____
Sensor: _____ **Body/Armor:** ___/_____
Notes: _____
_____
_____

Condition Monitor (6+(Body÷2)Boxes)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

DRONE

Type: _____
Speed: _____ **Accel:** _____
Handling: _____ **Pilot:** _____
Sensor: _____ **Body/Armor:** ___/_____
Notes: _____
_____
_____

Condition Monitor (6+(Body÷2)Boxes)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

VEHICLE

Type: _____
Speed: _____ **Accel:** _____
Handling: _____ **Pilot:** _____
Sensor: _____ **Body/Armor:** ___/_____
Notes: _____
_____
_____
_____

Damage: (12+(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

DRONE

Type: _____
Speed: _____ **Accel:** _____
Handling: _____ **Pilot:** _____
Sensor: _____ **Body/Armor:** ___/_____
Notes: _____
_____
_____

Condition Monitor (6+(Body÷2)Boxes)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

DRONE

Type: _____
Speed: _____ **Accel:** _____
Handling: _____ **Pilot:** _____
Sensor: _____ **Body/Armor:** ___/_____
Notes: _____
_____
_____

Condition Monitor (6+(Body÷2)Boxes)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

COMLINK/CYBERDECK

Model: _____

Attack: _____ **Sleaze:** _____

Data Processing: _____ **Firewall:** _____

Matrix Init: _____ **Device Rating:** _____

Notes: _____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

Matrix Condition Monitor:

1	2	3	4	5	6	7	8	9	10	11	12

GEAR

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

PROGRAMS

Name	Rating	Active?	Description/Notes

AGENTS

Name	Rating	Attack	Sleaze	Data Proc	Firewall	Initiative	Programs

COMLINK/CYBERDECK

Model: _____

Attack: _____ **Sleaze:** _____

Data Processing: _____ **Firewall:** _____

Matrix Init: _____ **Device Rating:** _____

Notes: _____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

Matrix Condition Monitor:

1	2	3	4	5	6	7	8	9	10	11	12

PROGRAMS

Name	Rating	Active?	Notes

AGENTS

Name	Rating	Attack	Sleaze	Data Proc	Firewall	Initiative	Programs

VEHICLE

Type: _____

Speed: _____ **Accel:** _____

Handling: _____ **Pilot:** _____

Sensor: _____ **Body/Armor:** ___ / ___

Notes: _____
_____
_____
_____

Damage: (12+(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

DRONE

Type: _____

Speed: _____ **Accel:** _____

Handling: _____ **Pilot:** _____

Sensor: _____ **Body/Armor:** ___ / ___

Notes: _____
_____
_____

Condition Monitor (6+(Body÷2)Boxes)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

DRONE

Type: _____

Speed: _____ **Accel:** _____

Handling: _____ **Pilot:** _____

Sensor: _____ **Body/Armor:** ___ / ___

Notes: _____
_____
_____

Condition Monitor (6+(Body÷2)Boxes)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

VEHICLE

Type: _____

Speed: _____ **Accel:** _____

Handling: _____ **Pilot:** _____

Sensor: _____ **Body/Armor:** ___ / ___

Notes: _____
_____
_____
_____

Damage: (12+(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

DRONE

Type: _____

Speed: _____ **Accel:** _____

Handling: _____ **Pilot:** _____

Sensor: _____ **Body/Armor:** ___ / ___

Notes: _____
_____
_____

Condition Monitor (6+(Body÷2)Boxes)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

DRONE

Type: _____

Speed: _____ **Accel:** _____

Handling: _____ **Pilot:** _____

Sensor: _____ **Body/Armor:** ___ / ___

Notes: _____
_____
_____

Condition Monitor (6+(Body÷2)Boxes)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

MENTOR SPIRIT

Bonuses   **Negatives**

_____   _____
_____   _____
_____   _____
_____   _____

Spirit Ideals/Notes: _____
_____
_____
_____
_____
_____
_____
_____
_____
_____

SPIRITS

Spirit	Force	Services	B	A	R	S	C	I	L	W	Init	Passes	Misc

Powers: _____

Spirit	Force	Services	B	A	R	S	C	I	L	W	Init	Passes	Misc

Powers: _____

Spirit	Force	Services	B	A	R	S	C	I	L	W	Init	Passes	Misc

Powers: _____

Spirit	Force	Services	B	A	R	S	C	I	L	W	Init	Passes	Misc

Powers: _____

Spirit	Force	Services	B	A	R	S	C	I	L	W	Init	Passes	Misc

Powers: _____

Spirit	Force	Services	B	A	R	S	C	I	L	W	Init	Passes	Misc

Powers: _____

Spirit	Force	Services	B	A	R	S	C	I	L	W	Init	Passes	Misc

Powers: _____

Spirit	Force	Services	B	A	R	S	C	I	L	W	Init	Passes	Misc

Powers: _____

Spirit	Force	Services	B	A	R	S	C	I	L	W	Init	Passes	Misc

Powers: _____

Spirit	Force	Services	B	A	R	S	C	I	L	W	Init	Passes	Misc

Powers: _____

Spirit	Force	Services	B	A	R	S	C	I	L	W	Init	Passes	Misc

Powers: _____

Spirit	Force	Services	B	A	R	S	C	I	L	W	Init	Passes	Misc

Powers: _____

VEHICLE

Type: _____
Speed: _____ **Accel:** _____
Handling: _____ **Pilot:** _____
Sensor: _____ **Body/Armor:** ___/___
Notes: _____

_____
_____
_____

Damage: (12+(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

VEHICLE

Type: _____
Speed: _____ **Accel:** _____
Handling: _____ **Pilot:** _____
Sensor: _____ **Body/Armor:** ___/___
Notes: _____

_____
_____
_____

Damage: (12+(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

DRONE

Type: _____
Speed: _____ **Accel:** _____
Handling: _____ **Pilot:** _____
Sensor: _____ **Body/Armor:** ___/___
Notes: _____

_____
_____
_____

Condition Monitor (6+(Body÷2)Boxes)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

VEHICLE

Type: _____
Speed: _____ **Accel:** _____
Handling: _____ **Pilot:** _____
Sensor: _____ **Body/Armor:** ___/___
Notes: _____

_____
_____
_____

Damage: (12+(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

VEHICLE

Type: _____
Speed: _____ **Accel:** _____
Handling: _____ **Pilot:** _____
Sensor: _____ **Body/Armor:** ___/___
Notes: _____

_____
_____
_____

Damage: (12+(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

DRONE

Type: _____
Speed: _____ **Accel:** _____
Handling: _____ **Pilot:** _____
Sensor: _____ **Body/Armor:** ___/___
Notes: _____

_____
_____
_____

Condition Monitor (6+(Body÷2)Boxes)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

VEHICLE

Type: _____
Speed: _____ **Accel:** _____
Handling: _____ **Pilot:** _____
Sensor: _____ **Body/Armor:** ___/___
Notes: _____

_____
_____
_____

Damage: (12+(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

VEHICLE

Type: _____
Speed: _____ **Accel:** _____
Handling: _____ **Pilot:** _____
Sensor: _____ **Body/Armor:** ___/___
Notes: _____

_____
_____
_____

Damage: (12+(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

DRONE

Type: _____
Speed: _____ **Accel:** _____
Handling: _____ **Pilot:** _____
Sensor: _____ **Body/Armor:** ___/___
Notes: _____

_____
_____
_____

Condition Monitor (6+(Body÷2)Boxes)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

VEHICLE

Type: _____
Speed: _____ **Accel:** _____
Handling: _____ **Pilot:** _____
Sensor: _____ **Body/Armor:** ___/___
Notes: _____

_____
_____
_____

Damage: (12+(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

VEHICLE

Type: _____
Speed: _____ **Accel:** _____
Handling: _____ **Pilot:** _____
Sensor: _____ **Body/Armor:** ___/___
Notes: _____

_____
_____
_____

Damage: (12+(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

DRONE

Type: _____
Speed: _____ **Accel:** _____
Handling: _____ **Pilot:** _____
Sensor: _____ **Body/Armor:** ___/___
Notes: _____

_____
_____
_____

Condition Monitor (6+(Body÷2)Boxes)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

VEHICLE

Type: _____
Speed: _____ **Accel:** _____
Handling: _____ **Pilot:** _____
Sensor: _____ **Body/Armor:** ___/___
Notes: _____

_____
_____
_____

Damage: (12+(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

VEHICLE

Type: _____
Speed: _____ **Accel:** _____
Handling: _____ **Pilot:** _____
Sensor: _____ **Body/Armor:** ___/___
Notes: _____

_____
_____
_____

Damage: (12+(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

DRONE

Type: _____
Speed: _____ **Accel:** _____
Handling: _____ **Pilot:** _____
Sensor: _____ **Body/Armor:** ___/___
Notes: _____

_____
_____
_____

Condition Monitor (6+(Body÷2)Boxes)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

VEHICLE/DRONE

Name/Type: _____

Speed: _____ **Accel:** _____ **Modifications:** _____

Handling: _____ **Pilot:** _____ _____

Sensor: _____ **Body/Armor:** _____/_____ _____

Seats: _____ **Notes:** _____ _____

_____ _____

_____ _____

_____ _____

Vehicle Damage (12+(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

DRONE

Type: _____

Speed: _____ **Accel:** _____

Handling: _____ **Pilot:** _____

Sensor: _____ **Body/Armor:** _____/_____

Notes: _____

_____

_____

_____

Condition Monitor (6+(Body÷2)Boxes)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

VEHICLE/DRONE

Name/Type: _____

Speed: _____ **Accel:** _____ **Modifications:** _____

Handling: _____ **Pilot:** _____ _____

Sensor: _____ **Body/Armor:** _____/_____ _____

Seats: _____ **Notes:** _____ _____

_____ _____

_____ _____

_____ _____

Vehicle Damage (12+(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

DRONE

Type: _____

Speed: _____ **Accel:** _____

Handling: _____ **Pilot:** _____

Sensor: _____ **Body/Armor:** _____/_____

Notes: _____

_____

_____

_____

Condition Monitor (6+(Body÷2)Boxes)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

VEHICLE/DRONE

Name/Type: _____

Speed: _____ **Accel:** _____ **Modifications:** _____

Handling: _____ **Pilot:** _____ _____

Sensor: _____ **Body/Armor:** _____/_____ _____

Seats: _____ **Notes:** _____ _____

_____ _____

_____ _____

_____ _____

Vehicle Damage (12+(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

DRONE

Type: _____

Speed: _____ **Accel:** _____

Handling: _____ **Pilot:** _____

Sensor: _____ **Body/Armor:** _____/_____

Notes: _____

_____

_____

_____

Condition Monitor (6+(Body÷2)Boxes)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

VEHICLE/DRONE

Name/Type: _____

Speed: _____ **Accel:** _____ **Modifications:** _____

Handling: _____ **Pilot:** _____ _____

Sensor: _____ **Body/Armor:** _____/_____ _____

Seats: _____ **Notes:** _____ _____

_____ _____

_____ _____

_____ _____

Vehicle Damage (12+(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

DRONE

Type: _____

Speed: _____ **Accel:** _____

Handling: _____ **Pilot:** _____

Sensor: _____ **Body/Armor:** _____/_____

Notes: _____

_____

_____

_____

Condition Monitor (6+(Body÷2)Boxes)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

VEHICLE/DRONE

Name/Type: _____

Speed: _____ **Accel:** _____ **Modifications:** _____

Handling: _____ **Pilot:** _____ _____

Sensor: _____ **Body/Armor:** _____/_____ _____

Seats: _____ **Notes:** _____ _____

_____ _____

_____ _____

_____ _____

Vehicle Damage (12+(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

DRONE

Type: _____

Speed: _____ **Accel:** _____

Handling: _____ **Pilot:** _____

Sensor: _____ **Body/Armor:** _____/_____

Notes: _____

_____

_____

_____

Condition Monitor (6+(Body÷2)Boxes)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

NAME _____   **Race** _____

Body	_____	**Skills** _____	**Cyber/Equipment** _____
Agility	_____	_____	_____
Reaction	_____	_____	_____
Strength	_____	_____	_____
Charisma	_____	_____	_____
Intuition	_____	_____	_____
Logic	_____	_____	_____
Willpower	_____	_____	_____
Initiative	_____	_____	_____
Matrix Init	_____	_____	_____
Astral Init	_____	_____	_____
Phys Limit	_____	_____	_____
Men Limit	_____	_____	_____
Soc Limit	_____	**Notes** _____	_____
Edge	_____	_____	_____
Magic/Res	_____	_____	_____
Essence	_____	_____	_____

PHYSICAL DAMAGE: -1 -2 -3 -4 -5 -6

STUN DAMAGE: -1 -2 -3 -4

NAME _____   **Race** _____

Body	_____	**Skills** _____	**Cyber/Equipment** _____
Agility	_____	_____	_____
Reaction	_____	_____	_____
Strength	_____	_____	_____
Charisma	_____	_____	_____
Intuition	_____	_____	_____
Logic	_____	_____	_____
Willpower	_____	_____	_____
Initiative	_____	_____	_____
Matrix Init	_____	_____	_____
Astral Init	_____	_____	_____
Phys Limit	_____	_____	_____
Men Limit	_____	_____	_____
Soc Limit	_____	**Notes** _____	_____
Edge	_____	_____	_____
Magic/Res	_____	_____	_____
Essence	_____	_____	_____

PHYSICAL DAMAGE: -1 -2 -3 -4 -5 -6

STUN DAMAGE: -1 -2 -3 -4

NAME _____   **Race** _____

Body	_____	**Skills** _____	**Cyber/Equipment** _____
Agility	_____	_____	_____
Reaction	_____	_____	_____
Strength	_____	_____	_____
Charisma	_____	_____	_____
Intuition	_____	_____	_____
Logic	_____	_____	_____
Willpower	_____	_____	_____
Initiative	_____	_____	_____
Matrix Init	_____	_____	_____
Astral Init	_____	_____	_____
Phys Limit	_____	_____	_____
Men Limit	_____	_____	_____
Soc Limit	_____	**Notes** _____	_____
Edge	_____	_____	_____
Magic/Res	_____	_____	_____
Essence	_____	_____	_____

PHYSICAL DAMAGE: -1 -2 -3 -4 -5 -6

STUN DAMAGE: -1 -2 -3 -4

GM Notes: _____
_____
_____
_____
_____
_____
_____
_____
_____

GEAR

Item	Rating	Description/Notes

IDENTITY

Name _____
SIN _____
Credstick
  Rating _____ Color _____
  Balance _____
  Bank _____
Legal Residence _____
_____
Notes _____
_____
_____
_____
_____
_____
_____

IDENTITY

Name _____
SIN _____
Credstick
  Rating _____ Color _____
  Balance _____
  Bank _____
Legal Residence _____
_____
Notes _____
_____
_____
_____
_____
_____
_____

IDENTITY

Name _____
SIN _____
Credstick
  Rating _____ Color _____
  Balance _____
  Bank _____
Legal Residence _____
_____
Notes _____
_____
_____
_____
_____
_____
_____

IDENTITY

Name _____
SIN _____
Credstick
  Rating _____ Color _____
  Balance _____
  Bank _____
Legal Residence _____
_____
Notes _____
_____
_____
_____
_____
_____
_____

IDENTITY

Name _____
SIN _____
Credstick
  Rating _____ Color _____
  Balance _____
  Bank _____
Legal Residence _____
_____
Notes _____
_____
_____
_____
_____
_____
_____

STOCKS

Company	#Shares	Purchase Price	Notes
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

BONDS

Type	Rate	Face Value	Maturity Date	Notes
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

IDENTITY

Name _____
SIN _____
Credstick
  Rating _____ Color _____
  Balance _____
  Bank _____
Legal Residence _____
_____
Notes _____
_____
_____
_____
_____
_____
_____

REAL ESTATE

Location	Value	Notes
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

IDENTITY

Name _____
SIN _____
Credstick
  Rating _____ Color _____
  Balance _____
  Bank _____
Legal Residence _____
_____
Notes _____
_____
_____
_____
_____
_____
_____

CASH & SCRIP

Currency	Value
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

CERTIFIED

Value
_____
_____
_____
_____
_____
_____
_____
_____
_____

LOANS

To/From	Rate	Principle	Due
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

HISTORY

CHARACTER DRAWING

NOTES

NAME _____ **Type** _____

Rating _____ **Skills** _____ **Powers** _____

Attack _____ _____ _____

Sleaze _____

Data Proc _____ **Notes/Appearance** _____

Firewall _____ _____

Initiative _____ _____

Complex Forms	**Rating**	**Active?**	**Options/Notes**
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Condition Monitor

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

NAME _____ **Type** _____

Rating _____ **Skills** _____ **Powers** _____

Attack _____ _____ _____

Sleaze _____

Data Proc _____ **Notes/Appearance** _____

Firewall _____ _____

Initiative _____ _____

Complex Forms	**Rating**	**Active?**	**Options/Notes**
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Condition Monitor

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

NAME _____ **Type** _____

Rating _____ **Skills** _____ **Powers** _____

Attack _____ _____ _____

Sleaze _____

Data Proc _____ **Notes/Appearance** _____

Firewall _____ _____

Initiative _____ _____

Complex Forms	**Rating**	**Active?**	**Options/Notes**
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Condition Monitor

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

NAME _____ **Type** _____

Rating _____ **Skills** _____ **Powers** _____

Attack _____ _____ _____

Sleaze _____

Data Proc _____ **Notes/Appearance** _____

Firewall _____ _____

Initiative _____ _____

Complex Forms	**Rating**	**Active?**	**Options/Notes**
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Condition Monitor

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

NAME _____ **Type** _____

Rating _____ **Skills** _____ **Powers** _____
Attack _____ _____ _____
Sleaze _____ _____ _____
Data Proc _____ **Notes/Appearance** _____
Firewall _____ _____
Initiative _____ _____

Condition Monitor

Programs	Rating	Active?	Notes
_____	____	____	_____
_____	____	____	_____
_____	____	____	_____
_____	____	____	_____
_____	____	____	_____
_____	____	____	_____
_____	____	____	_____
_____	____	____	_____

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

NAME _____ **Type** _____

Rating _____ **Skills** _____ **Powers** _____
Attack _____ _____ _____
Sleaze _____ _____ _____
Data Proc _____ **Notes/Appearance** _____
Firewall _____ _____
Initiative _____ _____

Condition Monitor

Programs	Rating	Active?	Notes
_____	____	____	_____
_____	____	____	_____
_____	____	____	_____
_____	____	____	_____
_____	____	____	_____
_____	____	____	_____
_____	____	____	_____
_____	____	____	_____

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

NAME _____ **Type** _____

Rating _____ **Skills** _____ **Powers** _____
Attack _____ _____ _____
Sleaze _____ _____ _____
Data Proc _____ **Notes/Appearance** _____
Firewall _____ _____
Initiative _____ _____

Condition Monitor

Programs	Rating	Active?	Notes
_____	____	____	_____
_____	____	____	_____
_____	____	____	_____
_____	____	____	_____
_____	____	____	_____
_____	____	____	_____
_____	____	____	_____
_____	____	____	_____

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

NAME _____ **Type** _____

Rating _____ **Skills** _____ **Powers** _____
Attack _____ _____ _____
Sleaze _____ _____ _____
Data Proc _____ **Notes/Appearance** _____
Firewall _____ _____
Initiative _____ _____

Condition Monitor

Programs	Rating	Active?	Notes
_____	____	____	_____
_____	____	____	_____
_____	____	____	_____
_____	____	____	_____
_____	____	____	_____
_____	____	____	_____
_____	____	____	_____
_____	____	____	_____

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

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.**