

SHADOWRUN CHARACTER SHEETS v3.01

by
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Welcome to the third version of my *Shadowrun* character sheets!

The character sheets consist of one front-side, which is the same for all archetypes, and a collection of different back-sides. So choose a suitable back-page for your character. Also included are a few extra-pages; they can be used as required.

FRONT-PAGE -----	2
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DECKER -----	6
MAGE -----	8
RIGGER -----	10
SAMURAI -----	12
EXTRA-PAGE -----	14
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Feedback is welcome! Please mail all errors, comments, and suggestions to above email address.

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Willkommen zur dritten Version meiner Datenblätter für *Shadowrun*!

Die Datenblätter bestehen aus einer Vorderseite, die für alle Archetypen gleich ist, und verschiedenen Rückseiten. Wählt also die für Euren Archetypen passende Rückseite aus. Außerdem gibt es noch einige Extraseiten, die je nach Bedarf verwendet werden können.

VORDERSEITE -----	4
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Feedback ist sehr willkommen! Schickt bitte alle Fehler, Kommentare und Vorschläge an obige Emailadresse.

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Player Name: _____

Character Name: _____

Street Name: _____

Race: _____ **Archetype:** _____

Age: _____ **Hair:** _____ **Eyes:** _____

Height: _____ **Weight:** _____ **Sex:** _____

ATTRIBUTES		
Physical	Rating	Enhanced
Body	_____	_____
Quickness	_____	_____
Strength	_____	_____
Mental		
Charisma	_____	_____
Intelligence	_____	_____
Willpower	_____	_____
Special		
Essence	_____	_____
Magic	_____	_____
Body Index	_____	_____
Reaction	_____	_____
Initiative	_____	_____

CONTACTS • ENEMIES				
Name	Archetype	Relation	Location	Affiliation
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
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_____	_____	_____	_____	_____
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_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

DICE POOLS **Combat**

SKILLS					
Name	Rating	Name	Rating	Name	Rating
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
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_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

STANDARD GEAR

ARMOR		
Type	Cncl	Rating
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

ASSETS • FORGED SINS	
Credsticks (Color/Rating/Balance)	Lifestyle
_____	¥ _____
_____	¥ _____
_____	¥ _____
_____	¥ _____
Certified _____	¥ _____
Certified _____	¥ _____
Certified _____	¥ _____
_____	Other Property _____

EDGES • FLAWS
Type (Rating)

RANGED WEAPONS									
Name	Cncl	Mode	Short	Medium	Long	Extreme	Ammo	Damage	Modifiers
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

CONDITION MONITOR		
Stun	Light Stun	Moderate Stun
Physical	Light Wound	Moderate Wound
Damage	Target Number	Initiative
Light	+1	-1
Moderate	+2	-2
Serious	+3	-3
Modifiers from stun and physical track are cumulative!		

VEHICLE		
Type _____	Speed _____	Acceleration _____
Handling _____	Autonav _____	Body/Armor _____
Signature _____	Fuel _____	Economy _____
Cargo _____	Other _____	
_____	_____	_____

KARMA
Reputation _____
Karma Pool _____
Good Karma _____



Spielername: _____

Name des Charakters: _____

Straßenname: _____

Metatypus: _____ **Archetyp:** _____

Alter: _____ **Haar:** _____ **Augen:** _____

Größe: _____ **Gewicht:** _____ **Geschlecht:** _____

ATTRIBUTE		
Körperlich	Stufe	Gesteigert
Konstitution	_____	_____
Schnelligkeit	_____	_____
Stärke	_____	_____
Geistig		
Charisma	_____	_____
Intelligenz	_____	_____
Willenskraft	_____	_____
Speziell		
Essenz	_____	_____
Magie	_____	_____
Body Index	_____	_____
Reaktion	_____	_____
Initiative	_____	_____

CONNECTIONS • FEINDE				
Name	Archetyp	Stufe	Aufenthaltsort	Zugehörigkeit
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

WÜRFELPOOLS **Kampf**

FERTIGKEITEN						AUSRÜSTUNG
Fertigkeit	Stufe	Fertigkeit	Stufe	Fertigkeit	Stufe	
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

PANZERUNG			VERMÖGEN • GEFÄLSCHTE SINS			GABEN • HANDICAPS
Typ	Tam	Wert	Credsticks (Farbe/Stufe/Guthaben)	Lebensstil	Typ (Stufe)	
_____	_____	_____	_____	¥ _____	_____	_____
_____	_____	_____	_____	¥ _____	Anderes Vermögen	_____
_____	_____	_____	_____	¥ _____	_____	_____
_____	_____	_____	_____	¥ _____	_____	_____
_____	_____	_____	Checkstick _____	¥ _____	_____	_____
_____	_____	_____	Checkstick _____	¥ _____	_____	_____
_____	_____	_____	Checkstick _____	¥ _____	_____	_____

FERNKAMPFWAFFEN									
Name	Tam	Modi	Kurz	Mittel	Lang	Extrem	Muni	Schaden	Anmerkung
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

ZUSTANDSMONITOR		
Geistig	Leichte Betbg. _____	Mittlere Betbg. _____
Körperlich	Leichte Wunde _____	Mittlere Wunde _____
Schaden	Leicht +1	Mittel +2
	Schwer +3	Tödliche Wunde -3
Geistige und körperliche Modifikatoren sind kumulativ!		

FAHRZEUG		
Typ _____	Geschw. _____	Beschleunigung _____
Handling _____	Autonav _____	Rumpf/Pnzs. _____
Signatur _____	Kraftstoff _____	Verbrauch _____
Fracht _____	Anmerkungen _____	
Zustand _____	Unterhaltskosten _____	

KARMA
Reputation _____
Karmapool _____
Gutes Karma _____

ADEPT ABILITIES

[illegible]

MAGICAL DATA

Tradition _____	Magic Group _____
<i>Notes</i> _____	<i>Name</i> _____
_____	<i>Type</i> _____
_____	<i>Strictures</i> _____
_____	_____
Initiation _____	_____
<i>Grade</i> _____	<i>Members</i> _____
<i>Centering Skill</i> _____	_____
<i>Ordeals</i> _____	<i>Customs</i> _____
_____	_____
<i>Geasa</i> _____	_____
_____	_____
<i>Total Magic Points lost</i> _____	_____

ASTRAL DATA

Body _____	Astral Pool _____
Quickness _____	Astral Combat Pool _____
Strength _____	Spell Pool _____
Initiative _____	Base Damage _____

MAGIC ITEMS

[illegible]

MELEE WEAPONS • MARTIAL ARTS MOVES

[illegible]

GEAR + EQUIPMENT

This image shows a single sheet of white paper with horizontal black ruling lines. The lines are evenly spaced and run across the width of the page. There is no text or other markings on the paper.

CHARACTER NOTES • OTHER INFORMATION

[illegible]

ADEPTENKRÄFTE

[illegible]

MAGISCHE DATEN

Tradition _____	Magische Gruppe
<i>Anmerkungen</i> _____	<i>Name</i> _____
_____	<i>Typ</i> _____
_____	<i>Strikturen</i> _____
_____	_____
Initiation	_____
<i>Grad</i> _____	<i>Mitglieder</i> _____
<i>Konzentrationsfertigkeit</i> _____	_____
<i>Prüfungen</i> _____	<i>Bräuche</i> _____
_____	_____
<i>Geasa</i> _____	_____
_____	_____
<i>Verlorene Magiepunkte</i> _____	_____

ASTRALE DATEN

Konstitution _____	Astralpool _____
Schnelligkeit _____	Astralkampfpool _____
Stärke _____	Zauberpool _____
Initiative _____	Astraler Schaden _____

MAGISCHE GEGENSTÄNDE

[illegible]

NAHKAMPFWAFFEN + TECHNIKEN

[illegible]

AUSRÜSTUNG

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ANMERKUNGEN

[illegible]

CYBERWARE • BIOWARE

[illegible]

MEHR FERNKAMPFWAFFEN

[illegible]

FRAMES

[illegible]

NAHKAMPFWAFFEN • TECHNIKEN

[illegible]

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ANMERKUNGEN

[illegible]

SPELLS

[illegible]

MAGICAL DATA

Tradition _____	Magic Group _____
Notes _____	Name _____
_____	Type _____
_____	Strictures _____
_____	_____
_____	_____
Initiation	_____
Grade _____	Members _____
Centering Skill _____	_____
Ordeals _____	Customs _____
_____	_____
Geasa _____	_____
_____	_____
Total Magic Points lost _____	_____

ASTRAL DATA

Body _____	Astral Pool _____
Quickness _____	Astral Combat Pool _____
Strength _____	Spell Pool _____
Initiative _____	Base Damage _____

MAGIC ITEMS

[illegible]

MELEE WEAPONS + MARTIAL ARTS MOVES

[illegible]

GEAR + EQUIPMENT

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CHARACTER NOTES + OTHER INFORMATION

[illegible]

ZAUBERSPRÜCHE

[illegible]

K = Kraft MS = Magiestufe #e = Anzahl der Erfolge SN = Schadensniveau (E) = Exklusiv (F) = Fetisch (EE) = Exklusiv Entzug (FE) = Fetisch Entzug

MAGISCHE DATEN

Tradition _____	Magische Gruppe
Anmerkungen _____	Name _____
_____	Typ _____
_____	Strikturen _____
_____	_____

Initiation	
Grad _____	Mitglieder _____
Konzentrationsfertigkeit _____	
Prüfungen _____	Bräuche _____
_____	_____
Geasa _____	_____
_____	_____
Verlorenen Magiepunkte _____	_____

ASTRALE DATEN

Konstitution _____	Astralpool _____
Schnelligkeit _____	Astralkampfpool _____
Stärke _____	Zauberpool _____
Initiative _____	Astraler Schaden _____

MAGISCHE GEGENSTÄNDE

[illegible]

NAHKAMPFWAFFEN • TECHNIKEN

[illegible]

AUSRÜSTUNG

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ANMERKUNGEN

[illegible]

CYBERWARE • BIOWARE

[illegible]

VEHICLE / DRONE	
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	28
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63	64
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67	68
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73	74
75	76
77	78
79	80
81	82
83	84
85	86
87	88
89	90
91	92
93	94
95	96
97	98
99	100

Type _____	Speed _____	Acceleration _____
Handling _____	Armor _____	Signature _____
Body _____	Pilot _____	Sensors _____
Autonav _____	Load _____	Stress _____
Cargo _____	Fuel _____	Economy _____
Seating _____	Other _____	

VEHICLE / DRONE

Type _____	Speed _____	Acceleration _____
Handling _____	Armor _____	Signature _____
Body _____	Pilot _____	Sensors _____
Autonav _____	Load _____	Stress _____
Cargo _____	Fuel _____	Economy _____
Seating _____	Other _____	

CONTROL DECK

Rating **IVIS Pool**

Current Flux **Maximum Flux**

[illegible]

MELEE WEAPONS + MARTIAL ARTS MOVES

[illegible]

GEAR + EQUIPMENT

[illegible]

CHARACTER NOTES + OTHER INFORMATION

[illegible]

CYBERWARE • BIOWARE

[illegible]

FAHRZEUG/DROHNE

Typ _____		
Handling _____	Geschw. _____	Beschleunigung _____
Rumpf _____	Panzerung _____	Signatur _____
Autonav _____	Autopilot _____	Sensor _____
Fracht _____	Last _____	Belastung _____
Sitze _____	Kraftstoff _____	Verbrauch _____

Anmerkungen



Unterhaltskosten

FAHRZEUG/DROHNE

Typ _____		
Handling _____	Geschw. _____	Beschleunigung _____
Rumpf _____	Panzerung _____	Signatur _____
Autonav _____	Autopilot _____	Sensor _____
Fracht _____	Last _____	Belastung _____
Sitze _____	Kraftstoff _____	Verbrauch _____

Anmerkungen

[illegible]

Un ter h al t s k o s t e n

FERNSTEUERDECK

Stufe	
1	
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100	

IVIS Pool

Momentane Energie	
--------------------------	--

Maximale Energie

Zubehör

Stufe

Zubehör

Stufe

Anmerkungen

NAHKAMPFWAFFEN • TECHNIKEN

[illegible]

AUSRÜSTUNG

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ANMERKUNGEN

[illegible]

CYBERWARE • BIOWARE

[illegible]

MORE RANGED WEAPONS

[illegible]

MELEE WEAPONS + MARTIAL ARTS MOVES

[illegible]

GEAR + EQUIPMENT

[illegible]

CHARACTER NOTES • OTHER INFORMATION

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CYBERWARE • BIOWARE

[illegible]

MEHR FERNKAMPFWAFFEN

[illegible]

NAHKAMPFWAFFEN + TECHNIKEN

[illegible]

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ANMERKUNGEN

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CONTACTS + ENEMIES

[illegible]

RANGED WEAPONS

[illegible]

MELEE WEAPONS + MARTIAL ARTS MOVES

[illegible]

GEAR + EQUIPMENT

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CHARACTER NOTES • OTHER INFORMATION

[illegible]

[illegible][illegible][illegible][illegible][illegible]

VEHICLE / DRONE

Type _____
Handling _____ Speed _____ Acceleration _____
Body _____ Armor _____ Signature _____
Autonav _____ Pilot _____ Sensors _____
Cargo _____ Load _____ Stress _____
Seating _____ Fuel _____ Economy _____
Other _____
Condition Maintenance Cost _____

VEHICLE / DRONE

Type _____
Handling _____ Speed _____ Acceleration _____
Body _____ Armor _____ Signature _____
Autonav _____ Pilot _____ Sensors _____
Cargo _____ Load _____ Stress _____
Seating _____ Fuel _____ Economy _____
Other _____
Condition Maintenance Cost _____

VEHICLE / DRONE

Type _____
Handling _____ Speed _____ Acceleration _____
Body _____ Armor _____ Signature _____
Autonav _____ Pilot _____ Sensors _____
Cargo _____ Load _____ Stress _____
Seating _____ Fuel _____ Economy _____
Other _____
Condition Maintenance Cost _____

VEHICLE / DRONE

Type _____
Handling _____ Speed _____ Acceleration _____
Body _____ Armor _____ Signature _____
Autonav _____ Pilot _____ Sensors _____
Cargo _____ Load _____ Stress _____
Seating _____ Fuel _____ Economy _____
Other _____
Condition Maintenance Cost _____

VEHICLE / DRONE

Type _____
Handling _____ Speed _____ Acceleration _____
Body _____ Armor _____ Signature _____
Autonav _____ Pilot _____ Sensors _____
Cargo _____ Load _____ Stress _____
Seating _____ Fuel _____ Economy _____
Other _____
Condition Maintenance Cost _____

VEHICLE / DRONE

Type _____
Handling _____ Speed _____ Acceleration _____
Body _____ Armor _____ Signature _____
Autonav _____ Pilot _____ Sensors _____
Cargo _____ Load _____ Stress _____
Seating _____ Fuel _____ Economy _____
Other _____
Condition Maintenance Cost _____

VEHICLE / DRONE

Type _____
Handling _____ Speed _____ Acceleration _____
Body _____ Armor _____ Signature _____
Autonav _____ Pilot _____ Sensors _____
Cargo _____ Load _____ Stress _____
Seating _____ Fuel _____ Economy _____
Other _____
Condition Maintenance Cost _____

VEHICLE / DRONE

Type _____
Handling _____ Speed _____ Acceleration _____
Body _____ Armor _____ Signature _____
Autonav _____ Pilot _____ Sensors _____
Cargo _____ Load _____ Stress _____
Seating _____ Fuel _____ Economy _____
Other _____
Condition Maintenance Cost _____

OTHER INFORMATION

GEAR • EQUIPMENT

FAHRZEUG / DRONE			
Typ _____			
Handling _____	Geschw. _____	Beschleunigung _____	
Rumpf _____	Panzerung _____	Signatur _____	
Autonav _____	Autopilot _____	Sensor _____	
Fracht _____	Last _____	Belastung _____	
Sitze _____	Kraftstoff _____	Verbrauch _____	
Anmerkungen			
Zustand		Unterhaltskosten	

FAHRZEUG / DRONE			
Typ _____			
Handling _____	Geschw. _____	Beschleunigung _____	
Rumpf _____	Panzerung _____	Signatur _____	
Autonav _____	Autopilot _____	Sensor _____	
Fracht _____	Last _____	Belastung _____	
Sitze _____	Kraftstoff _____	Verbrauch _____	
Anmerkungen 			
Zustand		Unterhaltskosten _____	

FAHRZEUG / DROHNE									
Typ _____									
Handling _____		Geschw. _____		Beschleunigung _____					
Rumpf _____		Panzerung _____		Signatur _____					
Autonav _____		Autopilot _____		Sensor _____					
Fracht _____		Last _____		Belastung _____					
Sitze _____		Kraftstoff _____		Verbrauch _____					
Anmerkungen									
Zustand								Unterhaltskosten	

FAHRZEUG / DROHNE			
Typ _____			
Handling _____	Geschw. _____	Beschleunigung _____	
Rumpf _____	Panzerung _____	Signatur _____	
Autonav _____	Autopilot _____	Sensor _____	
Fracht _____	Last _____	Belastung _____	
Sitze _____	Kraftstoff _____	Verbrauch _____	
Anmerkungen			
Zustand		Unterhaltskosten	

[illegible]