

Millennium's End

Sheets User's Guide

What's this? A user's guide for filling out a character record sheet? Well, yeah, I thought it might be a good idea to explain some of the thoughts behind it all... Not that that means you'll have to stick to my way of thinking, though :)

Thanks to Patrick Thomas Morgan <duncan@poky.srv.net> for the housing/equipment and vehicle pages of the sheet.

— Gurth <gurth@xs4all.nl>

THE FONT

You'll need a font called **Avantgarde Md BT** to make the most use of this sheet; lucky for you, you can download it by pointing a web browser at <http://shadowrun.html.com/plasticwarriors/fonts/>.

CHARACTER RECORD SHEET

This is just like the standard **Millennium's End** character record sheet, as provided in the rulebook. It just has a bit less information on it, but that's all covered by the remaining pages.

The Total Armor Coverage also lists the Trauma Modifiers (in the "TM" column) for each of the Body Zones, for quick reference,

SKILL RECORD SHEET

This is basically an expanded version, with more room than the standard one. It contains all skills and subskills from the rulebook, and there is room to record two or three extra subskills of your own invention for each skill.

AMMUNITION RECORD SHEET

Each line of the ammo record sheet pages contains ammunition record boxes, representing one magazine each. Delete any magazines you don't require (but **don't** save this file if you do!), and copy each line that you do need onto a page, as many times as you need it, then print it out.

If your required magazine size is not included, select one size larger and mark off excess boxes with an X, like so: ☒. Write the caliber on the line at the bottom, and the ammunition type in the top of the magazine. For belted ammunition, use the 100-round box; if the belt is longer than 100 rounds, simply use more than one record box for a single belt.

When in play, mark off any fired rounds with a check mark: ☑.

Ball		
☐	☐	☐
☐	☐	☐
☐	☒	☒
☒	☒	☒
Caliber: 9mm Para (12 rounds)		

For example, the picture to the right shows a 10-round magazine of 9mm Parabellum ball ammunition, of which three rounds have been fired. It is the 12-round ammo record box, two of which have been marked off to indicate that only ten rounds will fit into the magazine.

ARMOR RECORD SHEET

This has a table in which you can enter the name, Armor Values, and Conversion Numbers of each individual piece of armor. Also included is a Body Zone diagram, on which you can color the Body Zones covered by the armor if you have nothing better to do.

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These sheets are copyright © 1996-1998 by Gurth <gurth@xs4all.nl>, based on those provided with the **Millennium's End** game and gamemaster screen. Housing/Equipment, and Vehicle record sheets by Patrick Thomas Morgan <duncan@poky.srv.net>. Come pay a visit to the Plastic Warriors web page at <http://shadowrun.html.com/plasticwarriors/>.

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Oh yeah, credit where credit is due: the idea for the ammo record sheets came from **Twilight: 2000** by the now-defunct GDW.

Millennium's End

Character Record Sheet

Character:

Player:

Sex _____	Ht. _____	Wt. _____	Age _____
Birthdate _____		Race _____	
Nationality _____			
Eye color _____		Hair color _____	
Skin color _____		Handed _____	
Identifying marks _____			
Family _____			
Additional notes _____			

INTELLIGENCE	
SENSIBILITY	
AGILITY	
COORDINATION	
CONSTITUTION	
STRENGTH	
PERSONALITY	
APPEARANCE	
BRAVADO	
WILLPOWER	

Perception _____

Base Speed _____

Recovery _____

Endurance _____

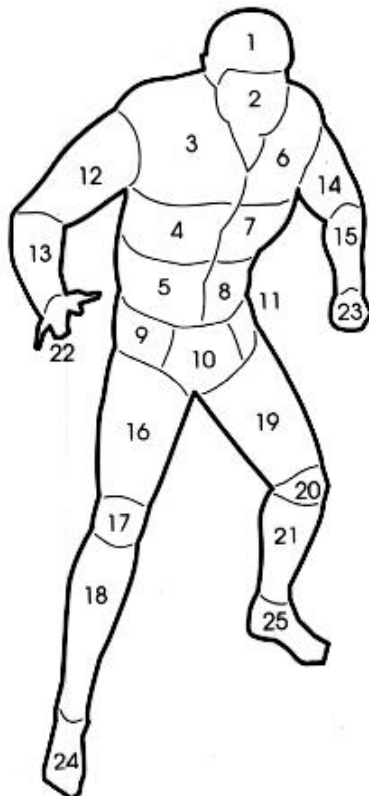
Damage Rating _____

Mass Factor _____

TOTAL ARMOR COVERAGE

(See separate Armor Record Sheet)

	AV / CN	TM
1.	___ / ___	1.6
2.	___ / ___	1.4
3.	___ / ___	1.0
4.	___ / ___	1.4
5.	___ / ___	1.6
6.	___ / ___	1.0
7.	___ / ___	1.4
8.	___ / ___	1.6
9.	___ / ___	1.0
10.	___ / ___	1.2
11.	___ / ___	1.0
12.	___ / ___	0.8
13.	___ / ___	0.8
14.	___ / ___	0.8
15.	___ / ___	0.8
16.	___ / ___	0.8
17.	___ / ___	1.0
18.	___ / ___	0.8
19.	___ / ___	0.8
20.	___ / ___	1.0
21.	___ / ___	0.8
22.	___ / ___	0.6
23.	___ / ___	0.6
24.	___ / ___	0.6
25.	___ / ___	0.6



BODY

Body Zone	Damage Type	TL	Imp.
1. head	_____	_____	_____
2. neck	_____	_____	_____
3. shoulder	_____	_____	_____
4. torso	_____	_____	_____
5. vitals	_____	_____	_____
6. shoulder	_____	_____	_____
7. torso	_____	_____	_____
8. vitals	_____	_____	_____
9. hip	_____	_____	_____
10. groin	_____	_____	_____
11. hip	_____	_____	_____
12. upper arm	_____	_____	_____
13. forearm	_____	_____	_____
14. upper arm	_____	_____	_____
15. forearm	_____	_____	_____
16. thigh	_____	_____	_____
17. knee	_____	_____	_____
18. calf	_____	_____	_____
19. thigh	_____	_____	_____
20. knee	_____	_____	_____
21. calf	_____	_____	_____
22. hand	_____	_____	_____
23. hand	_____	_____	_____
24. foot	_____	_____	_____
25. foot	_____	_____	_____

update impairment box below



TOTAL IMPAIRMENT

Armor

1, 2, (imp x ½)

3, 6 (x ½). 4, 5, 7, 8

9-11, 16-21, 24, 25

12, 13, 22

14, 15, 23

Total Impairment

	Mental	Lead. Arm	Foll. Arm	Legs
Armor				
1, 2, (imp x ½)				
3, 6 (x ½). 4, 5, 7, 8				
9-11, 16-21, 24, 25				
12, 13, 22				
14, 15, 23				
Total Impairment				

Millennium's End

Skills Record Sheet

Player:

Character:

Academic Skills ☐

Roll	Skill	level	uses
___	Anthropology	___	___
___	Anthropology	___	___
___	_____	___	___
___	_____	___	___
___	Business	___	___
___	Economics	___	___
___	Finance	___	___
___	Management	___	___
___	_____	___	___
___	Geography	___	___
___	_____	___	___
___	_____	___	___
___	Geology	___	___
___	Paleontology	___	___
___	_____	___	___
___	History	___	___
___	Ancient	___	___
___	European	___	___
___	Modern	___	___
___	_____	___	___
___	_____	___	___
___	Journalism	___	___
___	Research	___	___
___	_____	___	___
___	_____	___	___
___	_____ lang.	___	___
___	_____	___	___
___	_____	___	___
___	_____ lang.	___	___
___	_____	___	___
___	_____	___	___
___	Law	___	___
___	Civil/Business	___	___
___	Criminal	___	___
___	International	___	___
___	_____	___	___
___	Literature	___	___
___	_____	___	___
___	_____	___	___
___	Philosophy	___	___
___	Eastern	___	___
___	Western	___	___
___	_____	___	___
___	_____	___	___

Creative Skills ☐

Roll	Skill	level	uses
___	Acting	___	___
___	Con	___	___
___	_____	___	___
___	_____	___	___

Roll Skill level uses

___	Art	___	___
___	Drafting	___	___
___	Drawing	___	___
___	Painting	___	___
___	Sculpture	___	___
___	_____	___	___
___	Dance	___	___
___	_____	___	___
___	_____	___	___
___	Make-up	___	___
___	Disguise	___	___
___	Theatrical	___	___
___	_____	___	___
___	Music	___	___
___	Keyboard	___	___
___	Percussion	___	___
___	Singing	___	___
___	Strings	___	___
___	Wind	___	___
___	_____	___	___
___	Photography	___	___
___	Film	___	___
___	Still	___	___
___	_____	___	___

Domestic/Technical Skills ☐

Roll	Skill	level	uses
___	Carpentry	___	___
___	_____	___	___
___	_____	___	___
___	Electrics	___	___
___	Electronics	___	___
___	Wiring	___	___
___	_____	___	___
___	Gen. Mechanics	___	___
___	Int. Comb. Engines	___	___
___	Jets	___	___
___	Mechanical Systems	___	___
___	_____	___	___
___	Metalworking	___	___
___	Milling	___	___
___	_____	___	___
___	Mini. Mechanics	___	___
___	Gunsmithing	___	___
___	Locksmithing	___	___
___	_____	___	___
___	_____	___	___

Medical Skills ☐

Roll	Skill	level	uses
___	Dentistry	___	___
___	_____	___	___
___	_____	___	___
___	Medicine	___	___
___	Emergency Med.	___	___
___	General Practice	___	___
___	Veterinary	___	___
___	_____	___	___
___	Pharmacy	___	___
___	_____	___	___
___	_____	___	___
___	Surgery	___	___
___	_____	___	___
___	_____	___	___
___	_____	___	___

Natural Skills ☐

Roll	Skill	level	uses
___	Farming	___	___
___	_____	___	___
___	_____	___	___
___	Fishing	___	___
___	Freshwater	___	___
___	Sea	___	___
___	_____	___	___
___	Foraging	___	___
___	Arctic	___	___
___	Equatorial	___	___
___	Temperate	___	___
___	_____	___	___
___	Hiding	___	___
___	Concealment	___	___
___	Creeping	___	___
___	Shadowing	___	___
___	_____	___	___
___	Meteorology	___	___
___	_____	___	___
___	_____	___	___
___	Navigation	___	___
___	Air	___	___
___	Land	___	___
___	Water	___	___
___	_____	___	___
___	Perception	___	___
___	_____	___	___
___	_____	___	___

Natural Skills (Continued) ☐

Roll	Skill	level	uses
_____	Survival	_____	_____
_____	Arctic	_____	_____
_____	Equatorial	_____	_____
_____	Temperate	_____	_____
_____	_____	_____	_____
_____	Tracking	_____	_____
_____	Hunting Arctic	_____	_____
_____	Hunting Equatorial	_____	_____
_____	Hunting Temperate	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Physical Skills ☐

Roll	Skill	level	uses
_____	Armed H-to-H	_____	_____
_____	Block/Parry	_____	_____
_____	Swing	_____	_____
_____	Thrust	_____	_____
_____	_____	_____	_____
_____	Athletics	_____	_____
_____	Bodybuilding	_____	_____
_____	Gymnastics	_____	_____
_____	_____	_____	_____
_____	Climb	_____	_____
_____	Mountaineering	_____	_____
_____	_____	_____	_____
_____	Jump	_____	_____
_____	_____	_____	_____
_____	Kata	_____	_____
_____	Aikido	_____	_____
_____	Jiu-jitsu	_____	_____
_____	Karate	_____	_____
_____	_____	_____	_____
_____	Run	_____	_____
_____	_____	_____	_____
_____	Swim	_____	_____
_____	Scuba	_____	_____
_____	_____	_____	_____
_____	Unarmed H-to-H	_____	_____
_____	Block	_____	_____
_____	Combat Throw	_____	_____
_____	Dodge	_____	_____
_____	Grapple	_____	_____
_____	Kick	_____	_____
_____	Punch	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Reflexive Skills ☐

Roll	Skill	level	uses
_____	Aim	_____	_____
_____	Autofire	_____	_____
_____	Bow	_____	_____
_____	Longarm	_____	_____
_____	Rocket	_____	_____
_____	Slingshot	_____	_____
_____	Smallarm	_____	_____
_____	Throw	_____	_____
_____	_____	_____	_____
_____	Drive	_____	_____
_____	Automobile	_____	_____
_____	Motorcycle	_____	_____
_____	Powerboat	_____	_____
_____	Semi-truck	_____	_____
_____	Tracked Vehicle	_____	_____
_____	_____	_____	_____
_____	Parachute	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	Pilot	_____	_____
_____	Glider	_____	_____
_____	Helicopter	_____	_____
_____	IFR	_____	_____
_____	Multi-engine Jet	_____	_____
_____	Multi-engine Prop	_____	_____
_____	Single-engine Jet	_____	_____
_____	Single-engine Prop	_____	_____
_____	VTOL	_____	_____
_____	_____	_____	_____
_____	Ride	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	Ski	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Scientific Skills ☐

Roll	Skill	level	uses
_____	Biology	_____	_____
_____	Botany	_____	_____
_____	Microbiology	_____	_____
_____	Zoology	_____	_____
_____	_____	_____	_____
_____	Computer Ops.	_____	_____
_____	Civil Systems	_____	_____
_____	Networks	_____	_____
_____	Programming	_____	_____
_____	Security	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Roll	Skill	level	uses
_____	Engineering	_____	_____
_____	Aeronautical	_____	_____
_____	Chemical	_____	_____
_____	Civil	_____	_____
_____	Electrical	_____	_____
_____	Mechanical	_____	_____
_____	Nuclear	_____	_____
_____	_____	_____	_____
_____	Math	_____	_____
_____	Algebra	_____	_____
_____	Calculus	_____	_____
_____	Geometry	_____	_____
_____	_____	_____	_____
_____	Military Sciences	_____	_____
_____	Hardware	_____	_____
_____	Strategy	_____	_____
_____	Tactics	_____	_____
_____	_____	_____	_____
_____	Police Sciences	_____	_____
_____	Forensics	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Social Skills ☐

Roll	Skill	level	uses
_____	Animal Training	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	Diplomacy	_____	_____
_____	Coercion	_____	_____
_____	Lying	_____	_____
_____	Prying	_____	_____
_____	_____	_____	_____
_____	Gambling	_____	_____
_____	Betting	_____	_____
_____	Card Games	_____	_____
_____	Dice Games	_____	_____
_____	Table Games	_____	_____
_____	_____	_____	_____
_____	Hypnosis	_____	_____
_____	_____	_____	_____
_____	Psychology	_____	_____
_____	Deviant Behavior	_____	_____
_____	Psychoanalysis	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Millennium's End Weapons Record Sheet

Player:

Character:

Weapon	Subskill used	Roll	Speed	IA	Fire Rate	Hands Req'd	Eff. Range	Max. Range	Action	Ammunition

Ammunition type	Damage normal/silenced	Magazine size	Magazine type	Number of magazines	Total number of rounds

Weapon	Subskill used	Roll	Speed	IA	Fire Rate	Hands Req'd	Eff. Range	Max. Range	Action	Ammunition

Ammunition type	Damage normal/silenced	Magazine size	Magazine type	Number of magazines	Total number of rounds

Weapon	Subskill used	Roll	Speed	IA	Fire Rate	Hands Req'd	Eff. Range	Max. Range	Action	Ammunition

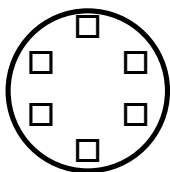
Ammunition type	Damage normal/silenced	Magazine size	Magazine type	Number of magazines	Total number of rounds

Weapon	Subskill used	Roll	Speed	IA	Fire Rate	Hands Req'd	Eff. Range	Max. Range	Action	Ammunition

Ammunition type	Damage normal/silenced	Magazine size	Magazine type	Number of magazines	Total number of rounds

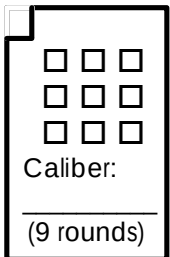
Ammunition Record Sheet

Character:



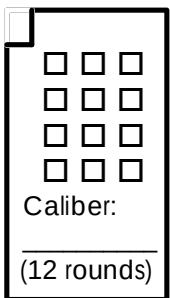
Caliber:

(6 rounds)



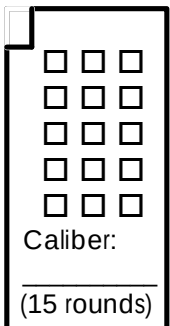
Caliber:

(9 rounds)



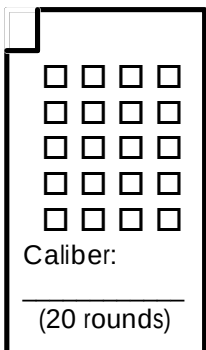
Caliber:

(12 rounds)



Caliber:

(15 rounds)



Caliber:

(20 rounds)

Caliber: _____
(30 rounds)

Caliber: _____
(30 rounds)

Caliber: _____
(30 rounds)

Caliber: _____
(30 rounds)

Caliber: _____
(30 rounds)

Caliber: _____
(35 rounds)

Caliber: _____
(35 rounds)

Caliber: _____
(35 rounds)

Caliber: _____
(35 rounds)

Caliber: _____
(35 rounds)

Caliber: _____
(50 rounds)

Caliber: _____
(50 rounds)

Caliber: _____
(50 rounds)

Caliber: _____
(50 rounds)

Caliber: _____
(50 rounds)

Caliber: _____ (100 rounds)

Caliber: _____ (100 rounds)

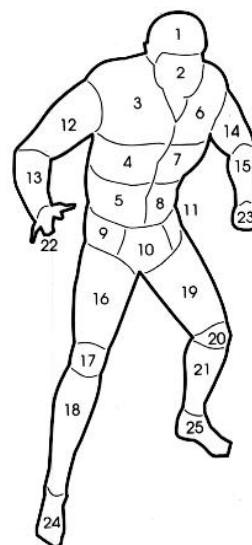
Caliber: _____ (100 rounds)

Millennium's End Body Armor Record Sheet

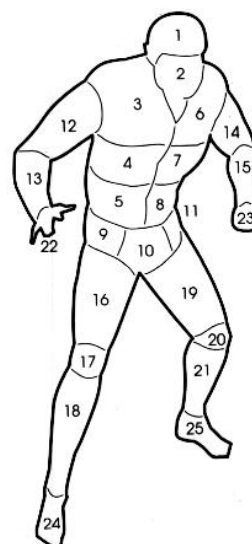
Player:

Character:

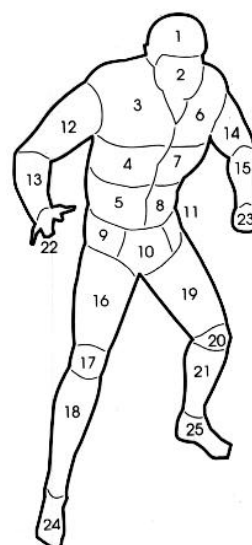
Armor:			Worn ☐		
Speed Modifier:			Armor type: flexible / rigid		
Body Zone	AV / CN	Trauma Mod	Body Zone	AV / CN	Trauma Mod
1 head	/	1.6	14 upper arm	/	0.8
2 neck	/	1.4	15 forearm	/	0.8
3 shoulder	/	1.0	16 thigh	/	0.8
4 torso	/	1.4	17 knee	/	1.0
5 vitals	/	1.6	18 calf	/	0.8
6 shoulder	/	1.0	19 thigh	/	0.8
7 torso	/	1.4	20 knee	/	1.0
8 vitals	/	1.6	21 calf	/	0.8
9 hip	/	1.0	22 hand	/	0.6
10 groin	/	1.2	23 hand	/	0.6
11 hip	/	1.0	24 foot	/	0.6
12 upper arm	/	0.8	25 foot	/	0.6
13 forearm	/	0.8			



Armor:			Worn ☐		
Speed Modifier:			Armor type: flexible / rigid		
Body Zone	AV / CN	Trauma Mod	Body Zone	AV / CN	Trauma Mod
1 head	/	1.6	14 upper arm	/	0.8
2 neck	/	1.4	15 forearm	/	0.8
3 shoulder	/	1.0	16 thigh	/	0.8
4 torso	/	1.4	17 knee	/	1.0
5 vitals	/	1.6	18 calf	/	0.8
6 shoulder	/	1.0	19 thigh	/	0.8
7 torso	/	1.4	20 knee	/	1.0
8 vitals	/	1.6	21 calf	/	0.8
9 hip	/	1.0	22 hand	/	0.6
10 groin	/	1.2	23 hand	/	0.6
11 hip	/	1.0	24 foot	/	0.6
12 upper arm	/	0.8	25 foot	/	0.6
13 forearm	/	0.8			



Armor:			Worn ☐		
Speed Modifier:			Armor type: flexible / rigid		
Body Zone	AV / CN	Trauma Mod	Body Zone	AV / CN	Trauma Mod
1 head	/	1.6	14 upper arm	/	0.8
2 neck	/	1.4	15 forearm	/	0.8
3 shoulder	/	1.0	16 thigh	/	0.8
4 torso	/	1.4	17 knee	/	1.0
5 vitals	/	1.6	18 calf	/	0.8
6 shoulder	/	1.0	19 thigh	/	0.8
7 torso	/	1.4	20 knee	/	1.0
8 vitals	/	1.6	21 calf	/	0.8
9 hip	/	1.0	22 hand	/	0.6
10 groin	/	1.2	23 hand	/	0.6
11 hip	/	1.0	24 foot	/	0.6
12 upper arm	/	0.8	25 foot	/	0.6
13 forearm	/	0.8			



Player:

Character:

Vehicles

Vehicle	Skill	Acceleration Thr./Lim	Braking Thr./Lim.	Cornering Thr./Lim	Top Speed	Range	Notes

Vehicle	Skill	Acceleration Thr./Lim	Braking Thr./Lim.	Cornering Thr./Lim	Top Speed	Range	Notes

Vehicle	Skill	Acceleration Thr./Lim	Braking Thr./Lim.	Cornering Thr./Lim	Top Speed	Range	Notes

Vehicle	Skill	Acceleration Thr./Lim	Braking Thr./Lim.	Cornering Thr./Lim	Top Speed	Range	Notes

Vehicle	Skill	Acceleration Thr./Lim	Braking Thr./Lim.	Cornering Thr./Lim	Top Speed	Range	Notes