

Shadowrun Character Generation

version 0.0.48

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(Last Modified - 2007-05-07)

The most updated version of this supplement can always be found at:

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Character Priorities

Uniquely assign all given priorities (letters) to each of the given aspects (names). Which priorities and aspects are relevant are listed here by game type:

- **Shadowrun Standard Game:** A*,B*,C,D,E. Race, Magic, Attributes, Skills, Resources.
- **Shadowrun Podunk Game:** C*,C*,D,D,E. Race, Magic, Attributes, Skills, Resources.
- **Shadowrun Retirement Bonus #1:** AA(race only),A*,B,C,D. Race, Magic, Attributes, Skills, Resources.
- **Shadowrun Retirement Bonus #2:** A*,B,B,C,D. Race, Magic, Attributes, Skills, Resources.

*This priority can not be spent on Resources without specific GM approval.

	Attributes	Skills	Race	Magic	Resources
A	30	50	32	32	1,000,000¥
B	27	40	16	16	400,000¥
C	24	34	8	8	90,000¥
D	21	30	4	4	20,000¥
E	18	27	2	-	5,000¥

Attributes: How many points you have to distribute among the 6 standard abilities (see below).

Skills: How many points you have to distribute among the skills (see below).

Race: How many race points you have - used to select race.

Magic: How many Magic Ability Points you get.

Resources: How much money WORTH OF STUFF your character starts with, new-yen should be translated (1:1) to dollars for modern games. Unspent gets divided by 10 and added to starting money.

Attributes

These are the 6 standard attributes, along with their descriptions.

- **Body:** Resistance to physical damage and knock-back. Weight.
- **Quickness:** Physical quickness and speed. Reflexes. Coordination. Balance.
- **Strength:** Physical strength, steadiness. Resistance to disease and poison. Health. Endurance.
- **Charisma:** Appearance and personableness.
- **Intelligence:** Speed of thought. Mental reaction time. Knowledge.
- **Willpower:** Mental toughness. Resistance to stun damage and mind control. Resistance to mental fatigue.

These are the meta-attributes all characters have, along with their descriptions and how they are calculated.

- **Reaction:** Speed of response to an action. Overall physical-mental reaction time. Compute as: $(Q + I)/2$ - round down.
- **Initiative:** What you roll to determine your order of action in combat. Compute as: $Q + I + 2d6$ + various enhancements (magic, cyberware, drugs, etc...).

These are the meta-attributes characters may or may not have, along with their descriptions and how they are calculated.

- **Essence:** Humanity. Compute as: $6 - \text{total essence loss}$.
- **Body Index:** Biological Balance. Compute as: $0 + \text{total body index cost of current bioware}$.
- **Magic Rating:** Magical power for those who take shamantic, hermetic, and/or adept abilities. Compute as: $\text{Essence} - \text{Body Index}$, round down.

These are the various dice pools all characters have, along with their descriptions and how they are calculated.

- **Karma Pool:** Not really a dice pool. Each "die" in it lets you re-roll all failures on a roll once per

encounter. You may again re-roll the same roll's failures for double the karma of the last usage on that roll (i.e. 1, 2, 4, 8, 16...). If at least one success is present in a roll, the character may burn (permanently) a karma pool die (even if it has already been spent for that encounter) to gain another automatic success. Compute as $1 + (\text{Total Karma})/10 - \text{number of burned Karma Pool "dice"}$.

- **Combat Pool:** Your natural combat instincts and skills. Compute as: $(Q+I+W)/2$ - round down. Everyone has this pool.

These are the various dice pools characters may or may not have (and who will have each), along with their descriptions and how they are calculated.

- **Astral Pool:** Your astral combat instincts and skills. Compute as: $(C+I+W)/2$ - round down. Everyone with the Astral Projection ability has this pool.
- **Control Pool:** Driving/piloting reflexes. Compute as $I + (\text{VCR Level} \times 2)$. Everyone with a VCR has this pool.
- **Hacking Pool:** Computing intuition. Compute as: $(I + \text{Computer Skill}) / 2$ - round down. Anyone with a Deck has this pool.
- **Magic Pool:** $(I + W + \text{Magic Rating}) / 3$ - round down. Anyone with a Magic Rating has this pool.
- **Task Pool:** Abilities to do mental computational and rational tasks with enhancement. Compute as: $0 + \text{various enhancements (mostly headware)}$. Only those with special cyberware have this pool.

Shadowrun Races

Unawakened Races

Human [4 pts]: No modifiers. Basic modern human.

Humanoid Awakened Races

Halfling [4 pts]: A rare, short (0.9 meters) humanoid. -2 B,S, +1 Q,I,W. Natural Lowlight Vision.

Dwarf [8 pts]: A common, short (1.2 meters) humanoid with very short limbs.

-1 Q, +1 B,W, +2 S. Natural Thermographic Vision. +2 Body -vs- Disease, Poison or Heat/Fire Damage.

Elf [16 pts]: A common tall (2.1 meters), thin humanoid. +1 Q, +2 C. Ageless. Natural Lowlight Vision.

Goblinoid Awakened Races

Goblin [4 pts]: A rare, short (0.8 meters) goblinoid.

-2 B, -1 C,I, +2 Q,W. Natural Thermographic Vision. Natural +4 Impact Armor. +2 Body -vs- Disease or Poison.

Ork [8 pts]: A common tall (2.5 meters) bulky goblinoid. -1 C,I, +2 S, +3 B. Natural Lowlight Vision.

Troll [16 pts]: An uncommon, massive, very tall (3.5+meters) goblinoid. AKA: "Minotaur".

-2 C,I, -1 Q,W, +4 S, +5 B. +1 Body -vs- Physical Damage. Natural +2 Impact Armor. Natural Thermographic Vision. All skills' and knowledges' effective rating halved.

Compound Awakened Races

Halfling-Goblin [2 pts]: An extremely short (0.4 meters) goblinoid. A halfling who goblinized into a goblin at puberty. AKA: "Leprechaun".

-4 B, -2 S, -1 C, +3 Q,W. Natural Lowlight and Thermographic Vision. Natural +4 Impact Armor. +2 Body -vs- Disease or Poison.

Dwarf-Goblin [8 pts]: A short (0.7 meters), short-limbed goblinoid. A dwarf who goblinized into a goblin at puberty. AKA: "Kobold".

-1 B,C,I, +1 Q, +2 S, +3 W. Natural Thermographic Vision. Color-blind.

Elf-Goblin [16 pts]: A short (1.0 meters), thin goblinoid. An elf who goblinized into a goblin at puberty. AKA: "Gremlin".

-2 B, -1 I, +1 C, +2 W, +3 Q. Ageless. Natural Lowlight and Thermographic Vision.

Halfling-Ork [8 pts]: A short (1.2 meters), burly goblinoid. A halfling who goblinized into an ork at puberty. AKA: "Half-Ork".

+1 B,Q,W. Natural Lowlight Vision. Visual Sensitivity to Light.

Dwarf-Ork [16 pts]: A short (1.5 meters), very burly goblinoid. A dwarf who goblinized into an ork at puberty. AKA: "Hobgoblin", "Orf", "Dork".

-1 Q,C,I, +1 W, +4 B,S. Natural Lowlight and Thermographic Vision.

Elf-Ork [16 pts]: A tall (2.8 meters), scaly goblinoid. An elf who goblinized into an ork at puberty.

AKA: "Lizard-Man", "Slig".

-1 I, +1 C,Q, +2 S, +3 B. Natural Lowlight Vision. Ageless. Visual Sensitivity to Light.

Halfling-Troll [16 pts]:A massive, short-ish (1.7 meters) goblinoid. A halfling who goblinized into a troll at puberty. AKA: "Imp", "Tro", "Slig".

-1 C,I, +2 S, +3 B. Natural +2 Impact Armor. Natural Lowlight and Thermographic Vision.

Dwarf-Troll [16 pts]:A ridiculously large, average-height goblinoid. A dwarf who goblinized into a troll at puberty. AKA: "Stomper", "Tro", "Slig".

-2 Q,C,I, +6 B,S. +1 Body -vs- Physical Damage. Natural +2 Impact Armor. Natural Thermographic Vision. Color-blind.

Elf-Troll [64 pts]:An extremely tall, plain-featured, smooth-skinned goblinoid. AKA: "Titan". An elf who goblinized into a troll at puberty.

-2 I, -1 W, +4 S, +5 B. Natural Lowlight and Thermographic Vision.

Other Races

Sasquatch [64 pts]:An awakened primate. Special cyberware is needed in order to understand language of any type.

+3 B,S, +2 Q, Bx2, Sx2, Qx2, I/2, C/3. Double-Custom cyberware only. Native bioware only. Can not learn languages. Require double-custom encephalon to comprehend languages (plus skillsofts of the languages themselves).

Ogre [64 pts]:An awakened creature of some unknown type. They are unable to tolerate any cyberware, but are especially attuned to shamantic and blood magics.

+1 B,S, Bx2, Sx2, Q/2, I/2, Wx2. Natural +6 Impact Armor. Half cost of Shamantic Magical Abilities and Innate Magical Abilities. Access to blood magic without training.

AI [64 pts]:A descendant of an escaped corporate experiment. Any physical body must be purchased, and the speed of the occupied computer determines the speed of thought of the creature.

Uruk-Hai [64 pts]:A engineered goblinoid - based on an ork. They have bone plates like a troll, speed like an elf, claws like a raptor, lowlight and thermographic vision, and unmatched regenerative healing abilities.

Automatic B:9, S:9, Q:9, C:3, I:9, W:9. +2 Body -vs- Physical Damage. Natural +4 Impact Armor. Natural +4 Ballistic Armor. Natural Combat Sense: 0. Natural (str.)D armor-piercing damage with claws. Natural Lowlight and Thermographic Vision.

Magical Abilities

Innate Magical Abilities

[6 pt] Astral Projection

[4 pt] Astral Perception

Shamantic Magical Abilities

[2 pt] Single Spirit Conjuring

[2 pt] Single Aspect Spellcasting

[10 pt] Spirit Conjuring

[12 pt] Aspected Spellcasting

Hermetic Magical Abilities

[10 pt] Planar Summoning

[12 pt] Scientific Sorcery

Physical Adepts

[4 pt] Quick Reflexes: +(M/4) Reaction.

[8 pt] Primal Reaction: +(M/3) Reaction.

[16 pt] Lightning Reflexes: +(M/4) Initiative, +(M/3) Reaction.

[32 pt] Blur Of Speed: +(M/3) Initiative, +(M/2) Reaction.

[4] Strength: +(M/3) Strength.

[4] Quickness: +(M/3) Quickness.

[4] Body: +(M/3) Body.

Metaphysical Adepts - The Body

[8 pt] Spiritual Athlete: +(M) Successes on Athletics.

[8 pt] Web of Shadows: +(M) Successes on Stealth.

[8 pt] Pain Resistance: Ignore Penalties from (M) Boxes of Physical+Stun.

[8 pt] Rooting: Cancel (M) Successes to Move or Knock-back.

[8 pt] Iron Shirt: (M/3) Points of Impact Armor.

Metaphysical Adepts - The Mind

[16 pt] **Spirit Shield:** +(M) Spell Defense Dice.

[16 pt] **Iron Will:** +(M/3) Willpower.

Metaphysical Adepts - Combat

[12 pt] **Killing Hands:** Astral Strike, +(M) Successes on Unarmed Combat.

[4 pt] **Spirit Punch:** Adds astral effect to unarmed strikes.

[20 pt] **Killing Blade:** Astral Strike, +(M) Successes on Melee Weapons.

[12 pt] **Spirit Blade:** Adds astral effect to melee strikes.

Skills

This is the *complete* list of skills. No skill can be taken that is not on this list.

Ranged-Combat Skills

- [Q] Archery
- [Q] Blowgun
- [Q] Crossbow
- [S] Hurling
- [Q] Nets
- [Q] Slings
- [Q] Staff Slings
- [Q] Throwing, Aero
- [Q] Throwing, Non-Aero
- [Q] Whips

Specialized Skills

- [I] Knowledge
- [I] Perception
- [I] Mechanics
- [Q] Quick-draw
- [I] Research
- [I] Tactics
- [I] Tracking
- [I] High-G Ops
- [I] Low-G Ops
- [I] Zero-G Ops

Mounted Ranged-Combat Skills

- [Q] Mounted Archery
- [Q] Mounted Blowgun
- [Q] Mounted Crossbow
- [Q] Mounted Nets
- [Q] Mounted Slings
- [Q] Mounted Throwing
- [Q] Mounted Whips

Social Skills

- [C] Acting
- [C] Art, (Type)
- [C] Diplomacy
- [C] Instruction
- [I] Interrogation
- [W] Intimidation
- [C] Leadership
- [C] Negotiation
- [C] Performance, (Type)

Melee-Combat Skills

- [Q] Offhand Blades
- [Q] Offhand Crushing
- [Q] Offhand Cleaves
- [Q] Offhand Flails
- [Q] Offhand Piercing
- [Q] Offhand Staves
- [Q] Short Blades
- [Q] Short Cleaves
- [Q] Short Crushing
- [Q] Short Piercing
- [Q] Flails
- [Q] Staves
- [Q] Long Blades
- [Q] Long Cleaves
- [Q] Long Crushing
- [Q] Long Piercing
- [S] Two-Handed Blades
- [S] Two-Handed Crushing
- [S] Two-Handed Cleaves
- [S] Two-Handed Flails
- [Q] Two-Handed Piercing
- [Q] Two-Handed Staves
- [S] Shields

Mounted Melee-Combat Skills

- [Q] Mounted Blades
- [Q] Mounted Crushing
- [Q] Mounted Cleaves
- [Q] Mounted Flails
- [Q] Mounted Piercing

Hand-to-Hand Combat Skills

- [S] Grappling
- [Q] Kicking
- [Q] Punching

Specialized Hand-to-Hand Skills

- [S] Brawling

- [C] Seduction
- [C] Style

Elven Martial Arts

- [B] Carromeleg - Tier I
- [Q] Carromeleg - Tier II
- [S] Carromeleg - Tier III
- [C] Carromeleg - Tier IV
- [I] Carromeleg - Tier V
- [W] Carromeleg - Tier VI

Drone Piloting Skills

- [I] Fixed-Wing Drone
- [I] Hover Drone
- [I] Rotor Drone
- [I] Tracked Drone
- [I] Vectored Thrust Drone
- [I] Wheeled Drone

Etiquette Skills

- [C] Activist Etiquette
- [C] Corporate Etiquette
- [C] Decker Etiquette
- [C] Gang Etiquette
- [C] Government Etiquette
- [C] High Society Etiquette
- [C] Lone Star Etiquette
- [C] Mage Etiquette
- [C] Matrix Etiquette
- [C] Mercenary Etiquette
- [C] Military Etiquette
- [C] Organized Crime Etiquette
- [C] Police Etiquette
- [C] Pop Culture Etiquette
- [C] Religion Etiquette
- [C] Rigger Etiquette
- [C] Science Etiquette
- [C] Shaman Etiquette
- [C] Street Etiquette

- [S] Submission Wrestling

- [C] University Etiquette

Combat Environment Skills

- [I] Amphibious Combat
- [I] High-G Combat
- [I] Low-G Combat
- [I] Underwater Combat
- [I] Zero-G Combat

Athletic Skills

- [Q] Acrobatics
- [Q] Catching
- [S] Climbing
- [Q] Flight
- [S] Jumping
- [S] Lifting
- [Q] Riding
- [S] Running
- [Q] Skiing
- [Q] Sprinting
- [Q] Stealth
- [Q] Swimming
- [Q] Diving

Nature Skills

- [I] Healing
- [I] Navigation
- [I] Survival

Piloting Skills

- [I] Bike
- [S] Boat
- [I] Boat, Powered
- [I] Car
- [I] Fixed-wing Craft
- [I] Half-Track
- [I] Hovercraft

Magical Skills

- [I] Alchemy
- [C] Conjuring
- [I] Enchanting
- [W] Ritual Conjuring
- [W] Ritual Spellcasting
- [I] Spellcasting
- [I] Spellcraft
- [W] Talismongery

Pistol Skills

- [Q] Air Pistols
- [Q] Laser Pistols
- [Q] Machine Pistols
- [Q] Pistols
- [Q] Plasma Pistols
- [Q] Shot Pistols
- [Q] SMGs

Rifle Skills

- [Q] Air Rifles
- [Q] Assault Rifles
- [Q] Laser Rifles
- [Q] Plasma Rifles
- [Q] Rifles
- [Q] Shotguns

Heavy Firearm Skills

- [I] Gunnery
- [S] Heavy Firearms
- [S] Heavy Lasers
- [I] Launch Weapons

Mounted Pistol Skills

- Rotorcraft
- Ship
- Ship, Powered
- Sled
- Snowmobile
- Spacecraft
- Teamster
- Tracked Vehicle
- Tractor
- Trike
- Vectored Thrust

Martial Arts

- Aikido
- Dueling
- Hapkido
- Jujitsu
- Karate
- Tae Kwon Do
- Wildcat

Sport Martial Arts

- Boxing
- Fencing
- Judo
- Kung Fu
- Muay Thai
- Sport Wrestling
- Sumo-Wrestling

Build/Repair Skills

- Computer B/R
- Electrical B/R
- Mechanical B/R

- Mounted Air Pistols
- Mounted Laser Pistols
- Mounted Machine Pistols
- Mounted Pistols
- Mounted Plasma Pistols
- Mounted Shot Pistols
- Mounted SMGs

Technical Skills

- Computer
- Demolitions
- Electronics
- Mechanics
- Engineering
- Damage Control
- First Aid
- Treatment
- Surgery
- Security
- Communications

Knowledges

This is an *incomplete* list of knowledges. Any named knowledge can be taken (subject to GM veto) that does not have the same name as another skill/ability. Spoken/written languages (next section) are also knowledges.

General Examples

- Language
- Language Read/Write
- Language Identification
- Marksmanship
- Physical Training
- Strategy

Sixth-World Examples

- Illegal Simsense
- Paranormal Animals
- Paranormal Plants
- Trid Shows

Magical Examples

- Astral Theory
- Elementals
- Extra-planar Spirits
- Nature Spirits
- Magical Theory
- Meta-planes

Lore Examples

- Corp Lore
- Drug Lore
- Gang Lore
- Magic Lore
- Runner Lore
- Sewer Lore
- Spirit Lore
- Street Lore

History Examples

Basic Sciences

- Chemistry
- Ballistics
- Biology
- Botany
- Geology
- Mathematics
- Medicine
- Psychology
- Physics
- Zoology

Specific Examples

- Armor Care
- Firearm Care
- Pistol Marksmanship
- Rifle Marksmanship
- Knives
- Melee Weapons
- Handguns
- Long Guns
- Machine Guns
- Missile Weaponry
- Appraisal
- Cars
- Cooking
- Counter Intelligence
- Cryptography
- Drop boxes
- Electronic Warfare
- Firearms
- Forensics
- Illegal Drugs
- Linguistics
- Military Equipment
- Military History

- Corp History
- Drug History
- Gang History
- Magic History
- NAN History
- UCAS History
- Military Literature
- Modern Armors
- Motorcycles
- Physical Training
- Safehouses
- Smuggling Equipment
- Strategy

Area Examples

- Area, Denver, Lakota
- Area, Denver, Salish-Shidhe
- Area, Denver, UCAS
- Area, Denver, Ute
- Area, Montreal
- Area, NAN Territories
- Area, New York
- Area, New Orleans
- Area, Seattle
- Area, Seattle Barrens
- Area, Seattle Sewers
- Area, Tir Tairngire

Spoken Languages

Languages are knowledges (above), but can also be purchased with language points at character creation.

Common Languages

- Cantonese
- English, Modern
- English, American
- French
- German
- Italian
- Japanese
- Korean
- Mandarin
- Spanish, European
- Spanish, South American

Chinese Languages

- Cantonese
- Fukienese
- Hakka
- Mandarin
- Wu

American Languages

- Aymara
- Cherokee | Tsalagi
- Dakota

- Russian

Uncommon Languages

- American Sign Language
- Arabic
- Dutch
- English Sign Language
- Finnish
- French Sign Language
- Greek, Modern
- Hebrew, Modern
- Norwegian
- Persian
- Polish
- Portuguese
- Romanian
- Swedish
- Thai
- Turkish
- Ukranian
- Vietnamese
- Welsh

Constructed Languages

- Esperanto
- Interlingua
- Klingon
- Lojban
- Talossan

Austronesian Languages

- Indonesian | Bahasa Indonesia
- Javanese
- Malay | Bahasa Melayu
- Tagalog

Dead Languages

- Guarani
- Hawaiian
- Maya
- Mohawk
- Nahuatl
- Navajo
- Ojibwe
- Oneida
- Quechua | Kechwa
- Tlingit

Indo-Iranian languages

- Bengali
- Gujarati
- Hindi
- Kurdish
- Nepali
- Sanskrit
- Sinhala | Sinhalese
- Urdu

African Languages

- Afrikaans
- Bangala
- Berber | Tamazight
- Hausa
- Luganda
- Swahili | Kiswahili

Dravidian Languages

- Tamil
- Telugu

Other Rare Languages

- Albanian
- Aramaic
- Armenian

- Akkadian
- Latin
- Latin, Church
- Egyptian, Ancient
- Egyptian, Middle
- English, Middle
- English, Old
- Greek, Ancient
- Greek, Koine | Greek, Biblical
- Hebrew, Biblical
- Old Saxon
- Phoenician

Modern Languages

- Azteci
- Cityspeak
- Rat
- Salish
- Shidhe
- Spanish, Aztlan
- Spanish, Iberian
- Sperethiel | Elven

Meta-Languages

- Chop
- Subspeak
- Morse Code

- Assyrian
- Basque
- Bavarian
- Belorussian | Byelorussian
- Breton
- Bulgarian
- Burmese | Myanmar
- Cambodian
- Catalan
- Croatian
- Czech
- Danish
- Dauphinois
- Estonian
- Flemish
- Frisian
- Gaelic
- Galician
- Georgian
- Hungarian
- Icelandic
- Kamlaroi
- Ladino
- Latvian
- Lithuanian
- Low German
- Macedonian
- Malayalam
- Maltese
- Manx
- Maori
- Mon
- Mongolian
- Norman
- Occitan
- Papiamentu
- Pitkern | Pitcairnese
- Punjabi
- Romansch
- Romany
- Sardinian
- Scots
- Serbian

- [I] Slovak
- [I] Slovenian
- [I] Sranan
- [I] Swabian
- [I] Viennese
- [I] Yiddish

Written Languages

Languages are knowledges (above), but can also be purchased with language points at character creation.

Common Languages [R/W]

- [I] Chinese [R/W]
- [I] English, Modern [R/W]
- [I] English, American [R/W]
- [I] French [R/W]
- [I] German [R/W]
- [I] Italian [R/W]
- [I] Japanese [R/W]
- [I] Korean [R/W]
- [I] Spanish, European [R/W]
- [I] Spanish, South American [R/W]
- [I] Russian [R/W]

Uncommon Languages [R/W]

- [I] Arabic [R/W]
- [I] Dutch [R/W]
- [I] Finnish [R/W]
- [I] Greek, Modern [R/W]
- [I] Hebrew, Modern [R/W]
- [I] Norwegian [R/W]
- [I] Persian [R/W]
- [I] Polish [R/W]
- [I] Portuguese [R/W]
- [I] Romanian [R/W]
- [I] Swedish [R/W]
- [I] Thai [R/W]
- [I] Turkish [R/W]

Chinese Languages [R/W]

- [I] Chinese [R/W]

American Languages [R/W]

- [I] Aymara [R/W]
- [I] Cherokee | Tsalagi [R/W]
- [I] Dakota [R/W]
- [I] Guarani [R/W]
- [I] Hawaiian [R/W]
- [I] Maya [R/W]
- [I] Mohawk [R/W]
- [I] Nahuatl [R/W]
- [I] Navajo [R/W]
- [I] Ojibwe [R/W]
- [I] Oneida [R/W]
- [I] Quechua | Kechwa [R/W]
- [I] Tlingit [R/W]

Indo-Iranian languages [R/W]

- [I] Bengali [R/W]
- [I] Gujarati [R/W]
- [I] Hindi [R/W]
- [I] Kurdish [R/W]
- [I] Nepali [R/W]
- [I] Sanskrit [R/W]
- [I] Sinhala | Sinhalese [R/W]

- [I] Ukranian [R/W]
- [I] Vietnamese [R/W]
- [I] Welsh [R/W]

Constructed Languages [R/W]

- [I] Esperanto [R/W]
- [I] Interlingua [R/W]
- [I] Klingon [R/W]
- [I] Lojban [R/W]
- [I] Talossan [R/W]

Austronesian Languages [R/W]

- [I] Indonesian | Bahasa Indonesia [R/W]
- [I] Javanese [R/W]
- [I] Malay | Bahasa Melayu [R/W]
- [I] Tagalog [R/W]

Dead Languages [R/W]

- [I] Akkadian [R/W]
- [I] Latin [R/W]
- [I] Latin, Church [R/W]
- [I] Egyptian, Ancient [R/W]
- [I] Egyptian, Middle [R/W]
- [I] English, Middle [R/W]
- [I] English, Old [R/W]
- [I] Greek, Ancient [R/W]
- [I] Greek, Koine | Greek, Biblical [R/W]
- [I] Hebrew, Biblical [R/W]
- [I] Old Saxon [R/W]
- [I] Phoenician [R/W]

Modern Languages [R/W]

- [I] Azteci [R/W]
- [I] Salish [R/W]
- [I] Shidhe [R/W]
- [I] Spanish, Aztlan [R/W]
- [I] Spanish, Iberian [R/W]

- [I] Urdu [R/W]

African Languages [R/W]

- [I] Afrikaans [R/W]
- [I] Bangala [R/W]
- [I] Berber | Tamazight [R/W]
- [I] Hausa [R/W]
- [I] Luganda [R/W]
- [I] Swahili | Kiswahili [R/W]

Dravidian Languages [R/W]

- [I] Tamil [R/W]
- [I] Telugu [R/W]

Other Rare Languages [R/W]

- [I] Albanian [R/W]
- [I] Aramaic [R/W]
- [I] Armenian [R/W]
- [I] Assyrian [R/W]
- [I] Basque [R/W]
- [I] Bavarian [R/W]
- [I] Belarusian | Byelorussian [R/W]
- [I] Breton [R/W]
- [I] Bulgarian [R/W]
- [I] Burmese | Myanmar [R/W]
- [I] Cambodian [R/W]
- [I] Catalan [R/W]
- [I] Croatian [R/W]
- [I] Czech [R/W]
- [I] Danish [R/W]
- [I] Dauphinois [R/W]
- [I] Estonian [R/W]
- [I] Flemish [R/W]
- [I] Frisian [R/W]
- [I] Gaelic [R/W]
- [I] Galician [R/W]
- [I] Georgian [R/W]
- [I] Hungarian [R/W]
- [I] Icelandic [R/W]

- [I] Sperethiel | Elven [R/W]

Meta-Languages [R/W]

- [I] Braille [R/W]

- [I] Kamilaroi [R/W]
- [I] Ladino [R/W]
- [I] Latvian [R/W]
- [I] Lithuanian [R/W]
- [I] Low German [R/W]
- [I] Macedonian [R/W]
- [I] Malayalam [R/W]
- [I] Maltese [R/W]
- [I] Manx [R/W]
- [I] Maori [R/W]
- [I] Mon [R/W]
- [I] Mongolian [R/W]
- [I] Norman [R/W]
- [I] Occitan [R/W]
- [I] Papiamentu [R/W]
- [I] Pitkern | Pitcairnese [R/W]
- [I] Punjabi [R/W]
- [I] Romansch [R/W]
- [I] Romany [R/W]
- [I] Sardinian [R/W]
- [I] Scots [R/W]
- [I] Serbian [R/W]
- [I] Slovak [R/W]
- [I] Slovenian [R/W]
- [I] Sranan [R/W]
- [I] Swabian [R/W]
- [I] Viennese [R/W]
- [I] Yiddish [R/W]