

SHADOWRUN[®]

CHARACTER _____
 PLAYER _____
 NOTES _____

PERSONAL DATA

NAME/PRIMARY ALIAS _____

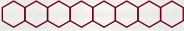
Metatype _____ Ethnicity _____

Age _____ Sex _____ Height _____ Weight _____

Street Cred _____ Notoriety _____ Public Awareness _____

Karma _____ Total Karma _____ Misc _____

ATTRIBUTES

Body _____	Essence _____
Agility _____	Magic/Resonance _____
Reaction _____	Initiative _____
Strength _____	Matrix Initiative _____
Willpower _____	Astral Initiative _____
Logic _____	Composure _____
Intuition _____	Judge Intentions _____
Charisma _____	Memory _____
Edge _____	Lift/Carry _____
Edge Points 	Movement _____

Physical Limit: _____ Mental Limit: _____ Social Limit: _____

SKILLS

Skill	RTG	Type	Skill	RTG	Type
_____	_____	A/K	_____	_____	A/K
_____	_____	A/K	_____	_____	A/K
_____	_____	A/K	_____	_____	A/K
_____	_____	A/K	_____	_____	A/K
_____	_____	A/K	_____	_____	A/K
_____	_____	A/K	_____	_____	A/K
_____	_____	A/K	_____	_____	A/K
_____	_____	A/K	_____	_____	A/K
_____	_____	A/K	_____	_____	A/K
_____	_____	A/K	_____	_____	A/K
_____	_____	A/K	_____	_____	A/K
_____	_____	A/K	_____	_____	A/K
_____	_____	A/K	_____	_____	A/K
_____	_____	A/K	_____	_____	A/K
_____	_____	A/K	_____	_____	A/K
_____	_____	A/K	_____	_____	A/K
_____	_____	A/K	_____	_____	A/K
_____	_____	A/K	_____	_____	A/K
_____	_____	A/K	_____	_____	A/K
_____	_____	A/K	_____	_____	A/K
_____	_____	A/K	_____	_____	A/K

IDS / LIFESTYLES / CURRENCY

Primary Lifestyle _____

Nuyen _____ Licenses _____

Fake IDs / Related Lifestyles / Funds / Licenses _____

CORE COMBAT INFO

Primary Armor _____ Rating _____

Primary Ranged Weapon _____

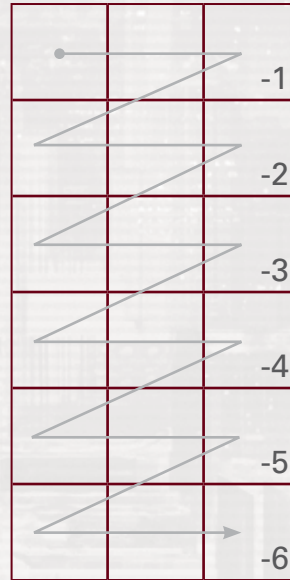
Dam _____ Acc _____ AP _____ Mode _____ RC _____ Ammo _____

Primary Melee Weapon _____

Reach _____ Dam _____ Acc _____ AP _____

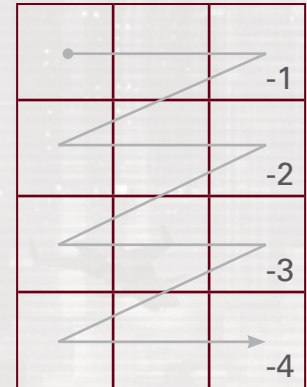
CONDITION MONITOR

Physical Damage Track



Characters have 8 + (Body ÷ 2, round up) boxes on the physical damage track; black out extra boxes.

Stun Damage Track



Characters have 8 + (Will ÷ 2, round up) boxes on the stun damage track; black out extra boxes.

Overflow

For every 3 boxes of damage on any one damage track, the character takes a -1 Dice Pool modifier on tests; these modifiers are cumulative within and across damage tracks, see *Wound Modifiers*, p. 169.

QUALITIES

Quality	Notes	Type
_____	_____	P/N
_____	_____	P/N
_____	_____	P/N
_____	_____	P/N
_____	_____	P/N
_____	_____	P/N
_____	_____	P/N
_____	_____	P/N
_____	_____	P/N
_____	_____	P/N

CONTACTS

Name	Loyalty	Connection	Favor
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

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RANGED WEAPONS

Weapon	Dam	Acc	AP	Mode	RC	Ammo

MELEE WEAPONS

Weapon	Reach	Dam	Acc	AP

ARMOR

Armor	Rating	Notes

CYBERDECK

Model	Attack	Sleaze												
Device Rating	Data Processing	Firewall												
Programs														
Matrix Condition Monitor	<table border="1" style="display: inline-table; border-collapse: collapse;"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td> </tr> </table>		1	2	3	4	5	6	7	8	9	10	11	12
1	2	3	4	5	6	7	8	9	10	11	12			

AUGMENTATIONS

Augmentation	Rating	Notes	Essence

VEHICLE

Vehicle	Handling
Acceleration	Speed
Pilot	Body
Armor	Sensor
Notes	

SPELLS / PREPARATIONS RITUALS / COMPLEX FORMS

S/P/R/CF	Type/Target	Range	Duration	Drain

GEAR

Item	Rating

ADEPT POWERS OR OTHER ABILITIES

Name	Rating	Notes

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