

PERSONAL DATA

Name/Primary Alias _____

Metatype _____ Ethnicity _____

Age _____ Sex _____ Height _____ Weight _____

Total Karma _____ Current Karma _____ Street Cred _____ Notoriety _____

CORE COMBAT INFO

Primary Armor _____ B / I

Primary Ranged Weapon

DAM _____ AP _____ Mode _____ RC _____ Ammo _____

Primary Melee Weapon

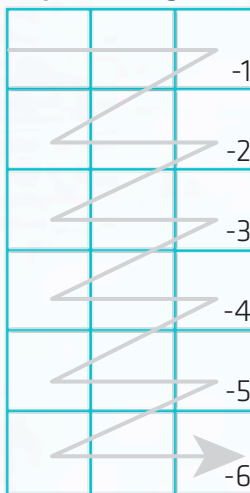
Reach _____ DAM _____ AP _____

ATTRIBUTES

Body	_____	Total Edge	_____	(Natural Max 6, or 7 for humans)
Agility	_____	Current Edge	_____	
Reaction	_____	Essence	_____	(Max 6)
Strength	_____	Magic OR Resonance	_____	(Max 6 + Initiation Grade or Submersion Grade)
Charisma	_____	Initiative	_____	(Reaction + Intuition + Reflex Enhancers)
Intuition	_____	Initiative Passes	_____	
Logic	_____	Matrix Initiative	_____	(Response + Intuition)
Willpower	_____	Astral Initiative	_____	(Intuition x 2)

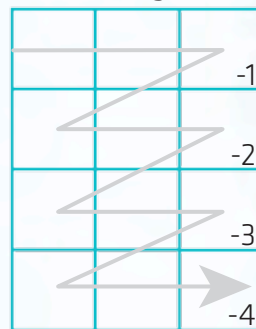
CONDITION MONITOR

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.

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. 163.

SKILLS

Skill	RTG	ATT	DP	Type	Skill	RTG	ATT	DP	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
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_____				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

QUALITIES

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

IDS / LIFESTYLES / CURRENCY

Primary Lifestyle _____

Nuyen _____ Licenses _____

Fake IDs and Related Lifestyles, Funds, and Licenses _____

SHADOWRUN

RANGED WEAPONS

Weapon	DAM	AP	Mode	RC	Ammo

ARMOR

Armor	Ballistic/Impact	Notes

MELEE WEAPONS

Weapon	DAM	AP	Reach

COMMLINK

Commlink	OS
Response	System
Signal	Firewall
Programs	

AUGMENTATIONS

Augmentations	Rating	Notes	Essence

VEHICLE

Vehicle	Handling
Accel	Speed
Pilot	Body
Armor	Sensor
Notes	

SPELLS

Spell	Type	Range	Duration	DV

CONTACTS

Name	Loyalty	Connection

SPIRITS OR SPRITES

Spirit or Sprite	Force	Services	(Un)Bound or (Un)Registered

ADEPT POWERS OR COMPLEX FORMS

Name	Rating