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	1	Essence	6
Agility	1	Magic/Resonance	0
Reaction	1	Initiative	1d6+2
Strength	1	Matrix Initiative	1d6+2
Willpower	1	Astral Initiative	2d6+2
Logic	1	Composure	2 0
Intuition	1	Judge Intentions	2 0
Charisma	1	Memory	2 0
Edge	2	Lift/Carry	2 0
Edge Points	⬡⬡⬡⬡⬡⬡⬡	Movement	2/4/+2

Physical Limit: 2 0 Mental Limit: 2 0 Social Limit: 3 0

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

IDS / LIFESTYLES / CURRENCY

Primary Lifestyle

Nuyen | Licenses

Fake IDs / Related Lifestyles / Funds / Licenses

CORE COMBAT INFO

Primary Armor | Rating

Primary Ranged Weapon

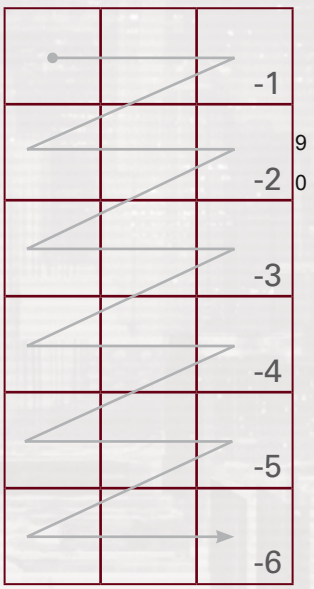
Dam | Acc | AP | Mode | RC | Ammo

Primary Melee Weapon

Reach | Dam | Acc | AP

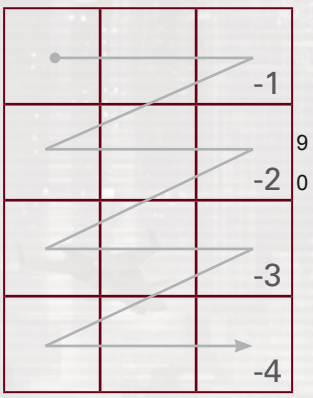
CONDITION MONITOR

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 1 0

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 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

GEAR

Item	Rating

SPELLS / PREPARATIONS RITUALS / COMPLEX FORMS

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

ADEPT POWERS OR OTHER ABILITIES

Name	Rating	Notes

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

VEHICLE

Vehicle	Handling
Acceleration	Speed
Pilot	Body
Armor	Sensor
Notes	

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