# 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 | 2 + 1 d6 |
| Strength | 1 | Matrix Initiative | 1 + 3 d6 |
| Willpower | 1 | Astral Initiative | 2 + 2 d6 |
| 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 |
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| | | 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

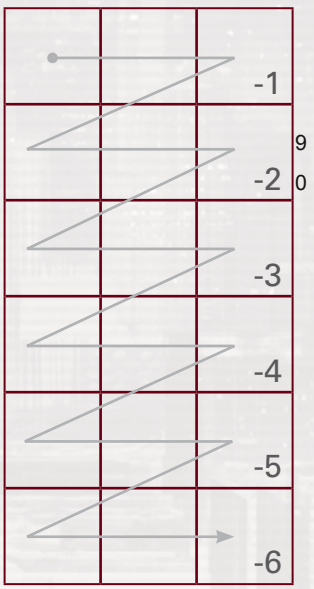
Dam | Acc | AP | Mode | RC | Ammo

Primary Melee Weapon

Reach | Dam | Acc | AP

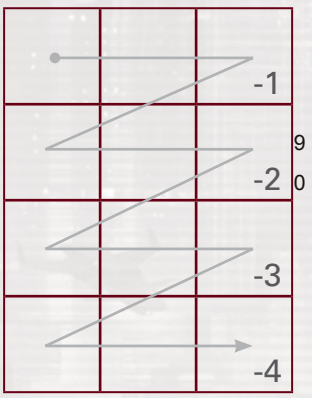
## CONDITION MONITOR

### 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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PLAYER _____

NOTES _____

## RANGED WEAPONS

| Weapon | Dam | Acc | AP | Mode | RC | Ammo |
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## MELEE WEAPONS

| Weapon | Reach | Dam | Acc | AP |
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## ARMOR

| Armor | Rating | Notes |
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## 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 |
|---|---|---|---|
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## VEHICLE

| Vehicle | Handling |
|---|---|
| **Acceleration** | **Speed** |
| **Pilot** | **Body** |
| **Armor** | **Sensor** |

**Notes**

## GEAR

| Item | Rating |
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## SPELLS / PREPARATIONS RITUALS / COMPLEX FORMS

| S/P/R/CF | Type/Target | Range | Duration | Drain |
|---|---|---|---|---|
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## ADEPT POWERS OR OTHER ABILITIES

| Name | Rating | Notes |
|---|---|---|
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## SPELLS / PREPARATIONS
## RITUALS / COMPLEX FORMS

| S/P/R/CF | Type/Target | Range | Duration | Drain |
|---|---|---|---|---|
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## VEHICLE

| | | | |
|---|---|---|---|
| Vehicle | | Handling | |
| Acceleration | | Speed | |
| Pilot | | Body | |
| Armor | | Sensor | |
| Notes | | | |

## ADEPT POWERS OR OTHER ABILITIES

| Name | Rating | Notes |
|---|---|---|
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## INITIATIVE

| Initiative | | Astral Initiative | | Matrix Initiative | |
|---|---|---|---|---|---|
| Dice | Modifier | Dice | Modifier | Dice | Modifier |
| 1 | 0 2 0 | 2 | 0 2 0 | 3 | 0 1 0 |

These values reflect the standard values; calculations will be applied on the front page.
Initiative is used for AR, Matrix Initiative is used for VR.
Add +1 Matrix Initiative Die for Hot Sim.

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