SHADOWRUN ®

CHARACTER _____
PLAYER _____
NOTES _____

PERSONAL DATA

NAME/PRIMARY ALIAS _____

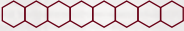**Metatype** _____ **Ethnicity** _____

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

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

		-1
		-2
		-3
		-4
		-5
		-6
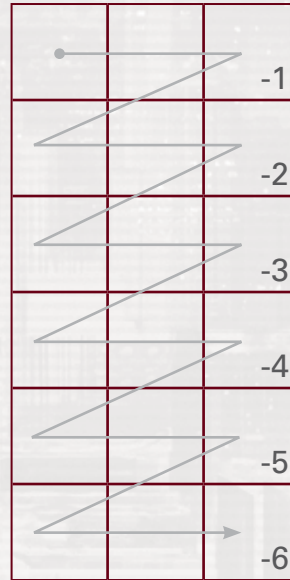
Characters have 8 + (Body ÷ 2, round up) boxes on the physical damage track; black out extra boxes.

Stun Damage Track

		-1
		-2
		-3
		-4
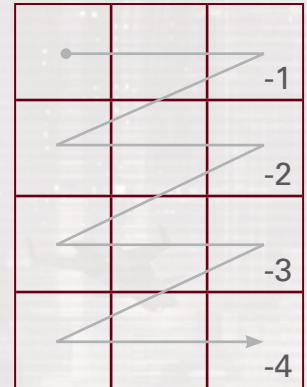
Characters have 8 + (Will ÷ 2, round up) boxes on the stun damage track; black out extra boxes.

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

SHADOWRUN ®

CHARACTER _____

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NOTES _____

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		

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