

# SHADOWRUN

CHARACTER \_\_\_\_\_

PLAYER \_\_\_\_\_

NOTES \_\_\_\_\_

## PERSONAL DATA

NAME/PRIMARY ALIAS \_\_\_\_\_

Metatype		Ethnicity	
Age	Sex	Height	Weight
Reputation		Heat	
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
Unarmed AR	Defense Rating

## SKILLS

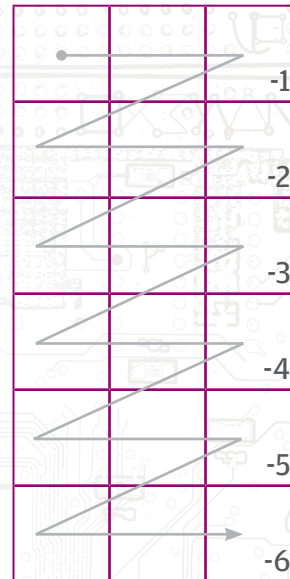
Skill	RNK	ATT	Type	Skill	RNK	ATT	Type
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## CORE COMBAT INFO

Primary Armor	Rating					
Primary Ranged Weapon						
DV	Mode	Close	Near	Far	Extreme	Ammo
Primary Melee Weapon						
DV	Close					

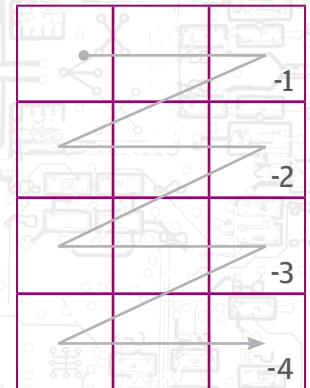
## CONDITION MONITOR

### 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.

## QUALITIES

Quality	Notes	Type
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## IDS / LIFESTYLES / CURRENCY

Primary Lifestyle	
Nuyen	Licenses
Fake IDs / Related Lifestyles / Funds / Licenses	

## CONTACTS

Name	Loyalty	Connection
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# SHADOWRUN<sup>®</sup>

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PLAYER \_\_\_\_\_

NOTES \_\_\_\_\_

## RANGED WEAPONS

Weapon \_\_\_\_\_ DV \_\_\_\_\_ Mode \_\_\_\_\_ Close \_\_\_\_\_ Near \_\_\_\_\_ Far \_\_\_\_\_ Extreme \_\_\_\_\_ Ammo \_\_\_\_\_

## MELEE WEAPONS

Weapon \_\_\_\_\_ DV \_\_\_\_\_ Close \_\_\_\_\_

## ARMOR

Armor \_\_\_\_\_ Rating \_\_\_\_\_ Notes \_\_\_\_\_

## MATRIX STATS

Attack \_\_\_\_\_ Sleaze \_\_\_\_\_ Data Proc. \_\_\_\_\_ Firewall \_\_\_\_\_

Devices/DR \_\_\_\_\_

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 Interval \_\_\_\_\_

Top Speed \_\_\_\_\_ Body \_\_\_\_\_

Armor \_\_\_\_\_ Pilot \_\_\_\_\_

Sensor \_\_\_\_\_ Seats \_\_\_\_\_

Notes \_\_\_\_\_

## GEAR

Item \_\_\_\_\_ Rating \_\_\_\_\_

## SPELLS / PREPARATIONS RITUALS / COMPLEX FORMS

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

## ADEPT POWERS OR OTHER ABILITIES

Name \_\_\_\_\_ Level \_\_\_\_\_ Notes \_\_\_\_\_