

SHADOWRUN[®]

CHARACTER _____
 PLAYER _____
 NOTES _____

PERSONAL DATA

NAME/PRIMARY ALIAS _____

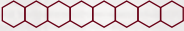
Metatype _____ Ethnicity _____

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
_____	_____	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 _____

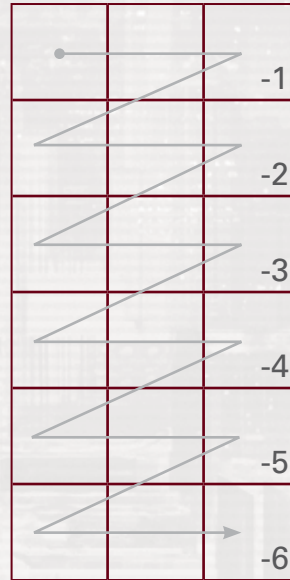
Dam _____ Acc _____ AP _____ Mode _____ RC _____ Ammo _____

Primary Melee Weapon _____

Reach _____ Dam _____ Acc _____ AP _____

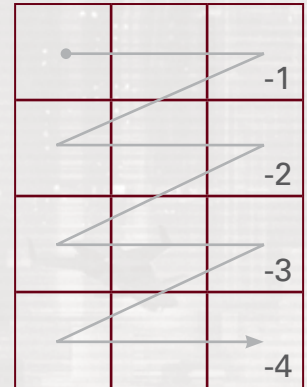
CONDITION MONITOR

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

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
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

