

SHADOWRUN[®]

CHARACTER _____

PLAYER _____

NOTES _____

PERSONAL DATA

NAME/PRIMARY ALIAS _____

Metatype	Ethnicity		
Age	Sex	Height	Weight
Reputation	Heat		
Karma	Total Karma	Misc	

CORE COMBAT INFO

Primary Armor _____ Rating _____

Primary Ranged Weapon _____

DV	Mode	Close	Near	Far	Extreme	Ammo
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Primary Melee Weapon _____

DV	Close
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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	_____

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.

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.

SKILLS

Skill	RNK	ATT	Type	Skill	RNK	ATT	Type
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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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RANGED WEAPONS

Weapon	DV	Mode	Close	Near	Far	Extreme	Ammo
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MELEE WEAPONS

Weapon	DV	Close
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ARMOR

Armor	Rating	Notes
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MATRIX STATS

Attack	Sleaze	Data Proc.	Firewall
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Devices/DR _____

Programs _____

Matrix Condition Monitor 

AUGMENTATIONS

Augmentation	Rating	Notes	Essence
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VEHICLE

Vehicle	Handling
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Acceleration	Speed Interval
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Top Speed	Body
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Armor	Pilot
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Sensor	Seats
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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	Level	Notes
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