

SHADOWRUN - SIXTH WORLD EDITION

CHARACTER WORKSHEET (revised for 2023)

STEP 1 – DEFINE YOUR ROLE AND HISTORY

Name _____

Birthplace _____

Trained in _____

Outlook (Wetwork) _____

Outlook (Trafficking) _____

Player _____

Archetype _____

Raised in _____

Currently in _____

Outlook (Drugs) _____

Outlook (Injustice) _____

STEP 2 – SELECT CHARACTER PRIORITIES (All of the following steps must be completed in order, no going back)

PRIORITY TABLE

Priority	Metatype (& Special Attribute Points)	Attributes	Skills	Magic / Resonance	Resources
A	Dwarf, Ork, Troll (13)	24	32	Full 4, Aspected 5, Mystic Adept 4, Adept 4 / Technomancer 4	450,000¥
B	Dwarf, Elf, Ork, Troll (11)	16	24	Full 3, Aspected 4, Mystic Adept 3, Adept 3 / Technomancer 3	275,000¥
C	Dwarf, Elf, Human, Ork, Troll (9)	12	20	Full 2, Aspected 3, Mystic Adept 2, Adept 2 / Technomancer 2	150,000¥
D	Dwarf, Elf, Human, Ork, Troll (4)	8	16	Full 1, Aspected 2, Mystic Adept 1, Adept 1 / Technomancer 1	50,000¥
E	Dwarf, Elf, Human, Ork, Troll (1)	2	10	Mundane	8,000¥

Details for Metatype Choices (Free Qualities)

Dwarf	thermographic vision, toxin resistance
Elf	low-light vision
Ork	low-light vision, built tough (1)
Troll	thermographic vision, built tough (2), dermal deposits

Details for Magic / Resonance Priority Choices

Full & Aspected (Sorcerer)	get (priority table) Magic x2 in free spells and rituals (extra spells and rituals may NOT be purchased with Karma)
Adept	get (priority table) Magic in free power points (Power Points may NOT be increased past this during character creation)
Mystic Adept	get up to (priority table) Magic in free power points and remaining Magic x2 in free spells, rituals, alchemical formula
Technomancer	get (priority table) Resonance x2 free complex forms (extra complex forms may NOT be purchased with Karma)

2.1 Record Your Choices

(A, B, C, D, or E) Choice	=	(Numerical Value)	_____ Special Attribute Points _____ Points to Edge _____ Points to Racial Attributes _____ Points to Magic / Resonance
_____ Magic / Resonance	=	_____ Starting Magic / _____ Starting Resonance	
_____ Metatype	=	_____ with _____ Special Attribute Points	
_____ Attribute	=	_____ Attribute Points	
_____ Skills	=	_____ Skill Points	
_____ Resources	=	_____ ¥ in Resources	

2.2 Calculate Your Attributes (You must spend all of the Attribute points now, but don't spend any Karma here until Step 4)

Metatype [Racial Maximums]						_____ Attribute Points from your Priority Choice		
	Human	Dwarf	Elf	Ork	Troll	Attribute Points + Racial Points (+ Increase w Karma / Karma Spent) = Final Value		
Body	6	7*	6	8*	9*	1 + _____	(+ _____ / _____)	= _____
Agility	6	6	7*	6	5	1 + _____	(+ _____ / _____)	= _____
Reaction	6	5	6	6	6	1 + _____	(+ _____ / _____)	= _____
Strength	6	8*	6	8*	9*	1 + _____	(+ _____ / _____)	= _____
Willpower	6	7*	6	6	6	1 + _____	(+ _____ / _____)	= _____
Logic	6	6	6	6	5	1 + _____	(+ _____ / _____)	= _____
Intuition	6	6	6	6	6	1 + _____	(+ _____ / _____)	= _____
Charisma	6	6	8*	5	5	1 + _____	(+ _____ / _____)	= _____

* Attributes that may use Racial Attribute Points

Base Points + Special Attribute Points (+ Increase w Karma / Karma Spent) = Final Value								
Edge	7	6	6	6	6	1 + _____	(+ _____ / _____)	= _____
Magic / Resonance (Max is 6, Base is from Priority Choice)	_____ + _____					(+ _____ / _____)	= _____	

2.3 Pick your Skills _____ Skill Points from your Priority Choice

(You must spend all your Skill Points now but don't spend any Karma here until Step 4)

Skill Ranks are equal to the number of skill points used; you may only have 1 skill at the maximum rank (normally rank 6 unless increased by the Aptitude quality)
You may only add 1 Specialization per skill (expertise is not available at character creation), Specialization costs 1 skill point, added to skill point cost of the skill.
Exotic Weapons must have at least 1 specialty but as an exception to the 1 specialization rule, you may have as many Exotic Weapon specializations as you want.

Astral _____ (+2 in _____) (_____) Astral Combat, Astral Signatures, Emotional States, Spirit Types	Athletics _____ (+2 in _____) (_____) Archery, Climbing, Flying, Gymnastics, Sprinting, Swimming, Throwing																				
Biotech _____ (+2 in _____) (_____) Biotechnology, Cybertechnology, First Aid, Medicine	Close Combat _____ (+2 in _____) (_____) Blades, Clubs, Unarmed Combat																				
Con _____ (+2 in _____) (_____) Acting, Disguise, Impersonation, Performance	Conjuring _____ (+2 in _____) (_____) Banishing, Summoning																				
Cracking _____ (+2 in _____) (_____) Cybercombat, Electronic Warfare, Hacking	Electronics _____ (+2 in _____) (_____) Computer, Hardware, Software																				
Enchanting _____ (+2 in _____) (_____) Alchemy, Artificing, Disenchanting	Engineering _____ (+2 in _____) (_____) Aeronautics Mechanic, Armorer, Automotive Mechanic, Demolitions, Gunnery, Industrial Mechanic, Lockpicking, Nautical Mechanic																				
Firearms _____ (+2 in _____) (_____) Tasers, Hold-Outs, Light Pistols, Machine Pistols, Heavy Pistols, Submachine Guns, Shotguns, Rifles, Machine Guns, Assault Cannons	Influence _____ (+2 in _____) (_____) Etiquette, Instruction, Intimidation, Leadership, Negotiation																				
Outdoors _____ (+2 in _____) (_____) Navigation, Survival, Tracking, by environment (Woods, Desert, Urban Areas, etc.)	Perception _____ (+2 in _____) (_____) Visual, Aural, Tactile, by Environment (Woods, Desert, Urban, etc.)																				
Piloting _____ (+2 in _____) (_____) Ground Craft, Aircraft, Watercraft	Sorcery _____ (+2 in _____) (_____) Counterspelling, Ritual Spellcasting, Spellcasting																				
Stealth _____ (+2 in _____) (_____) Camouflage, Palming, Sneaking	Tasking _____ (+2 in _____) (_____) Compiling, Decompiling, Registering																				
<table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left; width: 30%;">Skill Rank / Karma Spent</th> <th style="text-align: left; width: 30%;">Specialty</th> <th style="text-align: left; width: 30%;">Karma Spent</th> <th style="text-align: left; width: 30%;">Specialty</th> <th style="text-align: left; width: 30%;">Karma Spent</th> </tr> </thead> <tbody> <tr> <td>Exotic Weapons _____ (_____)</td> <td>(+2 in _____) (_____)</td> <td>(+2 in _____) (_____)</td> <td>(+2 in _____) (_____)</td> <td>(+2 in _____) (_____)</td> </tr> <tr> <td></td> <td>(+2 in _____) (_____)</td> <td>(+2 in _____) (_____)</td> <td>(+2 in _____) (_____)</td> <td>(+2 in _____) (_____)</td> </tr> <tr> <td></td> <td>(+2 in _____) (_____)</td> <td>(+2 in _____) (_____)</td> <td>(+2 in _____) (_____)</td> <td>(+2 in _____) (_____)</td> </tr> </tbody> </table> Bullwhip, Monofilament Whip, Super Squirt, Dart Pistol, Dart Rifle, Launchers (Exotic Weapons must pick at least 1 specialization and may also pick more than 1.)		Skill Rank / Karma Spent	Specialty	Karma Spent	Specialty	Karma Spent	Exotic Weapons _____ (_____)	(+2 in _____) (_____)	(+2 in _____) (_____)	(+2 in _____) (_____)	(+2 in _____) (_____)		(+2 in _____) (_____)	(+2 in _____) (_____)	(+2 in _____) (_____)	(+2 in _____) (_____)		(+2 in _____) (_____)	(+2 in _____) (_____)	(+2 in _____) (_____)	(+2 in _____) (_____)
Skill Rank / Karma Spent	Specialty	Karma Spent	Specialty	Karma Spent																	
Exotic Weapons _____ (_____)	(+2 in _____) (_____)	(+2 in _____) (_____)	(+2 in _____) (_____)	(+2 in _____) (_____)																	
	(+2 in _____) (_____)	(+2 in _____) (_____)	(+2 in _____) (_____)	(+2 in _____) (_____)																	
	(+2 in _____) (_____)	(+2 in _____) (_____)	(+2 in _____) (_____)	(+2 in _____) (_____)																	

2.4 Pick your Knowledge & Language Skills (Don't spend any Karma here until Step 4) _____ Free skill points = (Logic)

Knowledge skills cost 1 knowledge skill point each and these skills may not be specialized. You must choose a Native Language; this does not use any skill points.
Additional Languages cost 1 skill point each and can be increased to Specialist for 1 skill point Languages may also be increased to expert for 1 additional point.

Knowledge Skills	Karma Spent	Languages	Karma Spent
_____	(+____)	_____	(1 Free Native Language)
_____	(+____)	_____	(+____)
_____	(+____)	_____	(+____)
_____	(+____)	_____	(+____)
_____	(+____)	_____	(+____)
_____	(+____)	_____	(+____)
_____	(+____)	_____	(+____)
_____	(+____)	_____	(+____)
_____	(+____)	_____	(+____)
_____	(+____)	_____	(+____)

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CHARACTER WORKSHEET – PAGE TWO (revised for 2023)

Name _____

Player _____

2.5 Pick your Adept Powers / Spells / Rituals / Complex Forms

Skip this step if Mundane

Number of Power Points _____ and / or Number of Free Spells / Rituals / or Complex Forms _____

Full Magicians, Sorcerers and Technomancers pick a number of free choices determined by the priority choice in “Details for Magical / Resonance Priority Choices”.

Spells / Rituals / Complex Forms may NOT be bought with Karma during Character Creation or by increasing Magic / Resonance with Special Attribute Points.

Power Points for Adepts are based on the magic rating, totaling the base Magic from the Priority Choice with magic added from Special Attribute Points or Karma.

Unlike Adepts, Mystic Adepts must split the Magic Priority Choice points between Power Points and free spells / rituals. Adding magic with Special Attribute Points or with Customization Karma does not increase Power Points or free spells / rituals for MAs. Like Mages, additional spells / rituals may not be bought by with Karma.

Tradition _____		Mentor Spirit _____	
Powers / Spells / Complex Forms	Power Points	Powers / Spells / Complex Former	Power Points
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

STEP 3 – SELECT POSITIVE AND NEGATIVE QUALITIES

You may not have more than 6 Qualities, positive and negative combined. Quality choices may not generate more than +20 Total Net Karma

Free Racial Qualities (these do not count towards the 6 quality limit)					
Built Tough 1 ☐	Built Tough 2 ☐	Dermal Deposits ☐	Low Light Vision ☐	Thermographic Vision ☐	Toxin Resistance ☐
Positive Qualities	- Karma	Negative Qualities	+ Karma		
_____	_____	_____	_____		
_____	_____	_____	_____		
_____	_____	_____	_____		
_____	_____	_____	_____		
_____	_____	_____	_____		
_____	_____	_____	_____		
Negative Quality Total (+ _____) Karma minus Positive Quality Total (- _____) Karma				equals Total Net Karma (_____)*	

*Don't worry if you have a negative Total Net Karma at this point, the next step will add 50 Karma

STEP 4 – SPEND CUSTOMIZATION KARMA

Add 50 Karma to your Total Net Karma from step 3 _____ this is the amount of Karma you have for Character Customization.

You can only spend Karma in Step Four on attributes, qualities, resources, bonding foci, initiation (Grade 1 max at character generation), submersion (Level 2 max at character generation), and skills. Spending Karma is the last step of character creation, and you cannot use Special Attribute Points after spending Karma to initiate, submerge, etc. to raise your Magic or Resonance. You can raise Magic or Resonance by spending the Karma.

You do NOT gain additional Spells, Complex Forms, or in the case of Mystic Adepts - Power Points for raising your Magic or Resonance Attributes

Increase Attributes = 5 Karma x New Rank

Increase Active Skills = 5 Karma x New Rank

New Skill Specializations = 5 Karma

New Knowledge / Language Skills = 3 Karma

Convert to Nuyen = 2,000 Nuyen per 1 Karma (with no limit)

You may keep up to 5 Karma from character creation and add to your characters TKE (Total Karma Earned)

STEP 5 – BUY GEAR

(Unspent resources become Starting Nuyen = _____, this must be under 5,000 ¥)

¥ Available from Resources Priority Choice _____ ¥ plus _____ Karma converted to _____ ¥ (1Karma = 2,000¥)

Lifestyle (Note that Low and Street make regaining Edge harder) _____ x _____ Month = _____ ¥ **Fake SIN** _____ Rating _____ = _____ ¥

Fake Licenses'

Rating _____ = _____ ¥ Rating _____ = _____ ¥

Rating _____ = _____ ¥ Rating _____ = _____ ¥

Armor - Accessories - Melee Weapon - Ranged Weapon - Ammo - Cyber - Vision - Medical - Tools - Tech - B&E - Drones – Transport

Use the Gear-Trackers (Augmentation / Decker & Rigger / Tech / Weapons) if you have a lot of purchases to write down.

_____ = _____ ¥ _____ = _____ ¥

_____ = _____ ¥ _____ = _____ ¥

_____ = _____ ¥ _____ = _____ ¥

_____ = _____ ¥ _____ = _____ ¥

_____ = _____ ¥ _____ = _____ ¥

_____ = _____ ¥ _____ = _____ ¥

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_____ = _____ ¥ _____ = _____ ¥

_____ = _____ ¥ _____ = _____ ¥

_____ **Commlink** _____ DP _____ FW _____ **Other Matrix** _____ Attack _____ Sleaze _____ DP _____ FW

STEP 6 – FINISHING STEPS (Contacts)

Free Connection & Loyalty Points = 6 x (Charisma) _____

Contact Name	Contact Type	Connection	Loyalty
		(For SRM play the maximum C and L is 6, not Charisma)	
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

6.2 Final Calculations (Check to see if any qualities or 'ware affect your final numbers. Add that number in if they have any effect)

_____ Attack Rating (Unarmed) = (Reaction + Strength	_____ Attack Rating (Matrix) = (Attack + Sleaze)
_____ + _____ D6 Initiative = (Reaction + Intuition) & (1)D6	_____ + _____ D6 Initiative (VR) = (Intuition + DP) & (2 cold - 3 hot)D6
_____ Defense Rating (Physical) = (Armor Rating + Body)	_____ Defense Rating (Matrix) = (Data Processing + Firewall)
_____ Composure = (Willpower + Charisma)	_____ Matrix Condition Monitor Boxes = ([Device Rating / 2] + 8)
_____ Judge Intentions = (Willpower + Intuition)	_____ Attack Rating (Spells / Astral) = (Magic + Tradition Attribute)
_____ Memory = (Logic + Intuition)	_____ + _____ D6 Initiative (Astral) = (Logic + Intuition) & (2)D6
_____ Lift / Carry = (Body + Willpower)	_____ Defense Rating (Astral) = (Intuition + Innate Armor + spell effects)
_____ Stun Condition Monitor Boxes = ([Willpower / 2] + 8)	_____ Physical Condition Monitor Boxes = ([Body / 2] + 8)
_____ Overflow Boxes = (Body)	_____ Starting Karma (Up to 5 points leftover from Step 4)
Matrix _____ Attack _____ Sleaze _____ DP _____ FW	_____ Starting Nuyen (Up to 5,000 leftover from Step 5)
Living Persona _____ Attack (Charisma) _____ Sleaze (Intuition) _____ Data Processing (Logic) _____ Firewall (Willpower)	