

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	+	d6
Strength	Matrix Initiative	+	d6
Willpower	Astral Initiative	+	d6
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

IDS / LIFESTYLES / CURRENCY

Primary Lifestyle

Nuyen Licenses

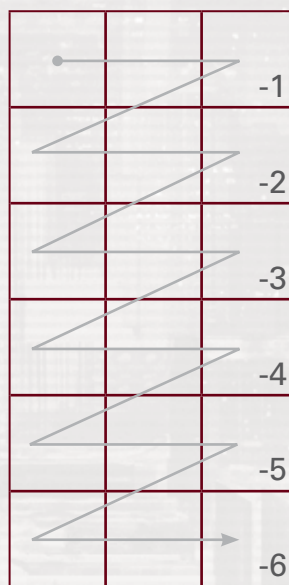
Fake IDs / Related Lifestyles / Funds / Licenses

CORE COMBAT INFO

Primary Armor	Rating				
Primary Ranged Weapon					
Dam	Acc	AP	Mode	RC	Ammo
Primary Melee Weapon					
Reach	Dam	Acc	AP		

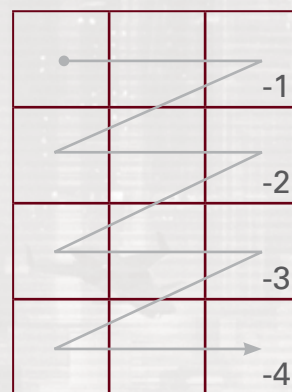
CONDITION MONITOR

Physical Damage Track



Characters have $8 + (\text{Body} \div 2, \text{round up})$ boxes on the physical damage track; black out extra boxes.

Stun Damage Track



Characters have $8 + (\text{Will} \div 2, \text{round up})$ 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

CHARACTER _____
 PLAYER _____
 NOTES _____

[illegible]

[illegible][illegible]

1 2 3 4 5 6 7 8 9 10 11 12

[illegible]

[illegible]

CHARACTER _____
 PLAYER _____
 NOTES _____

[illegible][illegible]

Vehicle	Handling
Acceleration	Speed
Pilot	Body
Armor	Sensor
Notes	

Attribute	Final Rating	Magic/Aug.	Special
<u>Body</u>			
<u>Agility</u>			
<u>Reaction</u>			
<u>Strength</u>			
<u>Willpower</u>			
<u>Logic</u>			
<u>Intuition</u>			
<u>Charisma</u>			

[illegible][illegible]

Initiative		Astral Initiative		Matrix Initiative	
Dice	Modifier	Dice	Modifier	Dice	Modifier

These values reflect the standard values; calculations will be applied on the front page.
Initiative is used for AR, Matrix Initiative is used for VR.
Add +1 Matrix Initiative Die for Hot Sim.