

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

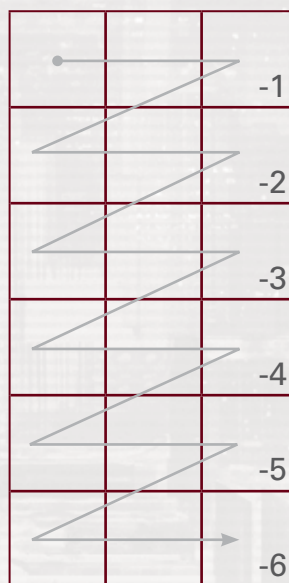
Fake IDs / Related Lifestyles / Funds / Licenses

CORE COMBAT INFO

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

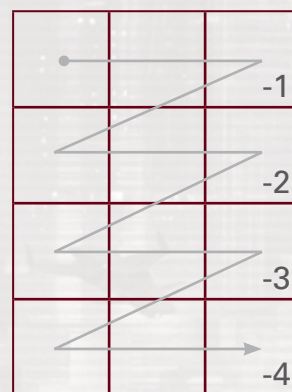
CONDITION MONITOR

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 _____

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[The following section contains faint, illegible handwritten notes.]

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

[illegible][illegible][illegible]

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There is no text or other markings on the paper.

[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.