

# SHADOWRUN<sup>®</sup>

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
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		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

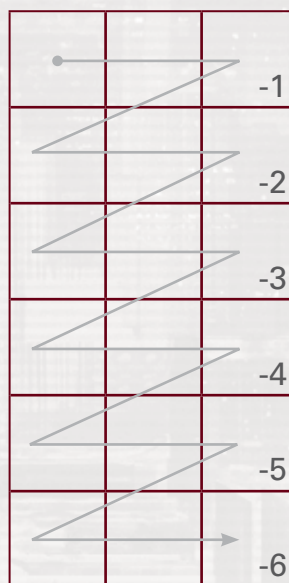
Dam Acc AP Mode RC Ammo

### Primary Melee Weapon

Reach Dam Acc AP

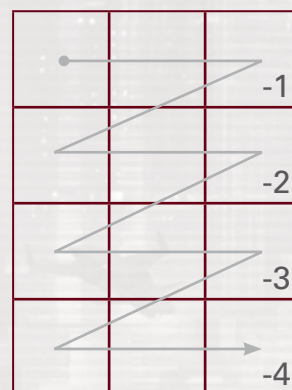
## CONDITION MONITOR

### 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
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		P/N

## CONTACTS

Name	Loyalty	Connection	Favor

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 PLAYER \_\_\_\_\_  
 NOTES \_\_\_\_\_

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[illegible]



CHARACTER \_\_\_\_\_  
 PLAYER \_\_\_\_\_  
 NOTES \_\_\_\_\_

[illegible][illegible]

Vehicle	Handling
Acceleration	Speed
Pilot	Body
Armor	Sensor
Notes	

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

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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.