

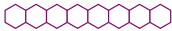
SHADOWRUN®

CHARACTER _____
 PLAYER _____
 NOTES _____

PERSONAL DATA

NAME/PRIMARY ALIAS _____
 Metatype _____ Ethnicity _____
 Age _____ Sex _____ Height _____ Weight _____
 Reputation _____ Heat _____
 Karma _____ Total Karma _____ Misc _____

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 _____	Defense Rating _____

SKILLS

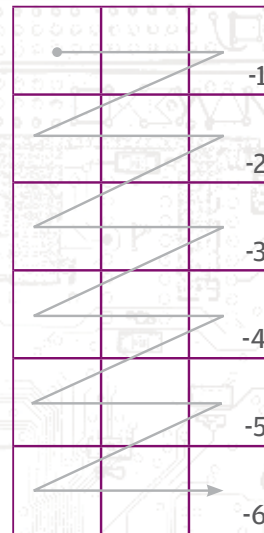
Skill	RNK	ATT	Type	Skill	RNK	ATT	Type

CORE COMBAT INFO

Primary Armor _____ Rating _____
 Primary Ranged Weapon _____
 DV _____ Mode _____ Close _____ Near _____ Far _____ Extreme _____ Ammo _____
 Primary Melee Weapon _____
 DV _____ Close _____

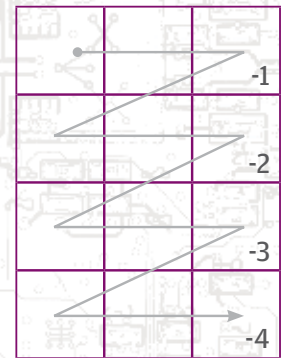
CONDITION MONITOR

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.

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.

QUALITIES

Quality	Notes	Type

IDS / LIFESTYLES / CURRENCY

Primary Lifestyle _____
 Nuyen _____ Licenses _____
 Fake IDs / Related Lifestyles / Funds / Licenses _____

CONTACTS

Name	Loyalty	Connection

SHADOWRUN[®]

CHARACTER _____
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RANGED WEAPONS

Weapon _____ DV _____ Mode _____ Close _____ Near _____ Far _____ Extreme _____ Ammo _____

MELEE WEAPONS

Weapon _____ DV _____ Close _____

ARMOR

Armor _____ Rating _____ Notes _____

MATRIX STATS

Attack _____ Sleaze _____ Data Proc. _____ Firewall _____

Devices/DR _____

Programs _____

Matrix Condition Monitor

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

AUGMENTATIONS

Augmentation _____ Rating _____ Notes _____ Essence _____

VEHICLE

Vehicle _____ Handling _____

Acceleration _____ Speed Interval _____

Top Speed _____ Body _____

Armor _____ Pilot _____

Sensor _____ Seats _____

Notes _____

GEAR

Item _____ Rating _____

SPELLS / PREPARATIONS RITUALS / COMPLEX FORMS

S/P/R/CF _____ Type/Target _____ Range _____ Duration _____ Drain _____

ADEPT POWERS OR OTHER ABILITIES

Name _____ Level _____ Notes _____