

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
Strength	Matrix Initiative
Willpower	Astral Initiative
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

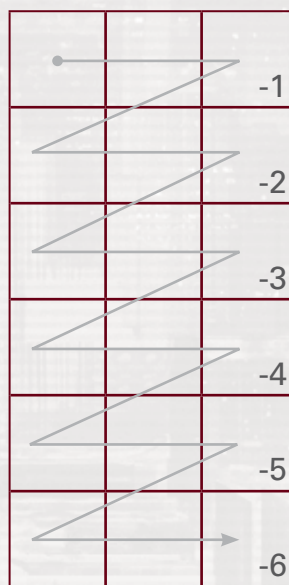
Fake IDs / Related Lifestyles / Funds / Licenses

CORE COMBAT INFO

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

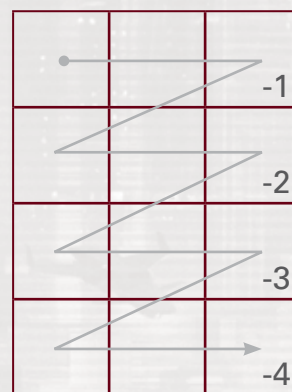
CONDITION MONITOR

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 _____

Weapon	Dam	Acc	AP	Mode	RC	Ammo
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The image shows the interior of a car, specifically the dashboard and steering wheel. The car is a dark color, possibly black or dark grey. The dashboard is visible, and the steering wheel has a logo on it. The car is parked on a light-colored surface, possibly a road or a parking lot. The background is a plain, light-colored wall.

Weapon	Reach	Dam	Acc	AP
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[illegible]

Armor	Rating	Notes
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Model	Attack	Sleaze
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Device Rating	Data Processing	Firewall
Programs		

Matrix Condition Monitor

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

Augmentation	Rating	Notes	Essence
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[illegible]

Vehicle	Handling
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Acceleration	Speed
Pilot	Body
Armor	Sensor
Notes	

S/P/R/CF	Type/Target	Range	Duration	Drain
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[illegible]

Item	Rating
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Name	Rating	Notes
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[illegible]