

SHADOWRUN[®]


CHARACTER _____
PLAYER _____
NOTES _____

PERSONAL DATA

NAME/PRIMARY ALIAS **test**

Metatype **Human** Ethnicity _____
Age **1** Sex **Male** Height **1** Weight **1**
Street Cred _____ Notoriety _____ Public Awareness _____
Karma **1234** Total Karma _____ Misc _____

ATTRIBUTES

Body	1	Essence	0
Agility	1	Magic/Resonance	0
Reaction	1	Initiative	197
Strength	1	Matrix Initiative	197
Willpower	1	Astral Initiative	197
Logic	1	Composure	197
Intuition	1	Judge Intentions	197
Charisma	1	Memory	197
Edge	1	Lift/Carry	197
Edge Points		Movement	197

Physical Limit: **4** Mental Limit: **11** Social Limit: **6**

SKILLS

Skill	RTG	Type	Skill	RTG	Type
Cybercombat	14	A/K	Hacking	12	A/K
Cybercombat	14	A/K	Hacking	12	A/K
Cybercombat	14	A/K	Hacking	12	A/K
Cybercombat	14	A/K	Hacking	12	A/K
Cybercombat	14	A/K	Hacking	12	A/K
Cybercombat	14	A/K	Hacking	12	A/K
Cybercombat	14	A/K	Hacking	12	A/K
Cybercombat	14	A/K	Hacking	12	A/K
Cybercombat	14	A/K	Hacking	12	A/K
Cybercombat	14	A/K	Hacking	12	A/K
Cybercombat	14	A/K	Hacking	12	A/K
Cybercombat	14	A/K	Hacking	12	A/K
Cybercombat	14	A/K	Hacking	12	A/K
Cybercombat	14	A/K	Hacking	12	A/K
Cybercombat	14	A/K	Hacking	12	A/K
Cybercombat	14	A/K	Hacking	12	A/K
Cybercombat	14	A/K	Hacking	12	A/K
Cybercombat	14	A/K	Hacking	12	A/K

IDS / LIFESTYLES / CURRENCY

Primary Lifestyle **Street**

Nuyen **12345** Licenses _____

Fake IDs / Related Lifestyles / Funds / Licenses _____

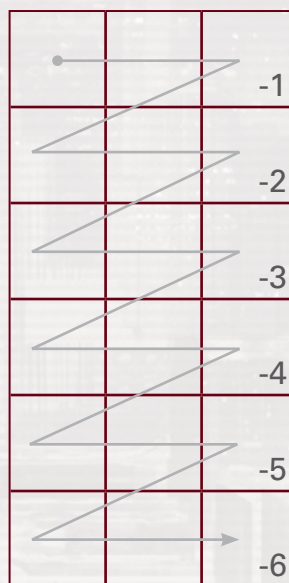
Fake SIN _____

CORE COMBAT INFO

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

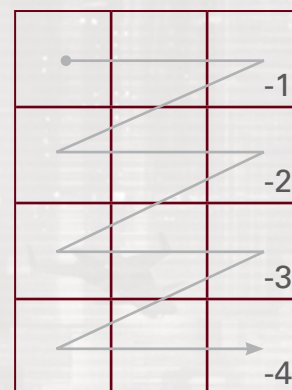
CONDITION MONITOR

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
Code Slinger	Hack on the Fly	P/N
Code Slinger	Hack on the Fly	P/N
Code Slinger	Hack on the Fly	P/N
Code Slinger	Hack on the Fly	P/N
Code Slinger	Hack on the Fly	P/N
Code Slinger	Hack on the Fly	P/N
Code Slinger	Hack on the Fly	P/N
Code Slinger	Hack on the Fly	P/N
Code Slinger	Hack on the Fly	P/N
Code Slinger	Hack on the Fly	P/N

CONTACTS

Name	Loyalty	Connection	Favor
Fixer	2	2	
Fixer	2	2	
Fixer	2	2	
Fixer	2	2	
Fixer	2	2	

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RANGED WEAPONS

Weapon	Dam	Acc	AP	Mode	RC	Ammo
Streetline ///// 7	5	1	Burst	2	6	
Streetline ///// 7	5	1	Burst	2	6	
Streetline ///// 7	5	1	Burst	2	6	
Streetline ///// 7	5	1	Burst	2	6	
Streetline ///// 7	5	1	Burst	2	6	
Streetline ///// 7	5	1	Burst	2	6	

MELEE WEAPONS

Weapon	Reach	Dam	Acc	AP
Forearm snapbl 7	7	6	3	
Forearm snapbl 7	7	6	3	
Forearm snapbl 7	7	6	3	
Forearm snapbl 7	7	6	3	
Forearm snapbl 7	7	6	3	
Forearm snapbl 7	7	6	3	

ARMOR

Armor	Rating	Notes
Armored Jacket	7	Notes
Armored Jacket	7	Notes
Armored Jacket	7	Notes
Armored Jacket	7	Notes
Armored Jacket	7	Notes
Armored Jacket	7	Notes

CYBERDECK

Model DECK	Attack 2		Sleaze 6									
Device Rating 6	Data Processing 6		Firewall 6									
Programs	6	6										
6	6	6										
6	6	6										
6	6	6										
Matrix Condition Monitor	<div><div>1</div><div>2</div><div>3</div><div>4</div><div>5</div><div>6</div><div>7</div><div>8</div><div>9</div><div>10</div><div>11</div><div>12</div></div>											

AUGMENTATIONS

Augmentation	Rating	Notes	Essence
DataJack	-	Notes	0.1
DataJack	-	Notes	0.1
DataJack	-	Notes	0.1
DataJack	-	Notes	0.1
DataJack	-	Notes	0.1
DataJack	-	Notes	0.1
DataJack	-	Notes	0.1

VEHICLE

Vehicle DECK	Handling 6
Acceleration 2	Speed 6
Pilot 6	Body 6
Armor 6	Sensor 6
Notes	

SPELLS / PREPARATIONS RITUALS / COMPLEX FORMS

S/P/R/CF	Type/Target	Range	Duration	Drain
Fling	M	LOS	S	F - 3
Fling	M	LOS	S	F - 3
Fling	M	LOS	S	F - 3
Fling	M	LOS	S	F - 3
Fling	M	LOS	S	F - 3
Fling	M	LOS	S	F - 3
Fling	M	LOS	S	F - 3
Fling	M	LOS	S	F - 3

GEAR

Item	Rating
Basic DocWagon	5000
Basic DocWagon	5000
Basic DocWagon	5000
Basic DocWagon	5000
Basic DocWagon	5000
Basic DocWagon	5000
Basic DocWagon	5000
Basic DocWagon	5000
Basic DocWagon	5000
Basic DocWagon	5000
Basic DocWagon	5000
Basic DocWagon	5000
Basic DocWagon	5000
Basic DocWagon	5000
Basic DocWagon	5000
Basic DocWagon	5000
Basic DocWagon	5000
Basic DocWagon	5000
Basic DocWagon	5000

ADEPT POWERS OR OTHER ABILITIES

Name	Rating	Notes
Increase Skills	2	Throwing Weapons
Increase Skills	2	Throwing Weapons
Increase Skills	2	Throwing Weapons
Increase Skills	2	Throwing Weapons
Increase Skills	2	Throwing Weapons
Increase Skills	2	Throwing Weapons
Increase Skills	2	Throwing Weapons
Increase Skills	2	Throwing Weapons