

## CHARACTER CREATION FOR SHADOWRUN 5

### PRIORITY TABLE

P.	Metatype (spe. Att.)	At.	Magic or Resonance	Skills / Groups	Resources
<b>A</b>	Human (9) Elf (8) Dwarf (7) Ork (7) Troll (5)	24	<b>Magician or Mystic Adept:</b> Magic 6, two Rating 5 Magical skills, 10 spells <b>Technomancer:</b> Resonance 6, two Rating 5 Resonance skills, 5 complex forms	46/10	450,000¥
<b>B</b>	Human (7) Elf (6) Dwarf (4) Ork (4) Troll (0)	20	<b>Magician or Mystic Adept:</b> Magic 4, two Rating 4 Magical skills, 7 spells <b>Technomancer:</b> Resonance 4, two Rating 4 Resonance skills, 2 complex forms <b>Adept:</b> Magic 6, one Rating 4 Active skill <b>Aspected Magician:</b> Magic 5, one Rating 4 Magical skill group	36/5	275,000¥
<b>C</b>	Human (5) Elf (3) Dwarf (1) Ork (0)	16	<b>Magician or Mystic Adept:</b> Magic 3, 5 spells <b>Technomancer:</b> Resonance 3, 1 complex form <b>Adept:</b> Magic 4, one Rating 2 Active skill <b>Aspected Magician:</b> Magic 3, one Rating 2 Magical skill group	28/2	140,000¥
<b>D</b>	Human (3) Elf (0)	14	<b>Adept:</b> Magic 2 <b>Aspected Magician:</b> Magic 2	22/0	50,000¥
<b>E</b>	Human (1)	12		18/0	6,000¥

### METATYPE AND ATTRIBUTES

n/n: starting attribute / maximum attribute

Race	Physical attributes				Mental attributes				Special			Sprint
	BODY	AGI	REA	STR	WIL	LOG	INT	CHA	Init.	Edge	Essence	
Human	1/6	1/6	1/6	1/6	1/6	1/6	1/6	1/6	2/12	<b>2/7</b>	6	+2m / hit
Elf	1/6	<b>2/7</b>	1/6	1/6	1/6	1/6	1/6	<b>3/8</b>	2/12	1/6	6	+2m / hit
Dwarf	<b>3/8</b>	1/6	<b>1/5</b>	<b>3/8</b>	<b>2/7</b>	1/6	1/6	1/6	2/11	1/6	6	+1m / hit
Ork	<b>4/9</b>	1/6	1/6	<b>3/8</b>	1/6	<b>1/5</b>	1/6	<b>1/5</b>	2/12	1/6	6	+2m / hit
Troll	<b>5/10</b>	<b>1/5</b>	1/6	<b>5/10</b>	1/6	<b>1/5</b>	<b>1/5</b>	<b>1/4</b>	2/11	1/6	6	+1m / hit

**Elf racial:** Low-Light Vision

**Dwarf racial:** Thermographic Vision, +2 dice for pathogen and toxin resistance, +20% increased Lifestyle cost

**Ork racial:** Low-Light Vision

**Troll racial:** Thermographic Vision, +1 Reach, +1 dermal armor, +100% increased Lifestyle costs

### SPECIAL ATTRIBUTES AND LIMITS

**Initiative** = Reaction + Intuition + 1d6

**Astral initiative** = 2 x Intuition + 2d6

**Matrix AR initiative** = Reaction + Intuition + 1d6

**Coldsim initiative** = Data Processing + Intuition + 3d6

**Hotsim initiative** = Data Processing + Intuition + 4d6

**Essence lost** is subtracted from **Magic** and **Resonance**

**Mental limit** = (Logic x 2 + Intuition + Willpower) / 3 (up)

**Physical limit** = (Strength x 2 + Body + Reaction) / 3 (up)

**Social limit** = (Charisma x 2 + Willpower + Essence) / 3 (up)

**Astral limit** = Max.(Mental limit, Social limit)

**Max. Attribute** = Racial Max. + 4

**Max. Magic / Resonance** = 6

### SKILLS

1 point gives 1 rank in a skill

Specialisation cost: 1

Highest rating skill : **6**

Knowledge & Languages: (Intuition + Logic) x 2 free points

### KARMA (25)

**Nuyens:** 1 karma / 2,000 nuyens. Max. 20,000 nuyens.

**Bound Spirits:** 1 karma / service (Force of spirit = Magic). Max. bound spirits = Charisma

**Complex Forms:** 4 Karma / complex form. Max. complex forms = Logic

**Spells:** 5 Karma / spell. Max. of spells/rituals/preparations known = Magic x 2

**Bond Foci:** see p. 318. Max. total Force of all foci bonded = Magic x 2

**Contacts:** 1 Karma / Connections or Loyalty Rating. Max. Connections + Loyalty = 7.

**Registering Sprites:** 1 Karma / task (Level of Sprite = Resonance). Max. Registered Sprites = Charisma

**Power point** (for Mystic adept only): 2 / full power point. Max. = Magic.

### RESOURCES

Max. **Availability** rating of **12** and a **device** rating of **6**.

**Augmentations:** alphaware or less

Max. carryover nuyens: 5,000 nuyens

### Contacts

3 x Charisma free points. Max. Connections + Loyalty = 7

Life style	Cost	Starting nuyens
Street	Free	1d6 x 20¥
Squatter	500¥	2d6 x 40¥
Low	2 000¥	3d6 x 60¥
Middle	5 000¥	4d6 x 100¥
High	10 000¥	5d6 x 500¥
Luxury	100 000¥	6d6 x 1,000¥

## CONDITION MONITOR

**Physical:** 8 + (Body / 2; round up) boxes

**Stun:** 8 + (Willpower / 2; round up) boxes

**Overflow:** Body + Augmentation bonuses

QUALITIES							
POSITIVE QUALITIES (MAX. 25 KARMA)				NEGATIVE QUALITIES (MAX. 25 KARMA)			
QUALITY	EFFECTS	K	P.	QUALITY	EFFECTS	K	P.
Ambidextrous	Not -2 for off-hand	4	71	Addiction		4 to 25	77
Analytical Mind	+2 to solve pb	5	72	Allergy		5 to 25	78
Aptitude	Skill limit +1	14	72	Astral Beacon <sup>C</sup>	Assensing: threshold -1	10	78
Astral chameleon <sup>C</sup>	-2 Assensing test	10	72	Bad Luck	Edge: 1d6	12	79
Bilingual <sup>F</sup>	2° native tongue	5	72	Bad Rep	Notoriety 3	7	79
Blandness	Unremarkable	8	72	Code of Honor	Assassin / warrior	15	79
Catlike	Sneaking +2	7	72	Codeblock	Codeblock ac° -2	10	80
Codeslinger	1 Matrix action +2	10	72	Combat Paralysis	Initiative / 2	12	80
Double-Jointed	Escape Artist +2	6	72	Dependent(s)		3, 6, 9	80
Exceptional Attribute	Attribute max. +1	14	72	Distinctive Style		5	80
First Impression	Social test +2	11	74	Elf Poser <sup>D</sup>		6	81
Focused concentra° <sup>C</sup>	Sustain without -2	4/l	74	Gremlins	Glitch -1/l	4/l	81
Gearhead	Natural-born driver	11	74	Incompetent		5	81
Guts	Fear / Intimida° +2	10	74	Insomnia	Difficult stun dmg recovery	10 / 15	81
High Pain tolerance	Move wound modifier (max. 3)	7/n	74	Loss of Confidence	-2 Skill 4+ Not use spe	10	82
Home Ground	Chose one bonus	10	74	Low Pain Tolerance	-1 wound mod. / 2	9	82
Human-Looking <sup>A</sup>		6	75	Ork poser <sup>E</sup>		6	82
Indomitable	1 inherent limit +1/l	8/l	75	Prejudiced	Social -2 for one type	3 to 10	82
Juryrigger	Mechanical +2	10	75	Scorched		10	83
Lucky	Max. Edge +1	12	76	Sensitive System	Cyber: Essence x2 Drain / Fading +2	12	83
Magical Resistance <sup>B</sup>	Spell resistance +1/l	6/n	76	Simsens Vertigo	AR, VR or simsense -2	5	83
Mentor Spirit <sup>C</sup>	See p. 320	5	76	SINner (Layered)		5 to 25	84
Natural Athlete	Running & Gymnastics +2	7	76	Social Stress	Leadership / Etiquette glitch -1	8	85
Natural Hardening	Biofeedback +1	10	76	Spirit Bane <sup>C</sup>		7	85
Natural Immunity	1 toxin / disease	4 or 8	76	Uncouth	Social -2 Cost x2	14	85
Photographic Memory	Memory tests +2	6	76	Uneducated		8	87
Quick Healer	Healing tests +2	3	77	Unsteady Hands	Agility test -2	7	87
Resistance to Pathogens / Toxins	Resistance test +1 1 or 2	4 or 8	77	Weak Immune System	Disease power +2	10	87
Spirit Affinity <sup>C</sup>	+1 Service Binding +1	7	77				
Toughness	Dmg resit. +1	9	77				
Will to Live	+1/l Dmg overflow	3/l	77				

A: only for elf, ork and dwarf

B: characters with a Magic rating cannot take this quality.

C: only for magic users

D: only for human

E: only for human and elf

F: only at character creation

## REPUTATION

**Notoriety** = 0 +/-

-1 : Blandness, First Impression, Lucky.

+1 : Blandness, Bad Luck, Combat Paralysis, Elf Poser, Gremlins, Incompetent, Ork Poser, Scorched, SINner (criminal SIN only), Spirit Bane, Uncouth, Uneducated, Weak Immune System.

**Public awareness** = 0

**Street cred** = 0 ( = character's total Karma, divided by 10, always rounded down)

## LIVING PERSONA

**Attack** Charisma  
**Device Rating** Resonance  
**Sleaze** Intuition

**Data Processing**  
**Firewall**

Logic  
Willpower

## ACTIVE SKILLS

### COMBAT

#### Archery (Agi)

Default: Yes

Spe.: Bow, Crossbow, Non-Standard Ammunition, Slingshot

#### CLOSE COMBAT

##### Clubs (Agi)

Default: Yes

Spe.: Batons, Hammers, Saps, Staves, Parrying

##### Blades (Agi)

Default: Yes

Spe.: Axes, Knives, Swords, Parrying

##### Unarmed Combat (Agi)

Default: Yes

Spe.: Blocking, Cyber Implants, Subduing Combat, Martial Art

##### Exotic ranged weapon (Agi)

Default: No

### FIREARMS

#### Automatics (Agi)

Default: Yes

Spe.: Assault Rifles, Cyber-Implant, Machine Pistols, Submachine Guns

#### Longarms (Agi)

Default: Yes

Spe.: Extended-Range Shots, Long-Range Shots, Shotguns, Sniper Rifles

#### Pistols (Agi)

Default: Yes

Spe.: Holdouts, Revolvers, Semi-Automatics, Tasers

#### Heavy weapons (Agi)

Default: Yes

Spe.: Assault Cannons, Grenade Launchers, Guided Missiles, Machine Guns, Rocket Launchers

#### Throwing weapons (Agi)

Default: Yes

Spe.: Aerodynamic, Blades, Non-Aerodynamic

### PHYSICAL

#### ATHLETICS

##### Gymnastics (Agi)

Default: Yes

Spe.: Balance, Climbing, Dance, Leaping, Parkour, Rolling

##### Running (Str)

Default: Yes

Spe.: Distance, Sprinting, terrain (Desert, Urban, Wilderness, etc.)

##### Swimming (Str)

Default: Yes

Spe.: Dash, Long Distance

##### Diving (Body)

Default: Yes

Spe.: breathing apparatus (Liquid Breathing Apparatus, Mixed Gas, Oxygen Extraction, SCUBA), by condition (Arctic, Cave, Commercial, Military), Controlled Hyperventilatio<sup>o</sup>

##### Escape artist (Agi)

Default: Yes

Spe.: restraint (Cuffs, Ropes, Zip Ties, etc.), Contortionism

##### Free-Fall (Body)

Default: Yes

Spe.: BASE Jumping, Break-Fall, Bungee, HALO, Low Altitude,

Parachute, Static Line, Wingsuit, Zipline

### OUTDOORS

#### Navigation (Int)

Default: Yes

Spe.: Augmented Reality Markers, Celestial, Compass, Maps, GPS

#### Survival (Will)

Default: Yes

Spe.: Desert, Forest, Jungle, Mountain, Polar, Urban, etc.

#### Tracking (Int)

Default: Yes

Spe.: Desert, Forest, Jungle, Mountain, Polar, Urban, another terrain type

#### Perception (Int)

Default: Yes

Spe.: Hearing, Scent, Searching, Taste, Touch, Visual

### STEALTH

#### Disguise (Int)

Default: Yes

Spe.: Camouflage, Cosmetic, Theatrical, Trideo & Video

#### Palming (Agi)

Default: Yes

Spe.: Legerdemain, Pickpocket, Pilfering

#### Sneaking (Agi)

Default: Yes

Spe.: Location type (Jungle, Urban, Desert, etc.)

### SOCIAL

#### ACTING

##### Con (Cha)

Default: Yes

Spe.: Fast Talking, Seduction

##### Impersonation (Cha)

Default: Yes

Spe.: metahuman type (Dwarf, Elf, Human, Ork, Troll)

##### Performance (Cha)

Default: Yes

Spe.: Presentation, Acting, Comedy, Musical Instrument, etc.

### INFLUENCE

#### Etiquette (Cha)

Default: Yes

Spe.: culture or subculture (Corporate, High Society, Media, Mercenary, Street, Yakuza, etc.)

#### Leadership (Cha)

Default: Yes

Spe.: Command, Direct, Inspire, Rally

#### Negotiation (Cha)

Default: Yes

Spe. Bargaining, Contracts, Diplomacy

#### Instruction (Cha)

Default: Yes

Spe.: Active or Knowledge skill category

#### Intimidation (Cha)

Default: Yes

Spe.: Interrogation, Mental, Physical, Torture

### MAGICAL

#### Arcana (Log)

Default: No

Spe.: Spell Design, Focus Design, Spirit Formula

#### Assensing (Int)

Default: No

Spe.: Aura Reading, Astral Signatures, aura type

#### Astral Combat (Will)

Default: No

Spe.: specific weapon focus type, opponents

### CONJURING

#### Banishing (Mag)

Default: No

Spe.: spirit type

#### Binding (Mag)

Default: No

Spe.: spirit type

#### Summoning (Mag)

Default: No

Spe.: spirit type

### ENCHANTING

#### Alchemy (Mag)

Default: No

Spe.: trigger, spell type

#### Artificing (Mag)

Default: No

Spe.: Focus Analysis, Crafting (by focus type)

#### Disenchanting (Mag)

Default: No

Spe.: focus type

### SORCERY

#### Counterspelling (Mag)

Default: No

Spe.: spell type

#### Ritual Spellcasting (Mag)

Default: No

Spe.: keyword

#### Spellcasting (Mag)

Default: No

Spe.: spell type

### RESONANCE

#### TASKING

##### Compiling (Res)

Default: No

Spe.: sprite type

##### Decompiling (Res)

Default: No

Spe.: sprite type

##### Registering (Res)

Default: No

Spe.: sprite type

### TECHNICAL

#### Animal handling (Cha)

Default: Yes

Spe.: animal, Herding, Riding, Training

#### Armorer (Log)

Default: Yes

Spe.: Armor, Artillery, Explosives, Firearms, Melee Weapons, Heavy Weapons, Weapon Accessories

#### Artisan (Int)

Default: Yes

Spe.: Cooking, Sculpting, Drawing, Carpentry, etc.

## BIOTECH

### Cybertechnology (Log)

Default: No  
Spe.: Bodyware, Cyberlimbs, Headware, Repair

### First Aid (Log)

Default: Yes  
Spe.: Resuscitation, Gunshot Wounds, Broken Bones, Burns, etc.

### Medicine (Log)

Default: No  
Spe.: Cosmetic Surgery, Extended Care, Implant Surgery, Magical Health, Organ Culture, Trauma Surgery

### Biotechnology (Int)

Default: No  
Spe.: Bioinformatics, Bioware, Cloning, Gene Therapy, Vat Maintenance

### Chemistry (Log)

Default: Yes  
Spe.: Analytical, Biochemistry, Inorganic, Organic, Physical

## CRACKING

### Cybercombat (Log)

Default: Yes  
Spe.: target type

### Electronic Warfare (Log)

Default: No  
Spe.: Communications, Encryption, Jamming, Sensor Operations

### Hacking (Log)

Default: Yes  
Spe.: Devices, Files, Hosts, Personas

## Demolitions (Log)

Default: Yes  
Spe.: Commercial Explosives, Defusing, Improvised Explosives, Plastic Explosives

## ELECTRONICS

### Computer (Log)

Default: Yes  
Spe.: action (Edit File, Matrix Perception, Matrix Search, etc.)

### Hardware (Log)

Default: No  
Spe.: hardware type

### Software (Log)

Default: No  
Spe.: Data Bombs, complex form

## ENGINEERING

### Aeronautics Mechanic (Log)

Default: No  
Spe.: Aerospace, Fixed Wing, LTA (blimp), Rotary Wing, Tilt Wing, Vector Thrust

### Automotive Mechanic (Log)

Default: No  
Spe.: Walker, Hover, Tracked, Wheeled

### Industrial Mechanic (Log)

Default: No  
Spe.: Electrical Power Systems, Hydraulics, HVAC, Industrial Robotics, Structural, Welding

### Nautical Mechanic (Log)

Default: No  
Spe.: Motorboat, Sailboat, Ship, Submarine

### Forgery (Log)

Default: Yes

Spe.: Counterfeiting, Credstick Forgery, False ID, Image Doctoring, Paper Forgery

### Locksmith (Agi)

Default: No  
Spe.: Combination, Keypad, Maglock, Tumbler, Voice Recognition, etc.

## VEHICLE

### Gunnery (Agi)

Default: Yes  
Spe.: Artillery, Ballistic, Energy, Guided Missile, Rocket

### Pilot Aerospace (Rea)

Default: No  
Spe.: Deep Space, Launch Craft, Remote Operation, Semiballistic, Suborbital

### Pilot Aircraft (Rea)

Default: No  
Spe.: Fixed-Wing, Lighter-Than-Air, Remote Operation, Rotary Wing, Tilt Wing, Vectored Thrust

### Pilot Exotic Vehicle (Rea)

Default: No

### Pilot Ground Craft (Rea)

Default: No  
Spe.: Bike, Hovercraft, Remote Operation, Tracked, Wheeled

### Pilot Walker (Rea)

Default: No  
Spe.: Biped, Multiped, Quadruped, Remote

### Pilot Watercraft (Rea)

Default: Yes  
Spe.: Hydrofoil, Motorboat, Remote Operation, Sail, Ship, Submarine

## KNOWLEDGE SKILLS

## ACADEMIC SKILLS (Log)

**History** (by region, by era)

**Literature** (Japanese, Early Twentieth Century, Genre (Sci-Fi, Poetry, Fiction, Romance))

**Economics** (Micro-economics, Macro-economics)

**Biology** (Anatomy, Microbiology, Parazology, Physiology)

**Chemistry** (Industrial Chemicals, Inorganic Chemistry, Organic Chemistry, Pharmaceuticals)

## STREET SKILLS (Int)

**Gangs de Seattle** (Halloweeners, Anciens, Brain Eaters, 405 Hellhounds...)

**UCAS Politics** (Congressional, Presidential, by state, by lobby group, by political party)

**Ares Macrotechnology** (Damien Knight, AresSpace, Ares Arms, Seattle Operations)

**Hong Kong Triads** (Yellow Lotus,

Red Dragons, etc.)

**Security Companies** (Lone Star, Knight Errant, Hard Corps, Seattle Sec Corps, etc.)

**Srawl Life** (Soup Kitchens, Scavenging, Street Docs, Squats)

## PROFESSIONAL SKILLS (Log)

**Architecture** (Commercial, Residential, by style (Baroque, Brutalist, Art Nouveau))

**Business** (Finance, Distribution, Manufacturing, Megacorp, Digital Accountancy, Small Business)

**Engineering** (Chemical, Civil, Electrical, Mechanical, Nuclear)

**Military** (Army, Navy, Air Force, Marines, Coast Guard, Special Forces)

**Police Procedures** (Ares, Aztechnology, Wuxing, Government, Military Security Design, Magical, Matrix, Military, Physical, Private, Home)

## INTEREST SKILLS (Int)

**Club Music** (Astral Rock, Electron Wave, Goblin Rock, Powernoize, Rockabilly, Synthcore, WizPunk)

**Matrix Games** (Dawn of Atlantis III, Dragon Storm, Grand Larceny, Killing Floor, Shadowrun Online)

**Sports** (Basketball, Combat Biking, Court Ball, Football, MMA, Soccer, Stickball, Urban Brawl)

**Street Drugs** (BTLs, Cram, Deepweed, Novacoke, Spike, Tempo)

**Fashion** (Harajuku Scene, London Scene, New York Scene, Paris Scene)

## LANGUAGE SKILLS (Int)

Spe.: Read/Write, Speak, dialect, lingo (Cityspeak, Creole, Street, I33speak, Milspec, Corps, Orbital)

## CHARACTER IMPROVEMENT

Improvement	Karma cost	Improvement	Karma cost
New Specialization	7	Improving Attribute	New Rating x 5
New Knowledge/Language Skill	1	Improving Active Skill	New Rating x 2
New Positive quality	Karma cost x 2	Improving Knowledge Skill	New Rating
Remove a Negative quality	Bonus Karma Value x 2	Improving Language Skill	New Rating
New complex form	4	Improving Skill Group	New Rating x 5
New initiate level	10 + (Grade x 3)		
New spell	5		