SHADOWRUN

IDENTIFICATION

Alias: _____ Name: _____
Metatype: _____ Sex: ____ Height: ____ m Weight: ____ kg Age: ____ years Lifestyle: _____
Description: _____
Street Cred: _____ Notoriety: _____ Public Awareness: _____ Karma: _____ Karma total: _____

ATTRIBUTES

PHYSICAL	MENTAL	ASTRAL	SPECIAL		
					INITiative Passes
BODy ____	CHArisma ____	BODy ____	EDGe ____		
AGIlity ____	INTuition ____	AGIlity ____	Current Edge ____	Physical ____	
REAction ____	LOGic ____	REAction ____	ESSence ____	Matrix ____	
STRength ____	WILpower ____	STRength ____	MAGic / RESonance ____	Astral ____	

DAMAGE TRACKS

PHYSICAL (8 + CON/2)		STUN (8 + WIL/2)		MATRIX (8 + SYS/2)	
	-1		-1		-1
	-2		-2		-2
	-3		-3		-3
	-4		-4		-4
	-5				
	-6				

QUALITIES

SKILLS

Skill (Specialization)	Linked attribute	Total	Skill rating	Attrib. rating	Various
COMBAT					
ARCHERY (_____)	AGI		= ___	+ ___	+ ___
EXOTIC WEAPON (_____)	AGI		= ___	+ ___	+ ___
EXOTIC WEAPON (_____)	AGI		= ___	+ ___	+ ___
HEAVY WEAPONS (_____)	AGI		= ___	+ ___	+ ___
THROWING WEAPONS (_____)	AGI		= ___	+ ___	+ ___
AUTOMATICS (_____)	AGI		= ___	+ ___	+ ___
PISTOLS (_____)	AGI		= ___	+ ___	+ ___
LONGARMS (_____)	AGI		= ___	+ ___	+ ___
BLADES (_____)	AGI		= ___	+ ___	+ ___
CLUBS (_____)	AGI		= ___	+ ___	+ ___
UNARMED COMBAT (_____)	AGI		= ___	+ ___	+ ___
DODGE (_____)	REA		= ___	+ ___	+ ___
MAGICAL					
ARCANA (_____)	LOG		= ___	+ ___	+ ___
ASSENSING (_____)	INT		= ___	+ ___	+ ___
BANNISHING (_____)	MAG		= ___	+ ___	+ ___
BINDING (_____)	MAG		= ___	+ ___	+ ___
SUMMONING (_____)	MAG		= ___	+ ___	+ ___
ASTRAL COMBAT (_____)	WIL		= ___	+ ___	+ ___
COUNTERSPELLING (_____)	MAG		= ___	+ ___	+ ___
SPELLCASTING (_____)	MAG		= ___	+ ___	+ ___
RITUAL SPELLCASTING (_____)	MAG		= ___	+ ___	+ ___
ENCHANTING (_____)	MAG		= ___	+ ___	+ ___
PHYSICAL					
CLIMBING (_____)	STR		= ___	+ ___	+ ___
GYMNASTICS (_____)	AGI		= ___	+ ___	+ ___
RUNNING (_____)	STR		= ___	+ ___	+ ___
SWIMMING (_____)	STR		= ___	+ ___	+ ___
DISGUISE (_____)	INT		= ___	+ ___	+ ___
INFILTRATION (_____)	AGI		= ___	+ ___	+ ___
PALMING (_____)	AGI		= ___	+ ___	+ ___
SHADOWING (_____)	INT		= ___	+ ___	+ ___
DIVING (_____)	CON		= ___	+ ___	+ ___
NAVIGATION (_____)	INT		= ___	+ ___	+ ___
SURVIVAL (_____)	WIL		= ___	+ ___	+ ___
TRACKING (_____)	INT		= ___	+ ___	+ ___
ESCAPE ARTIST (_____)	AGI		= ___	+ ___	+ ___
PARACHUTING (_____)	CON		= ___	+ ___	+ ___
PERCEPTION (_____)	INT		= ___	+ ___	+ ___
RESONANCE					
COMPILING (_____)	RES		= ___	+ ___	+ ___
DECOMPILING (_____)	RES		= ___	+ ___	+ ___
REGISTERING (_____)	RES		= ___	+ ___	+ ___
SOCIAL					
CON (_____)	CHA		= ___	+ ___	+ ___
ETIQUETTE (_____)	CHA		= ___	+ ___	+ ___
LEADERSHIP (_____)	CHA		= ___	+ ___	+ ___
NEGOTIATION (_____)	CHA		= ___	+ ___	+ ___

Skill (Specialization)	Linked attribute	Total	Skill rating	Attrib. rating	Various
INSTRUCTION (_____)	CHA		= ___	+ ___	+ ___
INTIMIDATION (_____)	CHA		= ___	+ ___	+ ___
TECHNICAL					
ARMORER (_____)	LOG		= ___	+ ___	+ ___
ARTISAN (_____)	INT		= ___	+ ___	+ ___
CYBERTECHNOLOGY (_____)	LOG		= ___	+ ___	+ ___
FIRST AID (_____)	LOG		= ___	+ ___	+ ___
MEDICINE (_____)	LOG		= ___	+ ___	+ ___
CHEMISTRY (_____)	LOG		= ___	+ ___	+ ___
COMPUTER (_____)	LOG		= ___	+ ___	+ ___
DATA SEARCH (_____)	LOG		= ___	+ ___	+ ___
HARDWARE (_____)	LOG		= ___	+ ___	+ ___
SOFTWARE (_____)	LOG		= ___	+ ___	+ ___
ANIMAL HANDLING (_____)	INT		= ___	+ ___	+ ___
ANIMAL TRAINING (_____)	INT		= ___	+ ___	+ ___
RIDING (_____)	RÉA		= ___	+ ___	+ ___
VETTECH (_____)	LOG		= ___	+ ___	+ ___
DEMOLITIONS (_____)	LOG		= ___	+ ___	+ ___
FORGERY (_____)	AGI		= ___	+ ___	+ ___
AERONAUTICS MECHA. (_____)	LOG		= ___	+ ___	+ ___
AUTOMOTIVE MECHA. (_____)	LOG		= ___	+ ___	+ ___
INDUSTRIAL MECHA. (_____)	LOG		= ___	+ ___	+ ___
NAUTICAL MECHA. (_____)	LOG		= ___	+ ___	+ ___
CYBERCOMBAT (_____)	LOG		= ___	+ ___	+ ___
ELECTRONIC WARFARE (_____)	LOG		= ___	+ ___	+ ___
HACKING (_____)	LOG		= ___	+ ___	+ ___
LOCKSMITH (_____)	AGI		= ___	+ ___	+ ___
VEHICLE					
GUNNERY (_____)	AGI		= ___	+ ___	+ ___
PILOT AEROSPACE (_____)	REA		= ___	+ ___	+ ___
PILOT AIRCRAFT (_____)	REA		= ___	+ ___	+ ___
PILOT ANTHROFORM (_____)	REA		= ___	+ ___	+ ___
PILOT EXOTIC VEHICLE (_____)	REA		= ___	+ ___	+ ___
PILOT GROUND CRAFT (_____)	REA		= ___	+ ___	+ ___
PILOT WATERCRAFT (_____)	REA		= ___	+ ___	+ ___
KNOWLEDGE SKILLS & LANGUAGES					
_____		M	= ___	+ ___	+ ___
_____			= ___	+ ___	+ ___
_____			= ___	+ ___	+ ___
_____			= ___	+ ___	+ ___
_____			= ___	+ ___	+ ___
_____			= ___	+ ___	+ ___
_____			= ___	+ ___	+ ___
_____			= ___	+ ___	+ ___
_____			= ___	+ ___	+ ___
_____			= ___	+ ___	+ ___
_____			= ___	+ ___	+ ___
_____			= ___	+ ___	+ ___

WEAPONS

Weapon	Cat.	Damage	AP	Mode/Reach	CR	Muni°	Diss°	Various

MARTIAL ART

COMMLINK

Model:

Response: _____ **Signal:** _____

OS: _____

Firewall: _____ **System:** _____

Programs:

AUGMENTATIONS

Augmentation	Ess.	Augmentation	Ess.

VEHICLES / DRONES

Vehicle/Drone	Han.	Accel.	Speed	Pilot	Body	Armor	Sens.	Various

SPELLS

Spell	Categ	P/M	Range	Dura°	Drain	Notes

POWERS / COMPLEX FORMS

SPIRITS / SPRITES

Spirit / Sprite	Force	Bound	Various

ARMORS

Armor	B / I	Enc.	Modifications
Total	**/**		

PHYSICALS ACTIONS

Walking rate	m/t
Running rate	m/t
Swimming rate	m/t
Jumping Run. Hori. (AGIx1.5)	m
Jumping Stand. Hori. (AGI)	m
Jumping Vertical(AGI/3)	m
Lift off the ground (STRx15)	kg
Lift over the head (STRx5)	kg
Lift and carry (STRx10)	kg

TESTS & VARIOUS

Composure (WIL + CHA)	
Judge Inten° (INT+CHA)	
Lifting (STR + CON)	
Memory (LOG + WIL)	
¥ / € / $:	

GEARS

CONTACTS

Name	L	C	Notes