SHADOWRUN CHARACTER SHEET

Name	Street Name
Lifestyle	Credstick
Race	Sex, Age
Notes	

Skill Name	Rating	Skill Name	Rating

Attribute	Rating	Initiative		Dice Pools	
Body		Initiative		Combat Pool	
Quickness		Reaction		Hacking Pool	
Strength		Karma		Control Pool	
Charisma		Karma Pool		Magic Pool	
Intelligence		Good Karma		Task Pool	
Willpower		Total Earned			
Essence		To team pool			
Magic		Body Index			

Cyber/Bioware	Rating	Cyber/Bioware	Rating

Contact Name	Relation	Affiliation	Location/LTG#

Condition Monitor

Stun ☐ ☐ ☐ ☐ ☐
+1 TN# -1 Init. | +2 TN# -2 Init. | +3 TN# -3 Init. | Unc. Maybe Dead

Physical ☐ ☐ ☐ ☐ ☐

Physical Damage Overflow ☐

Vehicle		*Type*
Handling		Seating
Speed		Economy
Body		Storage
Armor		Access
Signature		Fuel/Power
Autopilot		Sensors/ECM

Weapons/Notes

Condition Monitor

☐ ☐ ☐ ☐
Light | Moderate | Serious | Destroyed

Weapon Name	Type	Conc.	Reach	Mode	Short	Med.	Long	Extr.	Ammo	Damage	GV	LS	Smart

Armor Type	Conc.	Rating

SHADOWRUN GENERAL DATA

Notes

Gear	

Cyber/Bioware	Rating	Cyber/Bioware	Rating

Physical Adept Powers			
Astral Perception		Increase Projectile Weapons	
Combat Sense		Increase Firearms	
Increased Reaction		Increase Gunnery	
Increased Reflexes		Increase Body	
Killing Hands		Increase Strength	
Pain Resistance		Increase Quickness	
Increase Athletics		Low-light Vision	
Increase Stealth		Thermographic Vision	
Increase Armed Combat		Enhanced Hearing	
Increase Unarmed Combat		Enhanced Smell	
Increase Throwing		Enhanced Taste	

Cyberdeck	*Current*	*Maximum*	*Internal*
MPCP			
Hardening			
Memory			
Storage			
Load			
I/O			
Response			
Hitcher Jacks			
Vidscreen			

	Max	*+50%*	*-50%*	
BOD				
EVASION				
MASKING				
SENSORS				

Full Load	Usual Load
Current Load	Slim Load

Reality Filter

Deck Appearance

Decker Appearance

Condition Monitor

☐ Light ☐ Moderate ☐ Serious ☐ Destroyed

SHADOWRUN DECKER

Notes

Gear	

Cyberdeck			
	Current	*Maximum*	*Internal*
MPCP			
Hardening			
Memory			
Storage			
Load			
I/O			
Response			
Hitcher Jacks			
Vidscreen			

	Max	*+50%*	*-50%*	
BOD				
EVASION				
MASKING				
SENSORS				

Full Load	Usual Load
Current Load	Slim Load

Reality Filter

Deck Appearance

Decker Appearance

Condition Monitor

☐ Light ☐ Moderate ☐ Serious ☐ Destroyed

Program Type	Rating	Size	Active?	Options/Notes

SHADOWRUN RIGGER

Notes

Gear	

Control Deck	
Ports	
Rigged?	
Case Armor	
Sensors	
ECM	
ECCM	

Notes

Vehicle A		*Type*	Weapons/Notes
Handling		Seating	
Speed		Economy	
Body		Storage	
Armor		Access	*Condition Monitor*
Signature		Fuel/Power	☐ ☐ ☐ ☐
Autopilot		Sensors/ECM	Light Moderate Serious Destroyed

Vehicle B		*Type*	Weapons/Notes
Handling		Seating	
Speed		Economy	
Body		Storage	
Armor		Access	*Condition Monitor*
Signature		Fuel/Power	☐ ☐ ☐ ☐
Autopilot		Sensors/ECM	Light Moderate Serious Destroyed

Vehicle C		*Type*	Weapons/Notes
Handling		Seating	
Speed		Economy	
Body		Storage	
Armor		Access	*Condition Monitor*
Signature		Fuel/Power	☐ ☐ ☐ ☐
Autopilot		Sensors/ECM	Light Moderate Serious Destroyed

Vehicle D		*Type*	Weapons/Notes
Handling		Seating	
Speed		Economy	
Body		Storage	
Armor		Access	*Condition Monitor*
Signature		Fuel/Power	☐ ☐ ☐ ☐
Autopilot		Sensors/ECM	Light Moderate Serious Destroyed

SHADOWRUN
MAGE/SHAMAN

Notes

Gear	

Spell Name	Max.Force	Base Dmg.	Duration	Type	TN#	Target's Resist	Drain Code	Notes

Magical data
Tradition
Totem
Totem Bonuses
Library
Conjuring
Enchanting
Sorcery
Theory
Initiation
Grade
Centering Skill
Geasa
Ordeals Completed

Magic Item	Rating	Description

Bound Spirit	Force	Description

Astral Data	
Pool	Appearance
Combat Skill	
Base Damage	