

SHADOWRUN

CHARACTER Gentry / Human Decker
 PLAYER _____
 NOTES _____

PERSONAL DATA

NAME/PRIMARY ALIAS <i>Gentry</i>			
Metatype <i>Human</i>		Ethnicity _____	
Age _____	Sex <i>Male</i>	Height _____	Weight _____
Street Cred <i>0</i>	Notoriety <i>3</i>	Public Awareness <i>0</i>	
Karma <i>0</i>	Total Karma _____	Misc _____	

ATTRIBUTES

Body	2	Essence	3.66
Agility	3 (5)	Initiative	10 + 1D6
Reaction	4	Matrix Init. AR	10 + 1D6
Strength	2 (4)	Matrix Init. Hot	Data Proc. + 6 + 3D6
Willpower	2	Matrix Init. Cold	Data Proc. + 6 + 2D6
Logic	5 (6)	Composure	_____
Intuition	6	Judge Intentions	_____
Charisma	2	Memory	_____
Edge	5	Lift/Carry	_____
Edge Points			
Physical Limit:	5	Mental Limit:	7
		Social Limit:	4

SKILLS

Skill	RTG	Type	Skill	RTG	Type
English	N	L	Sperethiel	5	L
Clubs	4	A	Cybercombat	5	A
Electronics skill group	4	A	Electronic Warfare	4	A
Gymnastics (Parkour +2)	4 (7)	A	Hacking	5	A
Perception	4	A	Influence skill group	2	A
Running	3 (6)	A	Pistols	4 (5)	A
Sneaking (Urban +2)	2	A	(Semi-Automatics +2)		
Matrix Theory	3	K	Deckers	3	K
Security Procedures (Matrix +2)	2	K	Matrix Games	2	K
Sports (Urban Brawl +2)	2	K	National Politics	1	K
			(Tir Tairngire +2)		
			Terrorist Organizations	2	K

IDS / LIFESTYLES / CURRENCY

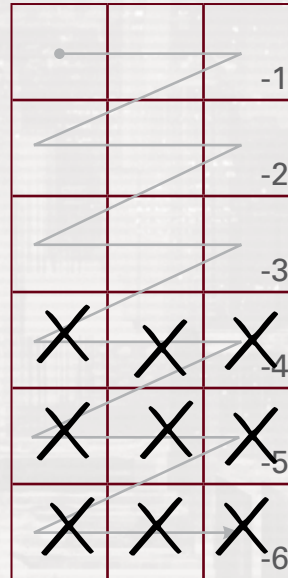
Primary Lifestyle	<i>Hotel Suite, Seattle's Elven District (High Lifestyle, 1 month prepaid)</i>		
Nuyen	<i>13,570</i>	Licenses _____	
Fake IDs / Related Lifestyles / Funds / Licenses _____			
Fake SIN (Rating 4) _____			
Fake possession and concealed carry permits (Rating 4) _____			

CORE COMBAT INFO

Primary Armor		<i>Urban Explorer Jumpsuit</i>		Rating _____	
Primary Ranged Weapon		<i>Colt Model 2066 (Heavy Pistol)</i>			
Dam	Acc	AP	Mode	RC	Ammo
<i>8P</i>	<i>6 (8)</i>	<i>-1</i>	<i>SA</i>	<i>-</i>	<i>14 (c)</i>
Primary Melee Weapon		<i>Extendable Baton x2</i>			
Reach	Dam	Acc	AP		
<i>1</i>	<i>6P</i>	<i>5</i>	<i>-</i>		

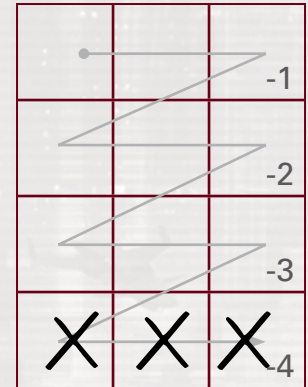
CONDITION MONITOR

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
Addiction (Stimulants)	<i>Mild</i>	<i>N</i>
Ambidextrous		<i>P</i>
Codeslinger (Hack on the Fly)		<i>P</i>
Elf Poser		<i>N</i>
Natural Athlete		<i>P</i>
Distinctive Style (Tir Tairngire accent and Urban Brawl style)		<i>P</i>
SINner (Criminal)		<i>N</i>

CONTACTS

Name	Loyalty	Connection	Favor
<i>Willie Pete</i> (Seattle Screamers Quartermaster)	<i>1</i>	<i>2</i>	
<i>Signal</i> (Tir Techno-Terrorist)	<i>1</i>	<i>3</i>	
<i>Galadriel</i> (Elven Madam)	<i>2</i>	<i>2</i>	

SHADOWRUN[®]

CHARACTER Gentry / Human Decker
 PLAYER _____
 NOTES _____

RANGED WEAPONS

Weapon	Dam	Acc	AP	Mode	RC	Ammo
Colt Model 2066	8P	6 (8)	-1	SA	—	14 (c)
Colt America L36	7P	7 (9)	—	SA	—	11 (c)

MELEE WEAPONS

Weapon	Reach	Dam	Acc	AP
Extendable Baton x2	1	6P	5	—
Stun Baton	1	9S(e)	4	-5

ARMOR

Armor	Rating	Notes
Urban Explorer Jumpsuit	9	

CYBERDECK

Model <i>Renraku Tsurugi</i>	Attack 6	Sleaze 5												
Device Rating 3	Data Processing 5	Firewall 3												
Programs 3														
Common use [Browse, Configurator, Edit, Encryption, Signal Scrub, Toolbox, Virtual Machine] Hacking Cyberprograms [Baby Monitor, Biofeedback Filter, Decryption, Defuse, Exploit, Fork, Hammer, Mugger, Sneak, Stealth, Track]														
Matrix Condition Monitor	<table border="1"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td> </tr> </table>		1	2	3	4	5	6	7	8	9	10	11	12
1	2	3	4	5	6	7	8	9	10	11	12			

AUGMENTATIONS

Bone Lacing [Plastic]
 Cerebral Booster [1]
 Damage Compensator [1]
 Datajack x2 [alphaware], Datalock [5] [alphaware]
 Muscle Augmentation [2]
 Muscle Toner [2]
 Reflex Recorder [Pistols]
 Synthacardium [3]

VEHICLE

Vehicle <i>Suzuki Mirage racing bike</i>	Handling 5 / 3
Acceleration 3	Speed 6
Pilot 1	Body 5
Armor 6	Sensor 2
Notes 1 Seat	

SPELLS / PREPARATIONS RITUALS / COMPLEX FORMS

GEAR

Ammunition [100 regular rounds, 20 gel rounds], Johnny Hardcore Goggles [Capacity 4, with Low Light, Image Link, Smartlink, Vision Enhancement (1)], Canine Class Earbuds [Capacity 3, with Audio Enhancement (2), Select Sound Filter (1)], 2 x Jazz inhaler, Transys Avalon commlink [DR 6, with hot-sim simrig], On Your Mark Urban Explorer Jumpsuit [ar 8(10), with Fire Resistance 3, Insulation 3, Nonconductivity 3, helmet]

ADEPT POWERS OR OTHER ABILITIES