

SHADOWRUN

CHARACTER Coydog / Elf Street Shaman
 PLAYER _____
 NOTES _____

PERSONAL DATA

NAME/PRIMARY ALIAS <u>Coydog</u>			
Metatype <u>Elf</u>		Ethnicity _____	
Age _____	Sex <u>Female</u>	Height _____	Weight _____
Street Cred <u>0</u>	Notoriety <u>0</u>	Public Awareness <u>0</u>	
Karma <u>0</u>	Total Karma _____	Misc _____	

ATTRIBUTES

Body	3	Essence	6
Agility	4	Magic/Resonance	6
Reaction	5	Initiative	6 + 1D6
Strength	2	Matrix Initiative	_____
Willpower	6	Astral Initiative	6 + 2D6
Logic	3	Composure	_____
Intuition	3	Judge Intentions	_____
Charisma	6	Memory	_____
Edge	4	Lift/Carry	_____
Edge Points			
Physical Limit:	4	Mental Limit:	5
		Social Limit:	8

SKILLS

Skill	RTG	Type	Skill	RTG	Type
English	N	L	Salish	N	L
Acting skill group	3	A	Assensing	4	A
Blades (Knives +2)	1	A	Etiquette (Tribal +2)	2	A
Counterspelling	4	A	Gymnastics	2	A
Perception	2	A	Pistols	1	A
Sneaking	2	A	Summoning	6	A
Spellcasting	7	A	(Air Spirits +2)	_____	_____
Magic Threats	3	K	Magical Theory	3	K
Seattle Street Gangs (First Nations +2)	3	K	Sports (Stickball +2)	1	K

IDS / LIFESTYLES / CURRENCY

Primary Lifestyle <u>Council Island Apartment (Low (6 months))</u>	
Nuyen <u>705</u>	Licenses _____
Fake IDs / Related Lifestyles / Funds / Licenses _____	
Fake SIN [3]	

CORE COMBAT INFO

Primary Armor <u>Jacket</u>		Re <u>6g</u>	
Primary Ranged Weapon <u>Browning Ultra Power</u>		_____	
Dam <u>8P</u>	Acc <u>5 (6)</u>	AP <u>-1</u>	Mode <u>SA</u>
			RC <u>—</u>
Primary Melee Weapon <u>Survival Knife</u>		_____	
Reach <u>—</u>	Dam <u>4P</u>	Acc <u>5</u>	AP <u>-1</u>

CONDITION MONITOR

Physical Damage Track	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.

Characters have 8 + (Body ÷ 2, round up) boxes on the physical damage track; black out extra boxes.

QUALITIES

Quality	Notes	Type
Bilingual		P
Gremlins	3	N
Mentor Spirit	(Coyote)	P
Simsense Vertigo		N
SINner	(National)	N
Spirit Affinity	(Air)	P

CONTACTS

Name	Loyalty	Connection	Favor
Scout-Who-Kills-Six-Times (Ganger)	5	2	—
Four-Paws-Laughing (Talismonger)	4	3	—
Granny Smith (Philanthropist)	3	1	—

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RANGED WEAPONS

Weapon	Dam	Acc	AP	Mode	RC	Ammo
Ultra Power	8P	5 (6)	-1	SA	—	10 (c)

MELEE WEAPONS

Weapon	Reach	Dam	Acc	AP
Survival Knife	—	4P	5	-1

ARMOR

Armor	Rating	Notes

CYBERDECK

Model	Attack	Sleaze
Device Rating	Data Processing	Firewall
Programs		

Matrix Condition Monitor

1	2	3	4	5	6	7	8	9	10	11	12
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AUGMENTATIONS

VEHICLE

Vehicle <i>Toyota Gopher Pickup Truck</i>	Handling <i>5 / 5</i>
Acceleration <i>2</i>	Speed <i>4</i>
Pilot <i>1</i>	Body <i>14</i>
Armor <i>10</i>	Sensor <i>2</i>
Notes <i>3 Seats</i>	

GEAR

Ammunition (20 regular rounds), Outdoor Tuff Armor Clothing, Street Strider Lined Coat (chemical protection 1), Magic Lodge Materials [5], Medkit [2], Meta Link commlink, Stimpatch [4], Just In Case Survival Kit

SPELLS / PREPARATIONS RITUALS / COMPLEX FORMS

Spells	
Chaotic World	Heal
Improved Invisibility	Influence
Levitate	Lightning Bolt
Magic Fingers	Manabolt
Physical Mask	Stunbolt

ADEPT POWERS OR OTHER ABILITIES