Shadowrun Character Record Sheet

Name:	Age:	Hair:
Archetype:	Gender:	Eyes:
Player:	Race:	Money:

ATTRIBUTES

Physical	natural (actual)
Body	
Quickness	
Strength	
Mental	
Charisma	
Intelligence	
Willpower	
Special	
Body Index	
Essence	
Magic	
Reaction	
Initiative	

CONDITION MONITOR

Stun

Light Stun	Moderate Stun	Serious Stun	Deadly Stun
L	M	S	D
+1 TN −1 Init	+2 TN −2 Init	+3 TN −3 Init	Uncon-scious

Physical

+1 TN −1 Init	+2 TN −2 Init	+3 TN −3 Init	Possibly Dead
L	M	S	D
Light Wound	Moderate Wound	Serious Wound	Deadly Wound

Physical Damage Overflow

DICE POOLS

Combat

KARMA

Karma Pool

Good Karma

CYBERWARE

	Rating	Essence

ARMOR

	Armor Ratings	Weight

SKILLS

	Rating

SPELLS

	Force	Drain

VEHICLE

Type

Handling

Speed — Max

Acceleration

Body — Armor

Signature

Autonav — Pilot

Sensors

Seating

Entry Points

Fuel

Economy

Cargo CF

Load kg

Accessories

Stress Points

Maintenance Cost ¥

Optempo Cost ¥

+1 TN −1 Init	+2 TN −2 Init −25% spd	+3 TN −3 Init −50% spd	Destroyed (crash)
L	M	S	D
Light Damage	Moderate Damage	Serious Damage	Deadly Damage

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WEAPONS

	Type	Conceal	Reach	Modes	Ammo	Short	Medium	Long	Extreme	Damage	Modifiers

CONTACTS

CHARACTER NOTES

Lifestyle

Racial characteristics

Cash money

Other notes

EQUIPMENT

	Conceal	Rating	Weight	Number
❑				
❑				
❑				
❑				
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