SHADOWRUN

CHARACTER RECORD

ATTRIBUTES

BODY	
QUICKNESS	
STRENGTH	
CHARISMA	
INTELLIGENCE	
WILLPOWER	
ESSENCE	
MAGIC	
BODY INDEX	

REACTION	INITIATIVE
INT+QUK/2	REACTION+D6

NAME/STREET NAME

RACE/GENDER

BIRTHPLACE/YEAR

HEIGHT/WEIGHT

HAIR/EYES

CONCEPT

RUNNER TEAM

SKILLS

SKILL	RATING

CONDITION MONITOR

STUN / PHYSICAL

	STUN	PHYSICAL
+1 TN# - 1 Init.	LIGHT	+1 TN# - 1 Init.
+2 TN# - 2 Init.	MODERATE	+2 TN# - 2 Init.
+3 TN# - 3 Init.	SERIOUS	+3 TN# - 3 Init.
Unc.	DEADLY	Unc. Maybe Dead

PHYSICAL DAMAGE OVERFLOW

DICE POOLS

COMBAT

MAGIC

KARMA

POOL	TEAM

GOOD KARMA

TOTAL SPENT LEFT

WEAPONS

WEAPON	TYPE	CONCEAL	REACH	MODE	AMMO	RANGE: S/M/L/E	DAMAGE	MODIFIERS	¥

ARMOR

TYPE	RATING

AMMO TRACK

WEAPON	TOTAL	CURRENT

GEAR

TYPE	RATING

CYBERWARE

ITEM	WARE	ESSENCE	CONCEAL	¥	INDEX	LEGAL	SPECS	REF

SPELLS & MAGIC

SPELL/POWER	FORCE/COST	TYPE	RANGE	TARGET	DURATION	DRAIN	DMG.	FETISH	REF

TOTEM:_____ ADVANTAGES:_____ DISADVANTAGES:_____

ENVIRONMENT:_____