



<b>Name:</b>	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		_____

## SKILLS

[illegible]

## CONDITION MONITOR

	Light Stun	Moderate Stun	Serious Stun	Deadly Stun
Stun	L	M	S	D
	+1 TN -1 Init	+2 TN -2 Init	+3 TN -3 Init	Unconscious
Physical	L	M	S	D
	+1 TN -1 Init	+2 TN -2 Init	+3 TN -3 Init	Possibly Dead
	Light Wound	Moderate Wound	Serious Wound	Deadly Wound
Physical Damage Overflow				

# CYBERWARE

[illegible]

# SPELLS

[illegible]

## DICE POOLS

Combat \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# KARMA

**Karma Pool** \_\_\_\_\_  
**Good Karma** \_\_\_\_\_

# ARMOR

### Armor Ratings Weight

# 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	+2 TN	+3 TN	Destroyed
-1 Init	-2 Init	-3 Init	(crash)
	-25% spd	-50% spd	
<b>L</b>	<b>M</b>	<b>S</b>	<b>D</b>
Light	Moderate	Serious	Deadly
Damage	Damage	Damage	Damage

# Shadowrun Character Record Sheet

# WEAPONS

[illegible]

## CONTACTS

[illegible]

## CHARACTER NOTES

[illegible]

## EQUIPMENT

[illegible]