

# SHADOWRUN

Ver. 2.1

**ALIAS:** \_\_\_\_\_  
**NAME:** \_\_\_\_\_ **TOTAL KARMA:** \_\_\_\_\_ **CURRENT KARMA:** \_\_\_\_\_  
**STREET CRED:** \_\_\_\_\_ **NOTORIETY:** \_\_\_\_\_ **PUBLIC AWARENESS:** \_\_\_\_\_ **CURRENT EDGE:** \_\_\_\_\_

## PERSONAL DATA

PHYSICAL	MENTAL	SPECIAL	DERIVED	DERIVED
AGILITY:	CHARISMA:	EDGE:	INITIATIVE:	COMPOSURE:
BODY:	INTUITION:	ESSENCE:	ASTRAL INIT:	JUDGE INTENT:
REACTION:	LOGIC:	MAGIC:	MATRIX INIT:	LIFT/CARRY:
STRENGTH:	WILLPOWER:	RESONANCE:	INIT. PASSES:	MEMORY:

## ATTRIBUTES

DESCRIPTION & PERSONALITY	ITEM	NOTES	VARIOUS STATISTICS
			Walking Rate (m/turn):
			Running Rate (m/turn):
			Swimming Rate (m/turn):
			Lift w/out test (kg):
			Overhead Lift w/out test (kg):
			Weight (kg/lbs):
			Height (cm/inches):
			Sex (male/female):
			Age (years):
			Lifestyle:
			Metatype:

## QUALITY NAME & NOTES


## QUALITIES

RECORD SHEET ..... Modified by Ismo

PHYSICAL DAMAGE TRACK	STUN DAMAGE TRACK	MATRIX DAMAGE TRACK
8 + (BODY÷2, ROUND UP) BOXES	8 + (WILL÷2, ROUND UP) BOXES	8 + (SYS÷2, ROUND UP) BOXES

## CONDITION MONITORS

CURRENT NUYEN

AGILITY:	BODY:	REACTION:	STRENGTH	MAGIC:
CHARISMA:	INTUITION:	LOGIC:	WILLPOWER:	RESONANCE:
COMPOSURE:	JUDGE INTENT:	LIFT/CARRY:	MEMORY:	EDGE:

## ATTRIBUTES

Group	Att	Skill	A.S.	Rank	DP	Group	Att	Skill	A.S.	Rank	DP
(Mechanic 4)	LOG*	Aeronautics Mechanic	_____	_____	_____	(Stealth 4)	AGI	Palming	_____	_____	_____
	AGI	Archery	_____	_____	_____		BOD	Parachuting	_____	_____	_____
	LOG	Armorer	_____	_____	_____		INT	Perception	_____	_____	_____
	INT	Artisan	_____	_____	_____		REA*	Pilot Aerospace	_____	_____	_____
	INT*	Assensing	_____	_____	_____		REA*	Pilot Aircraft	_____	_____	_____
	WIL*	Astral Combat	_____	_____	_____		REA*	Pilot Anthroform	_____	_____	_____
(Mechanic 4)	LOG*	Auto. Mechanic	_____	_____	_____		REA*	Pilot Exotic Vehicle	_____	_____	_____
(Firearms 3)	AGI	Automatics	_____	_____	_____		REA	Pilot Ground Craft	_____	_____	_____
(Conjuring 3)	MAG*	Banishing	_____	_____	_____		REA	Pilot Watercraft	_____	_____	_____
(Conjuring 3)	MAG*	Binding	_____	_____	_____	(Firearms 3)	AGI	Pistols	_____	_____	_____
(Close Combat 3)	AGI	Blades	_____	_____	_____	(Tasking 3)	RES*	Registering	_____	_____	_____
(Athletics 4)	STR	Climbing	_____	_____	_____	(Sorcery 3)	MAG*	Ritual Spellcasting	_____	_____	_____
(Close Combat 3)	AGI	Clubs	_____	_____	_____	(Athletics 4)	STR	Running	_____	_____	_____
(Tasking 3)	RES*	Compiling	_____	_____	_____	(Stealth 4)	INT	Shadowing	_____	_____	_____
(Electronics 4)	LOG	Computer	_____	_____	_____	(Electronics 4)	LOG*	Software	_____	_____	_____
(Influence 4)	CHA	Con	_____	_____	_____	(Sorcery 3)	MAG*	Spellcasting	_____	_____	_____
(Sorcery 3)	MAG*	Counterspelling	_____	_____	_____	(Conjuring 3)	MAG*	Summoning	_____	_____	_____
(Cracking 3)	LOG	Cybercombat	_____	_____	_____	(Outdoors 3)	WIL	Survival	_____	_____	_____
(Biotech 3)	LOG*	Cybertechnology	_____	_____	_____	(Athletics 4)	STR	Swimming	_____	_____	_____
(Electronics 4)	LOG	Data Search	_____	_____	_____		AGI	Thrown Weapons	_____	_____	_____
(Tasking 3)	RES*	Decompiling	_____	_____	_____	(Outdoors 3)	INT	Tracking	_____	_____	_____
	LOG	Demolitions	_____	_____	_____	(Close Combat 3)	AGI	Unarmed Combat	_____	_____	_____
(Stealth 4)	INT	Disguise	_____	_____	_____	*These skills cannot be defaulted on					
	BOD	Diving	_____	_____	_____	<b>Knowledge Skills (Logic—Professional, Academic) (Intuition—Street, Interests)(p127)</b>					
	REA	Dodge	_____	_____	_____	_____	_____	_____	_____	_____	_____
(Cracking 3)	LOG*	Electronic Warfare	_____	_____	_____	_____	_____	_____	_____	_____	_____
	AGI	Escape Artist	_____	_____	_____	_____	_____	_____	_____	_____	_____
(Influence 4)	CHA	Etiquette	_____	_____	_____	_____	_____	_____	_____	_____	_____
	AGI	Exotic Melee Weap	_____	_____	_____	_____	_____	_____	_____	_____	_____
	AGI	Exotic Ranged Weap.	_____	_____	_____	_____	_____	_____	_____	_____	_____
(Biotech 3)	LOG	First Aid	_____	_____	_____	_____	_____	_____	_____	_____	_____
	AGI	Forgery	_____	_____	_____	_____	_____	_____	_____	_____	_____
	AGI	Gunnery	_____	_____	_____	_____	_____	_____	_____	_____	_____
(Athletics 4)	AGI	Gymnastics	_____	_____	_____	_____	_____	_____	_____	_____	_____
(Cracking 3)	LOG	Hacking	_____	_____	_____	_____	_____	_____	_____	_____	_____
(Electronics 4)	LOG*	Hardware	_____	_____	_____	_____	_____	_____	_____	_____	_____
	AGI	Heavy Weapons	_____	_____	_____	_____	_____	_____	_____	_____	_____
(Mechanic 4)	LOG*	Industrial Mechanic	_____	_____	_____	_____	_____	_____	_____	_____	_____
(Stealth 4)	AGI	Infiltration	_____	_____	_____	_____	_____	_____	_____	_____	_____
	CHA	Instruction	_____	_____	_____	_____	_____	_____	_____	_____	_____
	CHA	Intimidation	_____	_____	_____	_____	_____	_____	_____	_____	_____
(Influence 4)	CHA	Leadership	_____	_____	_____	_____	_____	_____	_____	_____	_____
	AGI	Locksmith	_____	_____	_____	_____	_____	_____	_____	_____	_____
(Firearms 3)	AGI	Longarms	_____	_____	_____	<b>Language Skills</b>					
(Biotech 3)	LOG*	Medicine	_____	_____	_____		INT	_____	_____	_____	_____
(Mechanic 4)	LOG*	Nautical Mechanic	_____	_____	_____		INT	_____	_____	_____	_____
(Outdoors 3)	INT	Navigation	_____	_____	_____		INT	_____	_____	_____	_____
(Influence 4)	CHA	Negotiation	_____	_____	_____		INT	_____	_____	_____	_____

## SKILLS

## SKILLS

## SKILL NOTES

[illegible]

<b>BOD:</b>	<b>REA:</b>	<b>WIL:</b>	<b>Dodge:</b>
	<b>Ranged Defense:</b>	<i>Reaction</i>	
	<b>Ranged Full Defense:</b>	<i>Reaction + Dodge</i>	
	<b>Melee Parry:</b>	<i>Reaction + Weapon Skill</i>	
	<b>Melee Block:</b>	<i>Reaction + Unarmed Combat</i>	
	<b>Melee Dodge:</b>	<i>Reaction + Dodge</i>	
	<b>M. Full Parry:</b>	<i>Reaction + Weapon Skill + Dodge</i>	
	<b>M. Full Block:</b>	<i>Reaction + Unarmed Combat + Dodge</i>	
	<b>M. Full Dodge:</b>	<i>Reaction + Dodge + Dodge</i>	
	<b>Physical Spell Defense:</b>	<i>Body + Counterspell</i>	
	<b>Mana Spell Defense:</b>	<i>Willpower + Counterspell</i>	

**MISC COMBAT GEAR & NOTES**[illegible]

## RANGED WEAPONS

[illegible][illegible]**AMMO**

## MELEE WEAPONS











CHARISMA:

WILLPOWER:

INTUITION:

MAGIC:

LOGIC:

INITIATE GRADE:

## RELEVANT INFORMATION

Skill	Att	Rank	Dice Pool
Banishing	_____	_____	_____
Binding	_____	_____	_____
Counterspelling	_____	_____	_____
Ritual Spellcasting	_____	_____	_____
Spellcasting	_____	_____	_____
Summoning	_____	_____	_____
Astral Combat	_____	_____	_____

**Drain Resist**  
 = Willpower +  
 Logic (Mages)  
 Charisma (Shaman)  
 Intuition (Other)

## DRAIN RESIST

## RELEVANT MAGIC SKILLS

Spell Name	Type	Range	Dmg	Duration	D.V.	Mod
<b>COMBAT SPELLS</b> (*ë = Elemental Effects) (Damage = Force + Net Hits) (F÷2) ±						
[ ] Acid Stream *ë	P	LOS	P	Instant	+3	
[ ] Toxic Wave *ë	P	LOS(A)	P	Instant	+5	
[ ] Punch	P	Touch	S	Instant	-2	
[ ] Clout	P	LOS	S	Instant	0	
[ ] Blast	P	LOS(A)	S	Instant	+2	
[ ] Death Touch	M	Touch	P	Instant	-2	
[ ] Manabolt	M	LOS	P	Instant	0	
[ ] Manaball	M	LOS(A)	P	Instant	+2	
[ ] Flamethrower *ë	P	LOS	P	Instant	+3	
[ ] Fireball *ë	P	LOS(A)	P	Instant	+5	
[ ] Lightning Bolt *ë	P	LOS	P	Instant	+3	
[ ] Ball Lightning *ë	P	LOS(A)	P	Instant	+5	
[ ] Shatter	P	Touch	P	Instant	-1	
[ ] Powerbolt	P	LOS	P	Instant	+1	
[ ] Powerball	P	LOS(A)	P	Instant	+3	
[ ] Knockout	M	Touch	S	Instant	-3	
[ ] Stunbolt	M	LOS	S	Instant	-1	
[ ] Stunball	M	LOS(A)	S	Instant	+1	
<b>DETECTION SPELLS</b> (*§ = Special see spell description) (F÷2) ±						
[ ] Analyze Device	P	Touch	-	Sustained	0	
[ ] Analyze Truth	M	Touch	-	Sustained	0	
[ ] Clairaudience	M	Touch	-	Sustained	-1	
[ ] Clairvoyance	M	Touch	-	Sustained	-1	
[ ] Combate Sense	M	Touch	-	Sustained	+2	
[ ] Detect Enemies	M	Touch	-	Sustained	+1	
[ ] Detect Enemies Extended	M	Touch	-	Sustained	+3	
[ ] Detect Individual	M	Touch	-	Sustained	-1	
[ ] Detect Life	M	Touch	-	Sustained	0	
[ ] Detect Life Extended	M	Touch	-	Sustained	+2	
[ ] Detect *§ Life Form	M	Touch	-	Sustained	-1	
[ ] Detect *§ Extended	M	Touch	-	Sustained	+1	
[ ] Detect *§ Life Form	M	Touch	-	Sustained	-1	
[ ] Detect *§ Extended	M	Touch	-	Sustained	+1	
[ ] Detect *§ Life Form	M	Touch	-	Sustained	-1	
[ ] Detect *§ Extended	M	Touch	-	Sustained	+1	
[ ] Detect *§ Object	P	Touch	-	Sustained	-1	
[ ] Detect *§ Object	P	Touch	-	Sustained	-1	
[ ] Detect *§ Object	P	Touch	-	Sustained	-1	
[ ] Detect *§ Object	P	Touch	-	Sustained	-1	
[ ] Detect Magic	M	Touch	-	Sustained	0	
[ ] Detect Magic Extended	M	Touch	-	Sustained	+2	
[ ] Mindlink	M	Touch	-	Sustained	+1	
[ ] Mind Probe	M	Touch	-	Sustained	+2	
<b>HEALTH SPELLS</b> (*§ = Special see spell description) (F÷2) ±						
[ ] Antidote	M	Touch	-	Permanent	-2	
[ ] Cure Disease	M	Touch	-	Permanent	-2	
[ ] Decrease Agility	P	Touch	-	Sustained	+1	
[ ] Decrease Body	P	Touch	-	Sustained	+1	
[ ] Decrease Reaction	P	Touch	-	Sustained	+1	
[ ] Decrease Strength	P	Touch	-	Sustained	+1	
[ ] Decrease Charisma	P	Touch	-	Sustained	+1	
[ ] Decrease Intuition	P	Touch	-	Sustained	+1	
[ ] Decrease Logic	P	Touch	-	Sustained	+1	
[ ] Decrease Willpower	P	Touch	-	Sustained	+1	
[ ] Detox	M	Touch	-	Permanent	-4	
[ ] Heal	M	Touch	-	Permanent	-2	
[ ] Hibernate	M	Touch	-	Sustained	-3	
[ ] Increase Agility	P	Touch	-	Sustained	-2	

## SPELLS

Spell Name	Type	Range	Dmg	Duration	D.V.	Mod
[ ] Increase Body	P	Touch	-	Sustained	-2	
[ ] Increase Reaction	P	Touch	-	Sustained	-2	
[ ] Increase Strength	P	Touch	-	Sustained	-2	
[ ] Increase Charisma	P	Touch	-	Sustained	-2	
[ ] Increase Intuition	P	Touch	-	Sustained	-2	
[ ] Increase Logic	P	Touch	-	Sustained	-2	
[ ] Increase Willpower	P	Touch	-	Sustained	-2	
[ ] Increase Reflexes	P	Touch	-	Sustained	+2	
[ ] Oxygenate	P	Touch	-	Sustained	-1	
[ ] Prophylaxis	M	Touch	-	Sustained	-2	
[ ] Resist Pain	M	Touch	-	Permanent	*§	
[ ] Stabilize	M	Touch	-	Sustained	*§	
<b>ILLUSION SPELLS</b> (F÷2) ±						
[ ] Confusion	M	LOS	-	Sustained	0	
[ ] Mass Confusion	M	LOS(A)	-	Sustained	+2	
[ ] Chaos	P	LOS	-	Sustained	+1	
[ ] Chaotic World	P	LOS(A)	-	Sustained	+3	
[ ] Entertainment	M	LOS(A)	-	Sustained	+1	
[ ] Trid Entertainment	P	LOS(A)	-	Sustained	+2	
[ ] Invisibility	M	LOS	-	Sustained	0	
[ ] Improved Invisibility	P	LOS	-	Sustained	+1	
[ ] Mask	M	Touch	-	Sustained	0	
[ ] Physical Mask	P	Touch	-	Sustained	+1	
[ ] Phantasm	M	LOS(A)	-	Sustained	+2	
[ ] Trid Phantasm	P	LOS(A)	-	Sustained	+3	
[ ] Hush	M	LOS(A)	-	Sustained	+2	
[ ] Silence	P	LOS(A)	-	Sustained	+3	
[ ] Stealth	P	LOS	-	Sustained	+1	
<b>MANIPULATION SPELLS</b> (*§ = Special see spell description) (F÷2) ±						
[ ] Armor	P	LOS	-	Sustained	+3	
[ ] Control Actions	M	LOS	-	Sustained	0	
[ ] Mob Control	M	LOS(A)	-	Sustained	+2	
[ ] Control Emotions	M	LOS	-	Sustained	0	
[ ] Mob Mood	M	LOS(A)	-	Sustained	+2	
[ ] Control Thoughts	M	LOS	-	Sustained	+2	
[ ] Mob Mind	M	LOS(A)	-	Sustained	+4	
[ ] Fling	P	LOS	-	Instant	+1	
[ ] Ice Sheet	P	LOS(A)	-	Instant	+3	
[ ] Ignite	P	LOS	-	Permanent	0	
[ ] Influence	M	LOS	-	Permanent	+1	
[ ] Levitate	P	LOS	-	Sustained	+1	
[ ] Light	P	LOS(A)	-	Sustained	-1	
[ ] Magic Fingers	P	LOS	-	Sustained	+1	
[ ] Mana Barrier	M	LOS(A)	-	Sustained	+1	
[ ] Petrify	P	LOS	-	Sustained	+2	
[ ] Physical Barrier	P	LOS(A)	-	Sustained	+3	
[ ] Poltergeist	P	LOS(A)	-	Sustained	+3	
[ ] Shadow	P	LOS(A)	-	Sustained	+1	
[ ] Shapechange	P	LOS	-	Sustained	+2	
[ ] *§ Form	P	LOS	-	Sustained	+1	
[ ] *§ Form	P	LOS	-	Sustained	+1	
[ ] *§ Form	P	LOS	-	Sustained	+1	
[ ] Dog Form	P	LOS	-	Sustained	+1	
[ ] Cat Form	P	LOS	-	Sustained	+1	
[ ] Horse Form	P	LOS	-	Sustained	+1	
[ ] Shark Form	P	LOS	-	Sustained	+1	
[ ] Wolf Form	P	LOS	-	Sustained	+1	
[ ] Turn to Goo	P	LOS	-	Sustained	+2	

## SPELLS

Tradition: \_\_\_\_\_  
 Combat: \_\_\_\_\_  
 Detection: \_\_\_\_\_  
 Health: \_\_\_\_\_  
 Illusion: \_\_\_\_\_  
 Manipulation: \_\_\_\_\_  
 Drain: Willpower + \_\_\_\_\_

## Character Magic & Tradition Background

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## TRADITION

### MAGICAL BACKGROUND

Max # of Services Owed = Summoning Skill =

Maximum Force of a Spirit = Magic Attribute =

Max # of Bound Spirits = Charisma Attribute =



Maximum Number of Foci Bonded = Magic =

Maximum Number of Foci Active = Logic =

Maximum Total Force of All Foci = Magic =

**SPIRIT**

## FORCE SERVICES

## BOUND/UNBOUND

[illegible]**SPIRITS**

FOCI TYPE

## ATTUNEMENT

## FORCE

[illegible]

FOCI

POWER POINTS:

**Power Points** = Magic Attribute or Magic Attribute points dedicated to the Adept Discipline in the case of Mystic Adepts.

## ADEPT POWER POINTS

**Power Name**

**Cost**

**Level**

Spent

[ ] Astral Perception	1	1	
[ ] Boost Agility	.25/Level		
[ ] Boost Body	.25/Level		
[ ] Boost Reaction	.25/Level		
[ ] Boost Strength	.25/Level		
[ ] Combat Sense	.5/Level		
[ ] Critical Strike	.25/Level		
[ ] Enhanced Perception	.25/Level		
[ ] Great Leap	.25/Level		
[ ] Improved Combat Skill	.5/Level		
[ ] Improved Combat Skill	.5/Level		
[ ] Improved Combat Skill	.5/Level		
[ ] Improved Combat Skill	.5/Level		
[ ] Improved Combat Skill	.5/Level		
[ ] Improved Active Skill	.25/Level		
[ ] Improved Active Skill	.25/Level		
[ ] Improved Active Skill	.25/Level		
[ ] Improved Active Skill	.25/Level		
[ ] Improved Active Skill	.25/Level		
[ ] Improved Agility	1/Level		
[ ] Improved Body	1/Level		

**Total Points Spent on Powers =**

**Column 1 Total:**

**Power Name**

### Cost

**Level**

Spent

<input type="checkbox"/> Improved Reaction	1/Level	_____	_____
<input type="checkbox"/> Improved Strength	1/Level	_____	_____
Improved Reflexes			
<input type="checkbox"/> Level 1	2	1	_____
<input type="checkbox"/> Level 2	3	1	_____
<input type="checkbox"/> Level 3	5	1	_____
<input type="checkbox"/> Improved Direction Sense	.25	1	_____
<input type="checkbox"/> Improved Scent	.25	1	_____
<input type="checkbox"/> Improved Taste	.25	1	_____
<input type="checkbox"/> Flare Compensation	.25	1	_____
<input type="checkbox"/> Sound Dampening	.25	1	_____
<input type="checkbox"/> Killing Hands	.5	1	_____
<input type="checkbox"/> Kinesics	.5/Level	_____	_____
<input type="checkbox"/> Missile Parry	.25/Level	_____	_____
<input type="checkbox"/> Mystic Armor	.25/Level	_____	_____
<input type="checkbox"/> Natural Immunity	.5/Level	_____	_____
<input type="checkbox"/> Pain Resistance	.5/Level	_____	_____
<input type="checkbox"/> Rapid Healing	.25/Level	_____	_____
<input type="checkbox"/> Spell Resistance	.5/Level	_____	_____
<input type="checkbox"/> Voice Control	.5	1	_____

**Column 2 Total:**

## ADEPT POWERS

## ADEPT POWERS

RECORD SHEET . . . . . Modified by Ismo





### ADVANCEMENT RECORD

[illegible]

### KARMA EXPENDITURES

[illegible]

### ADVANCEMENT NOTES



RIGHT ARM

Implant	Cost
Total	

LEFT ARM

Implant	Cost
Total	

RIGHT LEG

Implant	Cost
Total	

TORSO

Implant	Cost
Total	

LEFT LEG

Implant	Cost
Total	

RIGHT FOOT

Implant	Cost
Total	

Additional Notes: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

LEFT FOOT

Implant	Cost
Total	

Total Essence Cost

\_\_\_\_\_

