

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: <input style="width: 90%;" type="text"/>	CHARISMA: <input style="width: 90%;" type="text"/>	EDGE: <input style="width: 90%;" type="text"/>	INITIATIVE: <input style="width: 90%;" type="text"/>	COMPOSURE: <input style="width: 90%;" type="text"/>
BODY: <input style="width: 90%;" type="text"/>	INTUITION: <input style="width: 90%;" type="text"/>	ESSENCE: <input style="width: 90%;" type="text"/>	ASTRAL INIT: <input style="width: 90%;" type="text"/>	JUDGE INTENT: <input style="width: 90%;" type="text"/>
REACTION: <input style="width: 90%;" type="text"/>	LOGIC: <input style="width: 90%;" type="text"/>	MAGIC: <input style="width: 90%;" type="text"/>	MATRIX INIT: <input style="width: 90%;" type="text"/>	LIFT/CARRY: <input style="width: 90%;" type="text"/>
STRENGTH: <input style="width: 90%;" type="text"/>	WILLPOWER: <input style="width: 90%;" type="text"/>	RESONANCE: <input style="width: 90%;" type="text"/>	INIT. PASSES: <input style="width: 90%;" type="text"/>	MEMORY: <input style="width: 90%;" type="text"/>

ATTRIBUTES

	ITEM	NOTES
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

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:

DESCRIPTION & PERSONALITY

MISCELLANEOUS ITEMS

VARIOUS STATISTICS

QUALITY NAME & NOTES

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

QUALITIES

CONDITION MONITORS

SHADOWRUN

Ver. 2.1

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

ATTRIBUTES

Group	Att	Skill	A.A.	Rank	DP	Group	Att	Skill	A.A.	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	_____	_____	_____	<i>*These skills cannot be defaulted on</i>					
	BOD	Diving	_____	_____	_____	Knowledge Skills (Logic—Professional, Academic) (Intuition—Street, Interests)(p127)					
	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	_____	_____	_____	_____	_____	_____	_____	_____	_____
(Biotech 3)	LOG*	Medicine	_____	_____	_____	_____	_____	_____	_____	_____	_____
(Mechanic 4)	LOG*	Nautical Mechanic	_____	_____	_____	_____	_____	_____	_____	_____	_____
(Outdoors 3)	INT	Navigation	_____	_____	_____	_____	_____	_____	_____	_____	_____
(Influence 4)	CHA	Negotiation	_____	_____	_____	_____	_____	_____	_____	_____	_____

SKILLS

SKILL NOTES

Ver. 2.1

ARMOR	BALLISTIC/IMPACT	NOTES
_____	/	_____
_____	/	_____
_____	/	_____
_____	/	_____
_____	/	_____
_____	/	_____

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

ARMOR & DEFENSE

MISC COMBAT GEAR & NOTES

WEAPON	DMG	AP	FIRE MODE	RC	AMMO	CONCEAL MOD	RANGES				WEAPON MODIFICATIONS & ACCESSORIES
							S	M	L	E	
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

RANGED WEAPONS

CALIBER	TYPE	MODIFIERS

WEAPON	REACH	DAMAGE	AP
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

AMMO

MELEE WEAPONS



SHADOWRUN

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CONTACT NAME	LOY/CON	NOTES
	/	
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	/	
	/	

CONTACTS

IDENTITY NAME (SIN)	RATING

LICENSE TYPE	RATING

IDENTITIES

LICENSES

MISCELLANEOUS GEAR



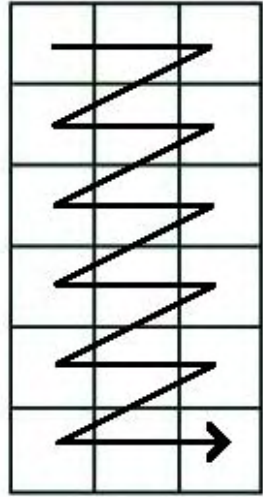
SHADOWRUN

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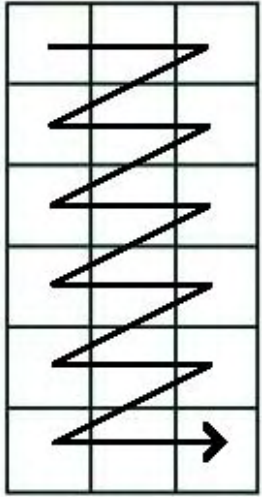
VEHICLE	HANDLING	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR	NOTES
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

VEHICLES

NOTES



8 + (BODY÷2, ROUND UP) BOXES



8 + (BODY÷2, ROUND UP) BOXES

NOTES

VEHICLE CONDITION MONITORS

DOSS LAYOUT

STANDARD OPERATING PROCEDURES



SHADOWRUN

Ver. 2.1

AGILITY:	BODY:	REACTION:	STRENGTH	MATRIX INIT:
CHARISMA:	INTUITION:	LOGIC:	WILLPOWER:	RESONANCE:
COMPOSURE:	JUDGE INTENT:	LIFT/CARRY:	MEMORY:	SUBMERSION GRADE:

ATTRIBUTES

COMMLINK:	OPERATING SYSTEM:
RESPONSE:	SIGNAL: ECCM:
	FIREWALL: SYSTEM:

COMMLINK

PROGRAM	ASSOCIATED SKILL	A.S.	Rank	DP	PROGRAM	ASSOCIATED SKILL	A.S.	Rank	DP
Analyze	Computer	_____	_____	_____	Blackout	Cybercombat	_____	_____	_____
Browse	Data Search	_____	_____	_____	Blackout	Hacking	_____	_____	_____
Command Software	Computer	_____	_____	_____	Data Bomb	Computer	_____	_____	_____
Command Unauthorized	Hacking	_____	_____	_____	Decrypt	Electronic Warfare	_____	_____	_____
Edit Software	Computer	_____	_____	_____	Defuse	Hacking	_____	_____	_____
Edit Unauthorized	Hacking	_____	_____	_____	Exploit	Hacking	_____	_____	_____
Encrypt	Electronic Warfare	_____	_____	_____	Medic	Computer	_____	_____	_____
Reality Filter	Response	_____	_____	_____	Sniffer Wired	Hacking	_____	_____	_____
Scan	Electronic Warfare	_____	_____	_____	Sniffer Wireless	Electronic Warfare	_____	_____	_____
Armor	System	_____	_____	_____	Spoof	Hacking	_____	_____	_____
Attack an Icon	Cybercombat	_____	_____	_____	Stealth	Hacking	_____	_____	_____
Attack an Program	Hacking	_____	_____	_____	Track	Computer	_____	_____	_____
Biofeedback Filter	Willpower	_____	_____	_____	_____	_____	_____	_____	_____
Black Hammer	Cybercombat	_____	_____	_____	_____	_____	_____	_____	_____
Black Hammer	Hacking	_____	_____	_____	_____	_____	_____	_____	_____

PROGRAMS & COMPLEX FORMS

PROGRAMS & COMPLEX FORMS

Group	Att	Skill	A.S.	Rank	DP	ITEM	RATING
(Tasking 3)	RES*	Compiling	_____	_____	_____	_____	_____
(Electronics 4)	LOG	Computer	_____	_____	_____	_____	_____
(Cracking 3)	LOG	Cybercombat	_____	_____	_____	_____	_____
(Electronics 4)	LOG	Data Search	_____	_____	_____	_____	_____
(Tasking 3)	RES*	Decompiling	_____	_____	_____	_____	_____
(Cracking 3)	LOG*	Electronic Warfare	_____	_____	_____	_____	_____
(Cracking 3)	LOG	Hacking	_____	_____	_____	_____	_____
(Electronics 4)	LOG*	Hardware	_____	_____	_____	_____	_____
(Tasking 3)	RES*	Registering	_____	_____	_____	_____	_____
(Electronics 4)	LOG*	Software	_____	_____	_____	_____	_____

**These skills cannot be defaulted on*

RELEVANT HACKING SKILLS

SPRITE	FORCE	SERVICES	REGISTERED/UNREG	ITEM	RATING
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

SPRITES

HACKING ACCESSORIES & OTHER PROGRAMS



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**

COMBAT SPELLS (*§ = 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

DETECTION SPELLS (*§ = 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

HEALTH SPELLS (*§ = 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	*§

ILLUSION SPELLS (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

MANIPULATION SPELLS (*§ = 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

SHADOWRUN

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Tradition: _____
 Combat: _____
 Detection: _____
 Health: _____
 Illusion: _____
 Manipulation: _____
 Drain: Willpower + _____

Character Magic & Tradition Background

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
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

SPIRITS

FOCI TYPE	ATTUNEMENT	FORCE
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

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
<input type="checkbox"/> Astral Perception	1	1	_____
<input type="checkbox"/> Boost Agility	.25/Level	_____	_____
<input type="checkbox"/> Boost Body	.25/Level	_____	_____
<input type="checkbox"/> Boost Reaction	.25/Level	_____	_____
<input type="checkbox"/> Boost Strength	.25/Level	_____	_____
<input type="checkbox"/> Combat Sense	.5/Level	_____	_____
<input type="checkbox"/> Critical Strike	.25/Level	_____	_____
<input type="checkbox"/> Enhanced Perception	.25/Level	_____	_____
<input type="checkbox"/> Great Leap	.25/Level	_____	_____
<input type="checkbox"/> Improved Combat Skill	.5/Level	_____	_____
<input type="checkbox"/> Improved Combat Skill	.5/Level	_____	_____
<input type="checkbox"/> Improved Combat Skill	.5/Level	_____	_____
<input type="checkbox"/> Improved Combat Skill	.5/Level	_____	_____
<input type="checkbox"/> Improved Combat Skill	.5/Level	_____	_____
<input type="checkbox"/> Improved Active Skill	.25/Level	_____	_____
<input type="checkbox"/> Improved Active Skill	.25/Level	_____	_____
<input type="checkbox"/> Improved Active Skill	.25/Level	_____	_____
<input type="checkbox"/> Improved Active Skill	.25/Level	_____	_____
<input type="checkbox"/> Improved Active Skill	.25/Level	_____	_____
<input type="checkbox"/> Improved Agility	1/Level	_____	_____
<input type="checkbox"/> Improved Body	1/Level	_____	_____

Total Points Spent on Powers = _____ Column 1 Total: _____

ADEPT POWERS

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



SHADOWRUN

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ADVANCEMENT RECORD

Attribute/Skill/Spell/Form/Foci/Etc.	Amount of Karma	Date
<input type="text"/> BOUGHT WITH	<input type="text"/> KARMA ON	<input type="text"/>
<input type="text"/> BOUGHT WITH	<input type="text"/> KARMA ON	<input type="text"/>
<input type="text"/> BOUGHT WITH	<input type="text"/> KARMA ON	<input type="text"/>
<input type="text"/> BOUGHT WITH	<input type="text"/> KARMA ON	<input type="text"/>
<input type="text"/> BOUGHT WITH	<input type="text"/> KARMA ON	<input type="text"/>
<input type="text"/> BOUGHT WITH	<input type="text"/> KARMA ON	<input type="text"/>
<input type="text"/> BOUGHT WITH	<input type="text"/> KARMA ON	<input type="text"/>
<input type="text"/> BOUGHT WITH	<input type="text"/> KARMA ON	<input type="text"/>
<input type="text"/> BOUGHT WITH	<input type="text"/> KARMA ON	<input type="text"/>
<input type="text"/> BOUGHT WITH	<input type="text"/> KARMA ON	<input type="text"/>
<input type="text"/> BOUGHT WITH	<input type="text"/> KARMA ON	<input type="text"/>
<input type="text"/> BOUGHT WITH	<input type="text"/> KARMA ON	<input type="text"/>
<input type="text"/> BOUGHT WITH	<input type="text"/> KARMA ON	<input type="text"/>
<input type="text"/> BOUGHT WITH	<input type="text"/> KARMA ON	<input type="text"/>

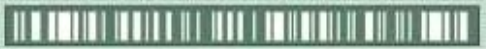
ADVANCEMENT RECORD

Attribute/Skill/Spell/Form/Foci/Etc.	Amount of Karma	Date
<input type="text"/> BOUGHT WITH	<input type="text"/> KARMA ON	<input type="text"/>
<input type="text"/> BOUGHT WITH	<input type="text"/> KARMA ON	<input type="text"/>
<input type="text"/> BOUGHT WITH	<input type="text"/> KARMA ON	<input type="text"/>
<input type="text"/> BOUGHT WITH	<input type="text"/> KARMA ON	<input type="text"/>
<input type="text"/> BOUGHT WITH	<input type="text"/> KARMA ON	<input type="text"/>
<input type="text"/> BOUGHT WITH	<input type="text"/> KARMA ON	<input type="text"/>
<input type="text"/> BOUGHT WITH	<input type="text"/> KARMA ON	<input type="text"/>
<input type="text"/> BOUGHT WITH	<input type="text"/> KARMA ON	<input type="text"/>
<input type="text"/> BOUGHT WITH	<input type="text"/> KARMA ON	<input type="text"/>
<input type="text"/> BOUGHT WITH	<input type="text"/> KARMA ON	<input type="text"/>
<input type="text"/> BOUGHT WITH	<input type="text"/> KARMA ON	<input type="text"/>
<input type="text"/> BOUGHT WITH	<input type="text"/> KARMA ON	<input type="text"/>
<input type="text"/> BOUGHT WITH	<input type="text"/> KARMA ON	<input type="text"/>
<input type="text"/> BOUGHT WITH	<input type="text"/> KARMA ON	<input type="text"/>
<input type="text"/> BOUGHT WITH	<input type="text"/> KARMA ON	<input type="text"/>

KARMA EXPENDITURES

KARMA EXPENDITURES

ADVANCEMENT NOTES



SHADOWRUN

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<u>RIGHT HAND</u>	
Implant	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Total	_____

<u>EARS</u>	
Implant	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Total	_____

<u>EYES</u>	
Implant	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Total	_____

<u>LEFT HAND</u>	
Implant	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Total	_____

<u>RIGHT ARM</u>	
Implant	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Total	_____

<u>LEFT ARM</u>	
Implant	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Total	_____

<u>RIGHT LEG</u>	
Implant	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Total	_____

<u>LEFT LEG</u>	
Implant	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Total	_____

<u>RIGHT FOOT</u>	
Implant	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Total	_____

<u>TORSO</u>	
Implant	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Total	_____

<u>LEFT FOOT</u>	
Implant	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Total	_____

Additional Notes: _____

Total Essence Cost _____

