

NAME

Archetype	
Real Name	
Race	
Sex	
Age	
Height	
Weight	
Hair	
Eyes	
Description	
Personality	

Val	Char	Cost	Roll	Notes
	STR			Lift: Kg;
	DEX			OCV/DCV:
	CON			
	BODY			
	INT			PER Roll
	EGO			ECV:
	PRE			PRE Attack:
	COM			
	MAG			
	ESS			to Interaction/Magic
	PD			
	ED			
	MD			
	SPD			Phases:
	REC			
	END			
	STUN			
	Running			x2 Non-Combat
	Swimming			x2 Non-Combat
	Leaping			x½ High Jump

Total Characteristics Cost:

Cost	Skill/Talent/Perk	Roll
0	Acting (PRE)	8-
0	Climbing (DEX)	8-
0	Concealment (INT)	8-
0	Conversation (PRE)	8-
0	Deduction (INT)	8-
0	Paramedics (INT)	8-
0	Persuasion (PRE)	8-
0	Shadowing (INT)	8-
0	Stealth (DEX)	8-
0	TF: Car or Bike	
0	WF: Clubs	
0	WF: Unarmed Combat	

Cost	Background Skills	Roll
0	AK: Seattle (INT)	8-
0	Language: English (Fluent-4, Literacy)	
0	PS:	11-

Total Skills Cost:

Cost	Magical Abilities	END
0	Astral Projection	3
0	Astral Perception	0
0	Dispelling 20d6	10
0	Banishing 20d6	10
0	Conjure Elementals	14
0	Sorcery	By spell
0	Total	

Cost	Spells/Adept Powers	END

Ess	Cyberware	Nuyen

Idx	Bioware	Nuyen

Wt.	Equipment	Nuyen
	Total	
	*Carried on Shadowruns (Penalties:)	

Points	Disadvantage
	Total

Point Total:

Armor By Location Table

Roll	Location	STUNx	N STUN	BODYx	To Hit	Armor
3-5	Head	x5	x2	x2	-8	
6	Hands	x1	x1/2	x1/2	-6	
7-8	Arms	x2	x1/2	x1/2	-5	
9	Shoulders	x3	x1	x1	-5	
10-11	Chest	x3	x1	x1	-3	
12	Stomach	x4	x1 1/2	x1	-7	
13	Vitals	x4	x1 1/2	x2	-8	
14	Thighs	x2	x1	x1	-4	
15-16	Legs	x2	x1/2	x1/2	-6	
17-18	Feet	x1	x1/2	x1/2	-8	

Martial Maneuvers Table

Maneuver	Pts	Phs	OCV	DC V	Damage/Effect

Phases:
Initiative:
Base OCV:
Base DCV:
Base ECV:

Combat Skill Levels/Modifiers

FIREARMS

Weapon	Notes	OCV	RMod	Damage	STUNx	STR Min.	Ammo	Range	Con	Mode	Wt.

MELEE/PROJECTILE WEAPONS

Weapon	Notes	OCV	RMod	Damage	STUNx	STR Min.	Ammo	Range	Con	Wt.

CYBERDECK

MPCP	Programs	Size	Active	Programs	Size	Active
Hardening						
Active Mem.						
Storage Mem.						
I/O Speed						
Response Inc.						
Detection Factor						
Bod						
Evasion						
Sensor						
Masking						
Total BODY						
Speed						
Initiative						

VEHICLES

Vehicle Type/Name												
STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot	
Entry Points			Seating			Drivetrain		Engine		Availability		Cost
Options												