Name		Sex		Race		Concept	
Streetname		Weight		Height		Hair		Eyes	
Lifestyle		Unusual Features	

ATTRIBUTES

PHYSICAL
- Body
- Quickness
- Strength

MENTAL
- Charisma
- Intelligence
- Willpower

SPECIAL
- Essence
- Magic
- Reaction
- Initiative

CONDITION MONITOR

MENTAL: Unconcious, Serious, Moderate, Light

PHYSICAL: Deadly, Serious, Moderate, Light

Physical Damage Overflow

HIT LOCATIONS

Roll	Location	DL	T#
3-5	Head	+1	+4
6	Hands	-1	+4
7-8	Arms	-1	+3
9	Shoulder	0	+3
10-11	Chest	0	+2
12	Stomach	0	+3
13	Vitals	+1	+4
14	Thighs	0	+2
15-16	Legs	-1	+3
17-18	Feet	-1	+4

Aimed Shots

Type	T#	Roll w/
Head Shot	+2	1D6+3
High Shot	+1	2D6+1
Body Shot	+1	2D6+4
Low Shot	+1	2D6+7
Leg Shot	+2	1D6+12

SHADOWRUN third edition

KARMA

Good Karma	Pool

Total

MONEY

Stick	Amount
Cash carried	Cash safe

DICE POOLS

- Combat Pool
- Spell Pool
- Astral Combat Pool
- Hacking Pool
- Control Pool

ARMOR

Type	B/I	Wght

SKILLS AND LANGUAGES

Skill	Rating

VEHICLE

Name	Color	Handling	Seating

Speed	Accel	B/A	Sig	Nav

Year	Cargo	Load	Pilot	Sens

Special Equipment

Condition: L M S D

MAJOR CONTACTS

Name	Occupation	C/B/F

WEAPONS

Name	Type	Conc	Rch	Mode	Short	Med	Long	Extrm	Ammo	Recoil	Target	Damage