

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

ATTRIBUTES

	ITEM	NOTES	
	_____	_____	
_____	_____	_____	Running Rate (m/turn): <input type="text"/>
_____	_____	_____	Swimming Rate (m/turn): <input type="text"/>
_____	_____	_____	Lift w/out test (kg): <input type="text"/>
_____	_____	_____	Overhead Lift w/out test (kg): <input type="text"/>
_____	_____	_____	Weight (kg/lbs): <input type="text"/>
_____	_____	_____	Height (cm/inches): <input type="text"/>
_____	_____	_____	Sex (male/female): <input type="text"/>
_____	_____	_____	Age (years): <input type="text"/>
_____	_____	_____	Lifestyle: <input type="text"/>
_____	_____	_____	Metatype: <input type="text"/>

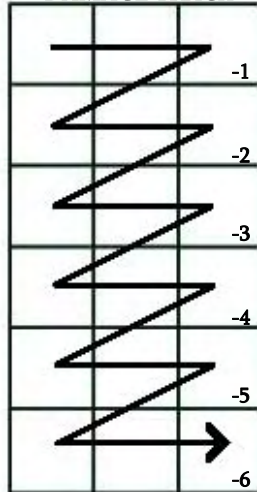
DESCRIPTION & PERSONALITY

MISCELLANEOUS ITEMS

VARIOUS STATISTICS

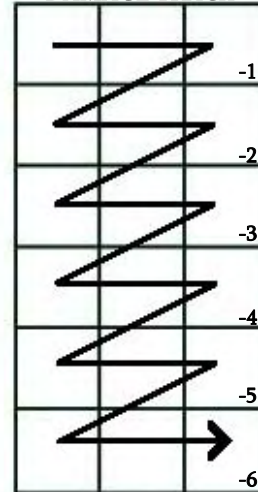
QUALITY NAME & NOTES

PHYSICAL DAMAGE TRACK



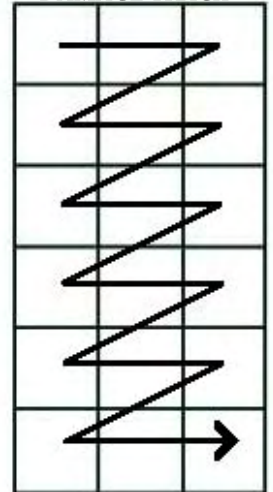
8 + (BODY÷2, ROUND UP) BOXES

STUN DAMAGE TRACK



8 + (WILL÷2, ROUND UP) BOXES

MATRIX DAMAGE TRACK



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
(Mechanic 4)	LOG*	Aeronautics Mechanic	___	___	___
	LOG*	Arcana	___	___	___
	AGI	Archery	___	___	___
	LOG	Armorer	___	___	___
	INT	Artisan	___	___	___
	INT*	Assensing	___	___	___
	WIL*	Astral Combat	___	___	___
(Mechanic 4)	LOG*	Auto. Mechanic	___	___	___
(Firearms 3)	AGI	Automatics	___	___	___
(Conjuring 3)	MAG*	Banishing	___	___	___
(Conjuring 3)	MAG*	Binding	___	___	___
(Close Combat 3)	AGI	Blades	___	___	___
	LOG	Chemistry	___	___	___
(Athletics 4)	STR	Climbing	___	___	___
(Close Combat 3)	AGI	Clubs	___	___	___
(Tasking 3)	RES*	Compiling	___	___	___
(Electronics 4)	LOG	Computer	___	___	___
(Influence 4)	CHA	Con	___	___	___
(Sorcery 3)	MAG*	Counterspelling	___	___	___
(Cracking 3)	LOG	Cybercombat	___	___	___
(Biotech 3)	LOG*	Cybertechnology	___	___	___
(Electronics 4)	LOG	Data Search	___	___	___
(Tasking 3)	RES*	Decompiling	___	___	___
	LOG	Demolitions	___	___	___
(Stealth 4)	INT	Disguise	___	___	___
	BOD	Diving	___	___	___
	REA	Dodge	___	___	___
(Cracking 3)	LOG*	Electronic Warfare	___	___	___
	MAG*	Enchanting	___	___	___
	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	___	___	___

Group	Att	Skill	A.A.	Rank	DP
(Mechanic 4)	LOG*	Nautical Mechanic	___	___	___
(Outdoors 3)	INT	Navigation	___	___	___
(Influence 4)	CHA	Negotiation	___	___	___
(Stealth 4)	AGI	Palming	___	___	___
	BOD	Parachuting	___	___	___
	INT	Perception	___	___	___
	REA*	Pilot Aerospace	___	___	___
	REA*	Pilot Aircraft	___	___	___
	REA*	Pilot Anthroform	___	___	___
	REA*	Pilot Exotic Vehicle	___	___	___
	REA	Pilot Ground Craft	___	___	___
	REA	Pilot Watercraft	___	___	___
(Firearms 3)	AGI	Pistols	___	___	___
(Tasking 3)	RES*	Registering	___	___	___
(Sorcery 3)	MAG*	Ritual Spellcasting	___	___	___
(Athletics 4)	STR	Running	___	___	___
(Stealth 4)	INT	Shadowing	___	___	___
(Electronics 4)	LOG*	Software	___	___	___
(Sorcery 3)	MAG*	Spellcasting	___	___	___
(Conjuring 3)	MAG*	Summoning	___	___	___
(Outdoors 3)	WIL	Survival	___	___	___
(Athletics 4)	STR	Swimming	___	___	___
	AGI	Thrown Weapons	___	___	___
(Outdoors 3)	INT	Tracking	___	___	___
(Close Combat 3)	AGI	Unarmed Combat	___	___	___

*These skills cannot be defaulted on

Knowledge Skills (Logic—Professional, Academic) (Intuition—Street, Interests)(p127)

___	___	___	___	___
___	___	___	___	___
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___	___	___	___	___
___	___	___	___	___
___	___	___	___	___
___	___	___	___	___
___	___	___	___	___

Language Skills

INT	___	___	___	___
INT	___	___	___	___
INT	___	___	___	___
INT	___	___	___	___

SKILLS

SKILL NOTES

Ver. 2.1

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

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

ARMOR & DEFENSE

MISC COMBAT GEAR & NOTES

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

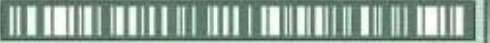
RANGED WEAPONS

CALIBER	TYPE	MODIFIERS
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

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

AMMO

MELEE WEAPONS



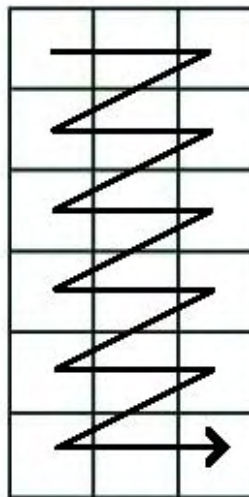
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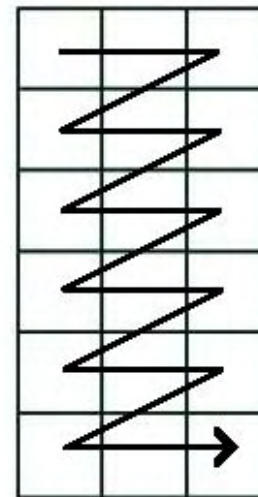
VEHICLE	HANDLING	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR	NOTES

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

PROGRAMS & COMPLEX FORMS

PROGRAMS & COMPLEX FORMS

Group	Att	Skill	A.S.	Rank	DP
(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

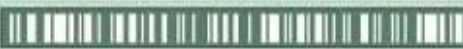
RELEVANT HACKING SKILLS

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

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: _____	Character Magic & Tradition Background
Combat: _____	
Detection: _____	
Health: _____	
Illusion: _____	
Manipulation: _____	
Drain: Willpower + _____	_____
Drain: Willpower + _____	_____
TRADITION	MAGICAL BACKGROUND

Max # of Services Owed = Summoning Skill = _____
Maximum Force of a Spirit = Magic Attribute = _____
Max # of Bound Spirits = Charisma Attribute = _____

SPIRIT	FORCE	SERVICES	BOUND/UNBOUND
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

SPIRITS



Maximum Number of Foci Bonded = Magic = _____
Maximum Number of Foci Active = Logic = _____
Maximum Total Force of All Foci = Magic = _____

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: _____

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: _____			

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"/>

KARMA EXPENDITURES

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

ADVANCEMENT NOTES



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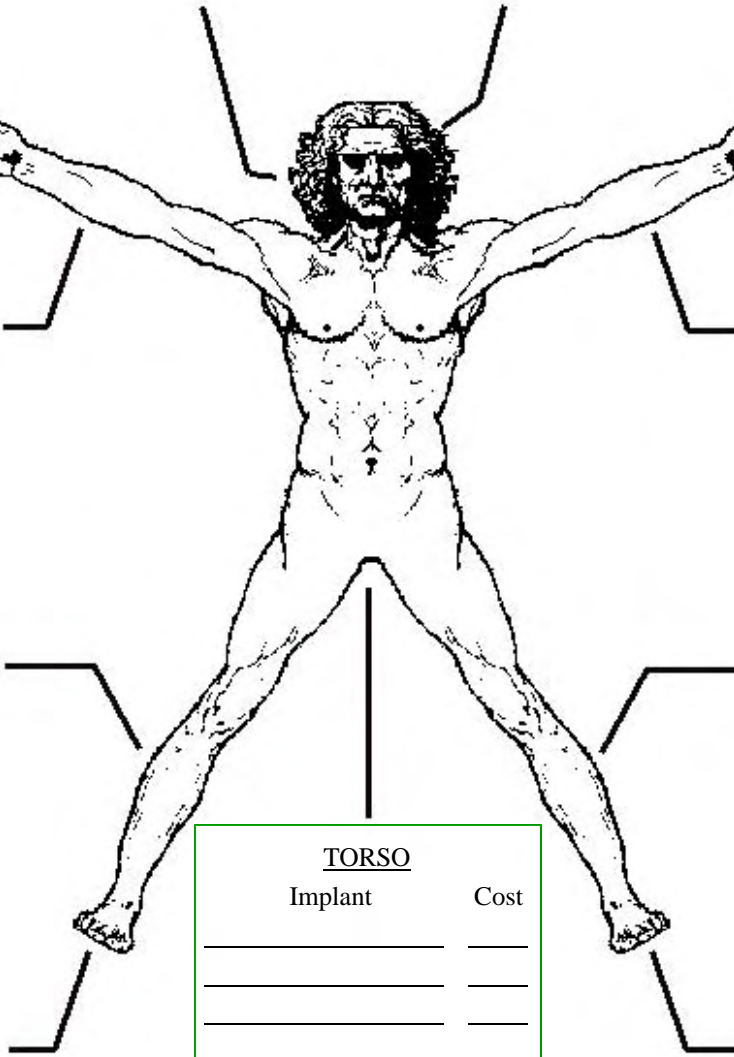
<u>RIGHT HAND</u>	
Implant	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Total	_____

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

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

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

Additional Notes: _____

Total Essence Cost _____

