

# SHADOWRUN

NAME/ALIAS: \_\_\_\_\_

Metatyp: \_\_\_\_\_ Alter: \_\_\_\_\_ Geschlecht: \_\_\_\_\_ Nuyen: \_\_\_\_\_ Lebensstil: \_\_\_\_\_

Karma Ges.: \_\_\_\_\_ Karma Aktuell: \_\_\_\_\_ Strassenruf: \_\_\_\_\_ Schlechter Ruf: \_\_\_\_\_ Prominenz: \_\_\_\_\_

## CHARAKTERDATEN

### KÖRPERLICHE ATTRIBUTE

Konstitution: \_\_\_\_\_

Geschicklichkeit: \_\_\_\_\_

Reaktion: \_\_\_\_\_

Stärke: \_\_\_\_\_

### GEISTIGE ATTRIBUTE

Charisma: \_\_\_\_\_

Intuition: \_\_\_\_\_

Logik: \_\_\_\_\_

Willenskraft: \_\_\_\_\_

### BESONDERE ATTRIBUTE

Edge: \_\_\_\_\_

Essenz: \_\_\_\_\_

Initiative: \_\_\_\_\_

Magie/Resonanz: \_\_\_\_\_

### BESONDERE ATTRIBUTE

Aktuelles Edge: \_\_\_\_\_

Astrale INI: \_\_\_\_\_

Matrix INI: \_\_\_\_\_

INI-Durchgänge: \_\_\_\_\_

## ATTRIBUTE

### AKTIONSFERTIGKEIT

Fertigkeitsbezeichnung Wert Attr.

### AKTIONSFERTIGKEIT

Fertigkeitsbezeichnung Wert Attr.

### WISSENSFERTIGKEIT

Fertigkeitsbezeichnung Wert Attr.

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## FERTIGKEITEN

### GABE/HANDICAP

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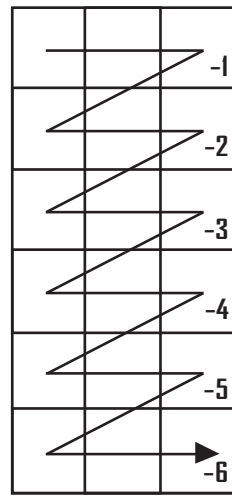
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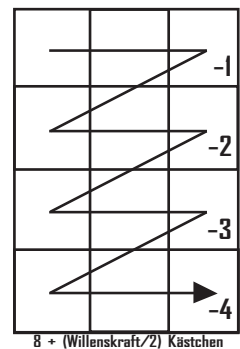
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GRÖSSE: \_\_\_\_\_ GEWICHT: \_\_\_\_\_  
 AUGEN-/HAARFARBE: \_\_\_\_\_  
 AUSSEHEN/BESONDERE MERKMALE: \_\_\_\_\_

### KÖRPERLICHE SCHADENSLEISTE



### GEISTIGE SCHADENSLEISTE



## GABEN UND HANDICAPS

## AUSSEHEN / CHARAKTERSKIZZE

## ZUSTANDSMONITOR

CHARAKTERBOGEN



# SHADOWRUN

**NAME**                      **LOYALITÄT**    **CONNECTION**

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**CONNECTIONS**

**FAHRZEUG**    **HANDLING**    **BESCHL.**    **GESCHW.**

**PILOT**            **RUMPF**            **PANZERUNG**    **SENSOR**

**FAHRZEUG**

**LEBENSSTIL**    **GEBIET**    **KOMFORT**    **UNTERHALTUNG**    **MOBILIAR**    **SICHERHEIT**    **PLATZ**    **ANMERKUNGEN**

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**AUSRÜSTUNG**

**SOZIALBOGEN**



**NAME**                      **STUFE**            **ANMERKUNGEN**

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**SINs**

**LIZENZ**                      **STUFE**            **SIN**

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**LIZENZEN**

**PANZERUNG**            **BALLISTISCH/STOSS**            **ANM.**

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**PANZERUNG / KLEIDUNG**

**NOTIZEN**

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# SHADOWRUN

TRADITION: \_\_\_\_\_ KONZEPT: \_\_\_\_\_

HEILUNG: \_\_\_\_\_ ILLUSION: \_\_\_\_\_ KAMPF: \_\_\_\_\_ MANIPULATION: \_\_\_\_\_

WAHRNEMUNG: \_\_\_\_\_ ENTZUGSATTRIBUTE: \_\_\_\_\_

**TRADITION**

FOKUS	STUFE
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_____	_____

**FOKI**

**MAGISCHE AUSRÜSTUNG**

GRAD: _____	ZAUBERSPRUCH	ART	REICHWEITE	DAUER	ENTZUG
METAMAGIE / ECHOS: _____	_____				
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**INITIATION / WANDLUNG**

SCHUTZPATRON: \_\_\_\_\_

VORTEILE: \_\_\_\_\_

NACHTEILE: \_\_\_\_\_

**SCHUTZPATRON**

**ZAUBERSPRÜCHE**

GEIST/SPRITE	KRAFT	DIENTE	GEBUNDEN/UNGEBUNDEN REGISTRIERT/UNREGISTRIERT	BEZEICHNUNG	STUFE
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**GEISTER / SPRITES**

**ADEPTENKRÄFTE / KOMPLEXE FORMEN**

ERWACHTENBOGEN



# SHADOWRUN

**WAFFE      SCHADEN    PB    MODUS    RK    MUNI**

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**WAFFE      REICHWEITE    SCHADEN    PB**

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**NAHKAMPFWAFFEN**

**PANZERUNG      BAL/STO      ANM.**

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**FERNKAMPFWAFFEN**

**PANZERUNG**

**KOMMLINK:** \_\_\_\_\_  
**PROZESSOR:** \_\_\_\_\_ **SYSTEM:** \_\_\_\_\_  
**FIREWALL:** \_\_\_\_\_ **SIGNAL:** \_\_\_\_\_  
**PROGRAMME:** \_\_\_\_\_

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**IMPLANTAT      STUFE      ESSENZ      ANMERKUNGEN**

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**KOMMLINK / PROGRAMME**

**CYBERWARE / BIOWARE**

**FAHRZEUG    HANDLING    BESCHL.    GESCHW.    PILOT    RUMPF    PANZERUNG    SENSOR    ANM.**

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**FAHRZEUGE / DROHEN**

**KAMPFBOGEN**

