

Concept	Note	Priorities
Edge	A character with a lot of edges can be very effective.	Metatype
Face	Lead the team with leadership and get more Nuyen with your negotiation skill.	Attributes and Skills
Martial Artist	Check Run and gun on page 138.	
Melee or Range combat	Combat oriented character.	Skills and Nuyen
Guns and equipment	You will need guns.	Nuyen
Augmentations	Enhance your character but lose Essence/Magic.	Nuyen+
Decker	Hack guns and devices, disable drones and turrets. Get information in the Matrix.	Nuyen and Skills
Rigger	Drive vehicles and use drones for spying and to help you in combat.	Nuyen+ and Skills
Technomancer	Master Hacker and Rigger. Can't use magic.	Resonance and Nuyen (for drones)
Physical Adept	Enhance your character with Magic.	Magic
Astral (magicien/adepts)	See aura of living being. Usefull to detect ennemies. Solve occult mysteries.	Magic
Spellcaster	Cast spells for combat, detection, healing, illusion and manipulation.	Magic and Skills
Summoner	Summon spirits to help you in combat. It's like drones but with magic.	Magic and Skills
Enchanter	Enchant items to cast spells, create magic bullets and create a Focus to boost you.	Magic and Skills
Healer	Spellcaster with Healing spells or skilled Shadowrunner with Medkit or Autodocs.	Magic or Skills

Select one to three concepts to have a fun to play character. Don't optimize or generalize too much.

Character Creation - Step 1 - Concept

Character	Note
Concepts and archetypes	SR5 p. 63, SR5 p. 112-127, Run Faster p. 160.
Starting Karma	25 (Experienced runner). See page 64 for Street-Level and Prime Runner.
Priority Table	SR5 p. 65.

Character Creation - Step 2 - Metatype

Character	Note
Metatype Attribute Table	SR5 p. 66
Metahumanity	Check the metatypes variations. See Run Faster page 88.
Infected	Check the Infected variations. See Run Faster page 133.
AI Character	Check the AI Character Creation in Data Trail p. 145.
Special Attributes	Edge, Magic and Resonance. Maximum of 6 (7 with Exceptional Attribute).
Maximum Attributes	Characters at character creation may only have 1 Mental or Physical attribute at their natural maximum limit.

Character Creation - Step 3 - Magic or Resonance

Character	Note
Aspected magicians	Choose a specific Magic-based skill group (Sorcery, Conjuring, or Enchanting).
Power Points	Equal to Magic Rating for Adept. Mystic Adepts must purchase Power Points (5 Karma per full Power Point). Maximum is Magic Rating.
Traditions	SR5 p. 283, Street Grimoire p. 41, Forbidden Arcana p. 60, Shadow Spells p. 3.
Grimoire	SR5 p. 283, Street Grimoire p. 102, Forbidden Arcana p. 49, Shadow Spells p. 16.
Adept Powers	SR5 p. 308, Street Grimoire p. 169, Shadow Spells p. 23.

Character Creation - Step 4 - Qualities

Character	Note
Aspected magicians	Choose a specific Magic-based skill group (Sorcery, Conjuring, or Enchanting).
Starting Karma	25 (Experienced runner). See page 64 for Street-Level and Prime Runner.
Max Karma worth of Qualities	Positive: 25, Negative: 25.
Positive Qualities	SR5 p. 71, Run Faster p. 86, Run Faster p. 144, Hard Target p. 191, Data Trail p. 44, Rigger 5.0 p. 33, Complete Trog p. 17, 188, Bullets and Bandages p. 11, Street Grimoire p. 199, Chrome Flesh p. 54, Assassins Primer p. 16.
Other Positive Qualities	Metagenic: Run Faster p. 111, Infected: Run Faster p. 136, Blood Crystal: Forbidden Arcana p. 132, AI: Data Trail p. 146.
Negative Qualities	SR5 p. 77, Run Faster p. 151, Hard Target p. 191, Data Trail p. 46, Rigger 5.0 p. 33, Complete Trog p. 189, Bullets and Bandages p. 12, Street Grimoire p. 199, Chrome Flesh p. 57, Assassins Primer p. 17.
Other Negative Qualities	Metagenic: Run Faster p. 119, Infected: Run Faster p. 141, AI: Data Trail p. 151.

Character	Note
Notation	Individual Skills / Group Skills
Skills Rating	1 to 6 at Character Creation. This include Knowledge and Language skills.
Specialization	1 point per specialization and 1 specialization per skill. Specialization give a +2 dice pool. Cannot be purchased for skill groups.
Skill Group	Skill group points may not be used to purchase individual skills and vice versa. Skill groups cannot be broken up in this step.
Restricted Skills	Magic and Resonance-based skills. Without the appropriate attribute, the character cannot learn or utilize these skills. Aspected magicians can use only one category of Magic skills (Sorcery, Conjuring, or Enchanting).
Knowledge and Language	Number of point equal to (INT + LOG) x 2. One additional language as the Native Language.

Character Creation - Step 6 - Resources

Character	Note
Limitation	By the end of this step, you may choose to hold onto 5,000 nuyen or less and add it to your starting nuyen.
Karma to Nuyen	You can convert up to 10 Karma to Nuyen at a rate of 2000 Nuyen for Karma point.
Item's Maximum and Limit	Maximum Augmentation bonus: +4 (Standard and Alphaware only), Maximum Availability: 12, Maximum Device Rating: 6
Essence reduction	Any point (or fraction) of Essence loss reduces a Magic or Resonance attribute rating by 1.
Gear List	SR5 p. 421, Run and Gun p. 18 (index at the end), Gun Heaven 3 (index at the end), Chrome Flesh p. 74 (index at the end), Rigger 5.0 p. 41, Complete Trog p. 184, Bullets and Bandages p. 19, Street Grimoire p. 217, Data Trail p. 61, Assassins Primer p. 11.
Equipment Packs	Run Faster p. 228 to p. 251.
Add Starting Nuyen	See table on page 95.

Character Creation - Step 7 - Spending your Leftover Karma

Character	Note
Limitation	By the end of this step, you may choose to hold onto 7 karma or less.
Item's Maximum	Maximum Augmentation bonus: +4, Maximum Availability: 12, Maximum Device Rating: 6
Additional Purchases & Restrictions	See page 98.
Lifestyle Options	SR p. 370 and Run Faster p. 216.
Lifestyle Tax	+50% for Dwarf, +100% for Troll.
Team Lifestyles	Add 10% per additional person.
Contacts	Charisma x 3 Karma points to buy Contacts. Maximum of 7 Karma per contact.
Contact Rating	See Connection Rating Table and Loyalty Rating on page 387. Minimum of 1/1.
Contacts List	SR5 p. 390, Run Faster p. 182, Hard Targets p. 178

Character Creation - Step 8 - Final Calculations

Character	Note
Character Create Checklist	See page 101.
Calculations	See page 101.
Movement	Walk: Agility x 2, Run: Agility x 4. Sprint: +2m/hit or +1m/hit for Dwarf and Troll.

Character Creation - Step 9 - Final Touches

Character	Note
Answer questions	Run Faster p. 19.
Characteristics	See Metahuman Characteristics Table on page 380.
Find a picture of your character	Check the Internet.
GM Approval	Ask for approval.

Metahuman Characteristics Table (SR5, p. 380)

Metatype	Average Height	Average Weight	Average Lifespan (worldwide)
Dwarf	120 cm	54 kg	More than 100 years (projected)
Elf	190 cm	80 kg	Two hundred years or more (estimated)
Human	175 cm	78 kg	55-65 years
Ork	190 cm	128 kg	35-45 years
Troll	250 cm	335 kg	45-55 years