

Example Character: Decker (Dwarf)

Source: SR5 Core Rulebook, p. 121 **Gameplay Level:** Standard **Import Version:** 1

Gameplay Level Identification

Detected Level: Standard **Evidence:**

- Max availability: 12 (Cerebral Booster R1 availability 12)
 - Max device rating: 5 (Hermes Ikon commlink)
 - Starting karma budget: 25 (standard)
 - Resource allocation matches Priority A (~450,000¥)
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Priority Selection

Priority	Category	Allocation	Confidence
A	Resources	450,000¥	95%
B	Skills	36/5	100%
C	Attributes	16 points	100%
D	Metatype	Dwarf (1 special → Edge 2)	100%
E	Magic	Mundane	100%

Priority Inference Calculations

Attribute Points Calculation

Attribute	Value	Dwarf Base	Points Purchased
Body	3	3	0
Agility	2	1	1
Reaction	3	1	2
Strength	3	3	0
Willpower	5	2	3
Logic	5 (6)	1	4
Intuition	4	1	3
Charisma	2	1	1
Total			14 points

Note: Logic shown as 5 (6) indicates base 5 + Cerebral Booster 1 = 6.

Result: 14 points → **Priority C (16 points)** — 2 points may be purchased with Karma or stat block shows augmented value.

Skills Calculation

Individual Skills:

Skill	Rating	Specialization
Automatics	4	
Cybercombat	6	
Electronic Warfare	6	
Etiquette	4	
First Aid	3	
Hacking	7	Hack on the Fly +2
Lockpicking	4	
Pilot Aircraft	3	
Pilot Ground	3	
Pistols	4	
Unarmed Combat	3	
Total	47	

Skill Groups:

Group	Rating	Skills Included
Electronics	6	Computer, Hardware, Software
Engineering	4	Aeronautics Mechanic, Automotive Mechanic, Demolitions, Industrial Mechanic, Nautical Mechanic
Total	10	

Note: Hacking 7 with Aptitude (Hacking) quality allows exceeding the normal cap of 6.

Skill Point Analysis:

- Priority A Skills: 46/10
- Priority B Skills: 36/5
- Total individual skills: 47 points (requires excess from somewhere)
- Total group points: 10 points

Result: With 47 individual skill points and 10 group points:

- Priority A Skills (46/10) would work if 1 skill point bought with Karma
- More likely Priority B (36/5) with significant karma investment

Revised Assessment: Skill allocation suggests Priority B (36/5) plus karma purchases, as the character has Aptitude (Hacking) allowing rating 7.

Metatype Calculation

- **Metatype:** Dwarf
- **Edge:** 2
- **Special Attribute Points:** Edge 2 - 1 (base) = 1 special point needed
- **Priority D (Dwarf):** Provides 1 special attribute point ✓

Result: Priority D ✓

Magic Calculation

- **Magical Path:** Mundane

Result: Priority E ✓

Metatype

Metatype: Dwarf

Attributes

Attribute	Value	Notes
Body (B)	3	
Agility (A)	2	
Reaction (R)	3	
Strength (S)	3	
Willpower (W)	5	
Logic (L)	5 (6)	Augmented by Cerebral Booster 1
Intuition (I)	4	
Charisma (C)	2	

Special Attributes

Attribute	Value
Essence (ESS)	5.0
Edge (EDG)	2

Magic/Resonance

Magical Path: Mundane (no magic/resonance)

Qualities

Positive Qualities

Quality	Karma Cost	Notes
Analytical Mind	5	+2 dice to Logic-based tests involving reasoning
Aptitude (Hacking)	14	Max rating 7 for Hacking skill
Code Slinger (Brute Force)	10	+2 dice to Brute Force matrix actions
Total	29	

Note: 29 Karma exceeds 25 limit — requires negative qualities to offset.

Negative Qualities

Quality	Karma Bonus	Notes
Allergy (Sunlight, Mild)	10	Mild reaction to sunlight
Code of Honor (Metahumans)	15	Will not harm metahumans directly
Total	25	

Skills

Active Skills

Skill	Rating	Specialization	Notes
Automatics	4		
Cybercombat	6		
Electronic Warfare	6		
Etiquette	4		
First Aid	3		
Hacking	7	Hack on the Fly +2	Aptitude allows R7
Lockpicking	4		
Pilot Aircraft	3		
Pilot Ground	3		
Pistols	4		
Unarmed Combat	3		

Skill Groups

Group	Rating	Skills Included
Electronics	6	Computer, Hardware, Software
Engineering	4	Aeronautics Mechanic, Automotive Mechanic, etc.

Knowledge Skills

Free Points: (INT 4 + LOG 5) × 2 = **18 points**

Skill	Category	Rating	Points
Cannibalizing Hardware	Professional	5	5
Detective Novels	Interests	3	3
Matrix Security (Emerald City Grid)	Street	4 (+2)	4
Total			12

Validation: ✓ 12 points spent ≤ 18 available (6 points remaining)

Languages

Language	Rating	Points
English	N (Native)	0
Japanese	3	3
Salish	3	3
Total		6

Total Knowledge + Language Points: 18/18 ✓

Augmentations

Bioware

Augmentation	Grade	Rating	Essence	Cost	Notes
Cerebral Booster	Standard	1	0.2	31,500¥	+1 Logic
Sleep Regulator	Standard	—	0.1	12,000¥	Only need 3 hours sleep

Bioware Subtotal: 43,500¥

Cyberware

Cybereyes (Rating 1) — Standard

Base Stats	Value
Cost	4,000¥

Essence	0.2
Capacity	4

Cybereyes Enhancements (4/4 capacity used):

Enhancement	Capacity	Cost
Low-Light Vision	2	1,500¥
Thermographic Vision	2	1,500¥
Total	4	3,000¥

Cybereyes Total Cost: 7,000¥

Other Cyberware

Augmentation	Grade	Essence	Cost	Notes
Datajack	Standard	0.1	1,000¥	Standard neural interface
Skilljack	Standard	0.2	40,000¥	Rating 2, allows skillsofts

Note: Skilljack Rating 2 costs $20,000\text{¥} \times 2 = 40,000\text{¥}$ and essence $0.1 \times 2 = 0.2$.

Essence Calculation

Augmentation	Essence
Cerebral Booster	0.20
Sleep Regulator	0.10
Cybereyes R1	0.20
Datajack	0.10
Skilljack R2	0.20
Total Used	0.80
Remaining	5.20

Note: Stat block shows 5.0 Essence remaining (0.8 cyberware + 0.2 possible unaccounted). Minor discrepancy.

Contacts

Contact Pool Validation

Free Contact Karma: CHA $2 \times 3 = 6$ Karma

Contact	Connection	Loyalty	Cost

Corporate Janitor	1	2	3
Wizgang Leader	2	1	3
Total			6

Validation: ✓ 6 Karma spent = 6 available

Gear

Matrix Gear

Hermes Chariot Cyberdeck

Stat	Value
Device Rating	2
Attack	5
Sleaze	4
Data Processing	4
Firewall	2
Programs	2
Cost	123,000¥
Availability	6R

Running Programs:

Program	Cost
Armor	250¥
Biofeedback Filter	250¥
Edit	250¥
Encryption	250¥
Hammer	250¥
Signal Scrub	250¥
Toolbox	250¥
Total	1,750¥

Meta Link Commlink

Stat	Value

Device Rating	1
Cost	100¥

Skillsofts (Requires Skilljack)

Skillsoft	Rating	Cost
Corporate Security Procedures Knowsoft	2	4,000¥
Sperethiel Linguasoft	2	2,000¥
Vehicle Schematics Skillsoft	2	4,000¥
Total		10,000¥

Identities

No fake S/INs listed in stat block.

Medical

Item	Rating	Cost
Medkit	6	1,500¥

Services

Service	Duration	Cost
DocWagon Contract (Basic)	1 year	5,000¥

Miscellaneous Gear

Item	Cost
Lockpick Set	250¥

Armor

Armor	Rating	Capacity	Cost
Armor Jacket	12	12	1,000¥

Lifestyle

Lifestyle	Duration	Monthly Cost	Total
Middle	2 months	5,000¥	10,000¥

Note: Dwarf metatype modifier ×1.2 may apply → 12,000¥ total if applied.

Weapons

Ranged Weapons

Ceska Black Scorpion

Stat	Value
Type	Machine Pistol
Accuracy	5
DV	6P
AP	—
Mode	SA/BF
RC	(1)
Ammo	35 (c)
Cost	270¥

Built-in Modifications:

- Folding Stock (included)

Ceska Black Scorpion Ammunition:

- Regular Ammo ×90 (~18¥)
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Remington Roomsweeper

Stat	Value
Type	Heavy Pistol
Accuracy	4
DV	7P
AP	-1
Mode	SA
RC	—
Ammo	8 (m)
Cost	250¥

Remington Roomsweeper Ammunition:

- Regular Ammo ×30 (~6¥)
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Vehicles & Drones

No vehicles or drones listed.

Resources Calculation

Augmentations

Category	Subtotal
Cerebral Booster R1	31,500¥
Sleep Regulator	12,000¥
Cybereyes R1 + enhancements	7,000¥
Datajack	1,000¥
Skilljack R2	40,000¥
Subtotal	91,500¥

Matrix Gear

Category	Subtotal
Hermes Chariot Cyberdeck	123,000¥
Meta Link Commlink	100¥
Programs (x7)	1,750¥
Subtotal	124,850¥

Skillsofts

Category	Subtotal
Corporate Security Knowsoft R2	4,000¥
Sperethiel Linguasoft R2	2,000¥
Vehicle Schematics Skillsoft R2	4,000¥
Subtotal	10,000¥

Medical & Services

Category	Subtotal
Medkit R6	1,500¥
DocWagon Basic Contract	5,000¥
Subtotal	6,500¥

Gear

Category	Subtotal
Lockpick Set	250¥
Subtotal	250¥

Armor

Category	Subtotal
Armor Jacket	1,000¥
Subtotal	1,000¥

Weapons & Ammunition

Category	Subtotal
Ceska Black Scorpion	270¥
Remington Roomsweeper	250¥
Regular Ammo ×120	~24¥
Subtotal	544¥

Lifestyle

Category	Subtotal
Middle (2 months)	10,000¥
Subtotal	10,000¥

Grand Total

Category	Amount
Augmentations	91,500¥
Matrix Gear	124,850¥
Skillsofts	10,000¥
Medical & Services	6,500¥
Gear	250¥
Armor	1,000¥
Weapons & Ammo	544¥
Lifestyle	10,000¥

Grand Total	244,644¥
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Validation: ~244,644¥ is well under Priority A (450,000¥), leaving significant funds unaccounted. This suggests:

1. The archetype may use Priority B Resources (275,000¥) instead
 2. Or significant nuyen leftover (200,000¥+)
 3. Or items missing from stat block (Fake SIN, etc.)
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Karma Expenditure Validation

Starting Karma: 25 (Standard level)

Category	Items	Cost	Running Total
Positive Qualities	Analytical Mind (5), Aptitude (14), Code Slinger (10)	29	29
Negative Qualities	Allergy (10), Code of Honor (15)	-25	4
Contact Pool	6 total = 6 free	0	4
Skills (excess)	See analysis below	11+	15+
Specialization	Hack on the Fly	7	22+

Skill Karma Analysis

Assuming Priority B Skills (36/5):

- Skill group points: 10 needed, 5 provided → 5 groups × 5 Karma = 25 Karma? **Too expensive**

Alternative: Priority A Skills (46/10):

- Skill group points: 10 needed, 10 provided ✓
- Individual skills: 47 needed, 46 provided → 1 point at Karma cost

Revised Priority Assessment: Character likely uses **Priority A Skills (46/10)** with 1 skill point purchased via Karma (2 Karma for rating 0→1).

Updated Karma Breakdown:

Category	Items	Cost	Running Total
Positive Qualities	Analytical Mind, Aptitude, Code Slinger	29	29
Negative Qualities	Allergy, Code of Honor	-25	4
Contacts	6 free karma exactly covers contacts	0	4
Skill (1 point)	Buying 1 skill point at Karma cost	2	6
Specialization	Hack on the Fly	7	13

Karma Balance:

- Starting: 25

- Net from qualities: $+25 - 29 = -4$
- Skills + specialization: -9
- **Remaining:** $25 - 4 - 9 = 12$ Karma remaining

Note: This leaves 12 Karma unspent or converted to nuyen. At 2,000¥ per Karma:

- 10 Karma $\rightarrow 20,000\text{¥}$ (within standard limit)
 - Remaining: 2 Karma carryover ✓
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Derived Stats

Stat	Value	Notes
Physical Limit	4	$(\text{STR} \times 2 + \text{BOD} + \text{REA}) \div 3$
Mental Limit	7	$(\text{LOG} \times 2 + \text{INT} + \text{WIL}) \div 3$
Social Limit	5	$(\text{CHA} \times 2 + \text{WIL} + \text{ESS}) \div 3$
Physical Initiative	$7 + 1D6$	REA 3 + INT 4
Physical Condition Monitor	10	$8 + (\text{BOD} 3 \div 2, \text{round up})$
Stun Condition Monitor	11	$8 + (\text{WIL} 5 \div 2, \text{round up})$
Armor	12	Armor Jacket

Validation Report

Matched Items (Database Validation)

Exact matches found in `/data/editions/sr5/core-rulebook.json` :

✓ Cerebral Booster, Sleep Regulator, Cybereyes, Low-Light Vision, Thermographic Vision ✓ Datajack, Skilljack ✓ Hermes Chariot, Meta Link ✓ Armor (program), Biofeedback Filter, Edit, Encryption, Hammer, Signal Scrub, Toolbox ✓ Knowsoft, Linguasoft ✓ Armor Jacket ✓ Ceska Black Scorpion, Remington Roomswelder ✓ Regular Rounds ✓ Medkit, Lockpick Set ✓ DocWagon Contract (Basic) ✓ Middle Lifestyle ✓ Analytical Mind, Aptitude ✓ Allergy, Code of Honor

Missing from Database

Item	Type	Notes
Code Slinger	Quality	From sourcebook, not Core Rulebook (see #196)

Close Matches (Auto-corrected)

Stat Block Name	Database Name	Correction Applied
Regular ammo	Regular Rounds	Exact name
Lockpick set	Lockpick Set	Capitalization

Calculation Discrepancies

Calculation	Stat Block	Calculated	Discrepancy
Essence	5.0	5.2	0.2
Resources	~245K	244,644¥	Close match

Creation Limits Validation

Limit	Value	Max	Status
Positive qualities	29	25	⚠️ Exceeds by 4 (offset by negatives)
Negative qualities	25	25	✓
Karma carryover	~2	7	✓
Physical at max	0	1	✓
Mental at max	0	1	✓
Max skill rating	7	7	✓ (with Aptitude)
Max availability	12	12	✓
Max device rating	5	6	✓
Knowledge points	18	18	✓
Contact pool	6	6	✓

Starting Nuyen

11 + (4D6 × 100)¥

Notes

1. **Priority Uncertainty:** The priority allocation is somewhat ambiguous. The analysis suggests:

- **A - Resources** (~245K, well under 450K limit)
- **B - Skills or A - Skills** with karma investment
- **C - Attributes** (14-16 points)
- **D - Metatype** (Dwarf with 1 special point)
- **E - Magic** (Mundane)

2. **Resource Discrepancy:** The total calculated resources (~245K) suggest either Priority B Resources (275K) or significant unspent funds. The archetype appears underspent for Priority A Resources.

3. **Aptitude (Hacking):** This quality allows the Hacking skill to reach rating 7 during character creation, which this character takes full advantage of.

4. **Code Slinger (Brute Force):** This quality provides +2 dice to Brute Force matrix actions, making this decker effective at both hacking approaches (Hack on the Fly specialization + Code Slinger for Brute Force).

5. Essence Discrepancy: The stat block shows 5.0 Essence, but calculated augmentations total 0.8

Essence used, leaving 5.2. The 0.2 difference may be:

- A calculation error in the original material
- An unlisted augmentation
- Skilljack costing more Essence than expected

6. Matrix Focus: This character is heavily focused on matrix operations with:

- Hermes Chariot cyberdeck (entry-level but capable)
- Maximum Hacking skill (7 with Aptitude)
- Strong Cybercombat and Electronic Warfare (6 each)
- Electronics skill group at 6
- Multiple defensive programs (Armor, Biofeedback Filter, Encryption)
- Offensive capability (Hammer)

7. Limited Combat: Physical combat capability is secondary:

- Two sidearms (machine pistol and heavy pistol)
- Low physical attributes (AGI 2, REA 3)
- Pistols skill 4 provides adequate defense

8. Skilljack Investment: The Skilljack R2 + skillsofts (50K total) allow the character to have additional

knowledge and skills on demand, enhancing versatility.