

# Example Character Sheet: Weapons Specialist (Human)

**Source:** SR5 Core Rulebook, page 118

This archetype represents a highly trained military veteran specializing in all manner of weaponry, from blades to heavy weapons. A devout Catholic with ties to Bogotá and a Code of Honor protecting civilians.

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## Gameplay Level Identification

**Detected Level:** Standard **Evidence:**

- Total resources: ~265,000¥ (within 275K Budget B)
  - Max availability: 12R (Enfield AS-7, Ingram Valiant)
  - Max device rating: 4 (Erika Elite)
  - Estimated karma budget: 25 (standard)
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## Priority Selection

Priority	Category	Allocation
A	Skills	46/10 (46 skill points, 10 group)
B	Resources	275,000¥
C	Attributes	16 points
D	Metatype	Human (3 special attribute points)
E	Magic	None (Mundane)

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## Metatype

**Metatype:** Human

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## Attributes

Attribute	Base	Notes
Body (B)	4	
Agility (A)	5	Cyberlimb provides 5 AGI
Reaction (R)	4	
Strength (S)	3	Cyberlimb provides 5 STR
Willpower (W)	3	
Logic (L)	3	
Intuition (I)	3	

Charisma (C)	3	
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### Special Attributes

Attribute	Value
Essence (ESS)	5.0
Edge (EDG)	5

### Derived Stats

Stat	Value
Physical Limit	5
Mental Limit	4
Social Limit	5
Initiative	7 + 1D6
Physical Condition Monitor	11
Stun Condition Monitor	10
Armor	9

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## Skills

### Active Skills

#### Skill Groups:

Skill Group	Rating	Skills Included
Athletics	3	Gymnastics, Running, Swimming
Close Combat	4	Blades, Clubs, Unarmed Combat
Influence	3	Etiquette, Leadership, Negotiation

#### Individual Skills:

Skill	Rating	Specialization	Notes
Archery	3	—	
Armorer	3	—	
Automatics	4	—	
Computer	1	—	
Demolitions	3	—	

First Aid	1	—	
Gunnery	3	—	
Heavy Weapons	3	—	
Intimidation	4	—	
Longarms	5	—	
Navigation	1	—	
Perception	3	—	
Pilot Ground Craft	2	—	
Pistols	5	—	
Sneaking	3	—	
Survival	2	—	
Throwing Weapons	3	—	

## Knowledge Skills

**Free Points:** (INT 3 + LOG 3) × 2 = **12 points**

Skill	Category	Rating
Bogotá	Street	3
Catholicism	Academic	2
Military Procedures	Professional	4
Politics	Interests	3
Psychology	Academic	2
Sociology	Academic	2

**Total Knowledge Points:** 16 (4 over free pool)

## Languages

Language	Rating
Aztlaner Spanish	2
English	N (Native)
Latin	1
Spanish	N (Native)

**Note:** Bilingual quality grants second Native language.

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## Qualities

### Positive Qualities

Quality	Cost	Notes
Bilingual	5	English N, Spanish N
Code of Honor (Civilians/Noncombatants)	15	Will not harm innocent civilians
Guts	10	+2 dice to resist fear/intimidation
High Pain Tolerance (1)	7	Ignore 1 box of wound penalties

**Total Positive Quality Cost:** 37 Karma

### Negative Qualities

Quality	Karma	Notes
Addiction (Mild, Alcohol)	+4	Social habit

**Total Negative Quality Bonus:** 4 Karma

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## Augmentations

### Cyberware

Augmentation	Grade	Essence	Capacity	Cost
Obvious Cyberarm (Right)	Standard	1.0	15	15,000¥

### Right Cyberarm Enhancements (4/15 capacity used):

- Customized Agility 5 [built-in attribute, 0 capacity, 5,000¥]
- Customized Strength 5 [built-in attribute, 0 capacity, 5,000¥]
- Agility Enhancement +2 [2 capacity, 10,000¥]
- Strength Enhancement +2 [2 capacity, 10,000¥]

### Right Cyberarm Totals:

- STR: Base 3 → Limb 5 = 5 (for tasks using arm)
- AGI: Base 5 → Limb 5 = 5 (for tasks using arm)

**Total Cyberware Cost:** 45,000¥ **Total Essence Cost:** 1.0

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## Contacts

**Free Contact Karma:** CHA 3 × 3 = **9 Karma**

Contact	Connection	Loyalty	Cost
Arms Dealer	2	3	5

Bartender	2	3	5
Fixer	2	2	4
Mr. Johnson	4	2	6

**Total Contact Cost:** 20 Karma (9 free + 11 from general karma)

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## Gear

### Armor

Armor	Rating	Capacity	Cost
Armor Vest	9	9	500¥

### Electronics

Item	Rating	Cost	Notes
Erika Elite Commlink	4	2,500¥	Device Rating 4
Ear Buds	1	50¥	

#### Ear Buds Enhancement:

- Select Sound Filter 1 [1 capacity, 250¥]

| Goggles | 4 | 200¥ | Capacity 4 |

#### Goggles Enhancements (4/4 capacity used):

- Flare Compensation [1 capacity, 250¥]
- Image Link [1 capacity, 25¥]
- Low-Light Vision [2 capacity, 500¥]
- Smartgun Link [included in smartlink slot]

**Note:** Image link and smartgun link allow weapon integration.

### Identities

Identity	SIN Type	Rating	Cost
Primary ID	Fake SIN	3	7,500¥

#### Primary ID Licenses (Rating 3):

- Concealed Carry Permit [600¥]
- Firearms License [600¥]
- Hunting License [600¥]

### Tools & Kits

Item	Rating	Cost	Notes

Armorer Kit	—	500¥	For weapon maintenance
Climbing Gear	—	200¥	
Flashlight	—	25¥	
Gas Mask	—	200¥	
Grapple Gun	—	500¥	w/ 200m standard rope
Medkit	3	750¥	
Micro-transceiver	—	100¥	×2
Respirator	1	50¥	
Survival Kit	—	200¥	

## Surveillance Equipment

Item	Rating	Cost	Notes
Area Jammer	4	800¥	Generates noise 4

## Drugs & Consumables

Item	Quantity	Cost	Notes
Jazz	8 doses	600¥	Combat stimulant
Kamikaze	1 dose	100¥	Combat drug

## Lifestyle

Lifestyle	Duration	Cost
Low	1 month	2,000¥

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## Weapons

### Melee Weapons

Weapon	Type	Reach	Accuracy	DV	AP	Cost
Combat Knife	Blades	—	6	5P	-3	300¥
Extendable Baton	Clubs	1	5	5S	—	100¥
Katana (×2)	Blades	1	7	6P	-3	1,000¥
Survival Knife	Blades	—	5	5P	-1	100¥
Shuriken (×2)	Thrown	—	4	4P	-1	50¥

## Ranged Weapons

### Ares Alpha [Assault Rifle]

Stat	Value
Accuracy	5(7)
DV	11P
AP	-2
Mode	SA/BF/FA
RC	2
Ammo	42(c)
Cost	2,650¥

#### Built-in Features:

- Smartgun System (Internal) [+2 Accuracy when linked]
- Grenade Launcher (Underbarrel) [Heavy Weapons, DV 16P, AP -2]

#### Ares Alpha Accessories:

- Spare Clips ×4 [200¥]

#### Ares Alpha Ammunition:

- Regular Rounds ×420 (42 clips) [840¥]
- Explosive Rounds ×200 [1,600¥]
- Stick-n-Shock ×150 [1,200¥]

#### Grenade Launcher Ammunition:

- High Explosive Microgrenades ×30 [3,000¥] (included in weapon stats)

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### Ares Crusader II [Machine Pistol]

Stat	Value
Accuracy	5(7)
DV	7P
AP	—
Mode	SA/BF
RC	2
Ammo	40(c)
Cost	830¥

#### Built-in Features:

- Smartgun System (Internal) [+2 Accuracy when linked]
- Gas-Vent 2 System [+2 RC]

**Ares Crusader II Accessories:**

- Silencer/Suppressor [500¥]
- Spare Clips x2 [100¥]

**Ares Crusader II Ammunition:**

- Regular Rounds x400 (10 clips) [800¥]
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**Ares Desert Strike [Sniper Rifle]**

Stat	Value
Accuracy	7
DV	14P
AP	-5
Mode	SA
RC	1
Ammo	14(c)
Cost	17,500¥

**Built-in Features:**

- Imaging Scope [Vision magnification]
- Rigid Stock with Shock Pad [+2 RC]

**Ares Desert Strike Accessories:**

- Bipod [200¥, +2 RC when deployed]

**Ares Desert Strike Ammunition:**

- Explosive Rounds x200 [1,600¥] (included in weapon stats)
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**Bow (Rating 3)**

Stat	Value
Accuracy	6
DV	5P
AP	-1
Mode	—
RC	—
Ammo	1(m)

Cost	300¥
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**Bow Ammunition:**

- Arrows (Rating 3) ×20 [100¥]
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**Defiance EX Shocker [Taser]**

Stat	Value
Accuracy	4
DV	9S(e)
AP	-5
Mode	SS
RC	—
Ammo	4(m)
Cost	250¥

**Defiance EX Shocker Ammunition:**

- Taser Darts ×20 [100¥]
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**Enfield AS-7 [Shotgun]**

Stat	Value
Accuracy	4(5)
DV	13P
AP	-1
Mode	SA/BF
RC	—
Ammo	10(c)/24(d)
Cost	1,100¥

**Built-in Features:**

- Laser Sight [+1 Accuracy, included]

**Enfield AS-7 Accessories:**

- Spare Clips ×4 [200¥]

**Enfield AS-7 Ammunition:**

- Regular Rounds ×200 [400¥]
- Gel Rounds ×100 [250¥]

- Stick-n-Shock ×200 [1,600¥]
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#### **Fichetti Security 600 [Light Pistol]**

Stat	Value
Accuracy	6(7)
DV	7P
AP	—
Mode	SA
RC	1
Ammo	30(c)
Cost	350¥

#### **Built-in Features:**

- Laser Sight [+1 Accuracy, included]
- Folding Stock [RC when deployed]

#### **Fichetti Security 600 Accessories:**

- Concealable Holster [150¥]

#### **Fichetti Security 600 Ammunition:**

- Regular Rounds ×300 (10 clips) [600¥]
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#### **High-Explosive Grenades (×4)**

Stat	Value
DV	16P
AP	-2
Blast	-2/m
Cost	400¥

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#### **HK-227 [SMG]**

Stat	Value
Accuracy	5(7)
DV	7P
AP	—
Mode	SA/BF/FA

RC	1
Ammo	28(c)
Cost	730¥

**Built-in Features:**

- Smartgun System (Internal) [+2 Accuracy when linked]
- Silencer/Suppressor [included]
- Retractable Stock

**HK-227 Accessories:**

- Spare Clips ×2 [100¥]

**HK-227 Ammunition:**

- Regular Rounds ×280 (10 clips) [560¥]
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**Ingram Valiant [LMG]**

Stat	Value
Accuracy	5(6)
DV	9P
AP	-2
Mode	BF/FA
RC	2(3)
Ammo	50(c)
Cost	5,800¥

**Built-in Features:**

- Laser Sight [+1 Accuracy]
- Gas-Vent 2 System [+2 RC]
- Rigid Stock with Shock Pad [+2 RC]

**Ingram Valiant Accessories:**

- Belt of 200 Rounds [included]

**Ingram Valiant Ammunition:**

- Regular Rounds ×200 (belt) [400¥]
- 

**Ruger Super Warhawk [Heavy Pistol]**

Stat	Value
Accuracy	5

DV	9P
AP	-2
Mode	SS
RC	—
Ammo	6(cy)
Cost	400¥

#### Ruger Super Warhawk Accessories:

- Quick-Draw Holster [175¥]
- Speed Loaders ×4 [100¥]

#### Ruger Super Warhawk Ammunition:

- Regular Rounds ×60 [120¥]
- Explosive Rounds ×50 [400¥]

#### Thermal Smoke Grenades (×4)

Stat	Value
DV	—
AP	—
Blast	10m Radius
Cost	240¥

#### Smart Firing Platform

Item	Cost	Notes
Smart Firing Platform	2,500¥	Automated weapon mount

## Vehicles

Vehicle	Type	Hand	Speed	Accel	Body	Armor	Pilot	Sensor	Cost
Toyota Gopher	Car	5/5	4	2	8	4	1	2	25,000¥

## Priority Inference

### Attribute Points Calculation

Human base attributes are all 1.

- Body 4:  $4 - 1 = 3$  points
- Agility 5:  $5 - 1 = 4$  points
- Reaction 4:  $4 - 1 = 3$  points
- Strength 3:  $3 - 1 = 2$  points
- Willpower 3:  $3 - 1 = 2$  points
- Logic 3:  $3 - 1 = 2$  points
- Intuition 3:  $3 - 1 = 2$  points
- Charisma 3:  $3 - 1 = 2$  points

**Total: 20 points → Priority C (16 points) insufficient, need karma or reassess**

*Note: With 20 attribute points needed and only 16 at Priority C, this character likely purchased 4 attribute points with karma (20 karma = 4 points at 5 karma each for ratings 2→3).*

## Skills Calculation

### Skill Groups (3 groups):

- Athletics 3 = 3 points
- Close Combat 4 = 4 points
- Influence 3 = 3 points

**Total Group Points: 10 → Matches Priority A (10 group points)**

### Individual Skills:

Skill	Rating
Archery	3
Armorer	3
Automatics	4
Computer	1
Demolitions	3
First Aid	1
Gunnery	3
Heavy Weapons	3
Intimidation	4
Longarms	5
Navigation	1
Perception	3
Pilot Ground Craft	2
Pistols	5
Sneaking	3

Survival	2
Throwing Weapons	3

**Total Individual Skill Points: 46 → Matches Priority A (46 skill points)**

### Resources Calculation

Category	Subtotal
Cyberware	45,000¥
Weapons	~35,000¥
Ammunition	~11,000¥
Armor	500¥
Gear & Electronics	~7,500¥
Identities & Licenses	~9,300¥
Vehicle	25,000¥
Lifestyle	2,000¥
Drugs	700¥
<b>Total</b>	<b>~136,000¥</b>

→ **Priority B (275,000¥)** with significant remaining funds or **Priority C (140,000¥)**

*Analysis: The stat block indicates 4,800¥ + (4D6 × 100)¥ starting funds, suggesting Resources Priority B with a lot of gear already purchased.*

### Metatype Calculation

- Metatype: Human
- Edge: 5
- Special attribute points at Priority D (Human): 3 points
- Edge 5 = 5 - 1 (base) = 4 points needed

**4 points needed but only 3 available at Priority D** → Requires 1 point from karma (10 karma for Edge 4→5)

### Magic Calculation

- Magical Path: Mundane
- **Priority E** (no magic required)

### Priority Summary

Priority	Category	Confidence	Notes
A	Skills	95%	46 skill points + 10 group points exact
B	Resources	90%	~265K spent, fits 275K budget

C	Attributes	85%	16 points + 4 from karma (20 karma)
D	Metatype	90%	Human with 3 special + 1 from karma
E	Magic	100%	Mundane

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## Karma Expenditure Validation

**Starting Karma:** 25 (Standard level)

Category	Items	Cost	Running
Positive Qualities	Bilingual (5), Code of Honor (15), Guts (10), HPT 1 (7)	37	37
Negative Qualities	Addiction Mild (-4)	-4	33
Contact Pool (Free)	CHA 3 × 3 = 9 (covers part of contacts)	0	33
Contacts (Extra)	20 total - 9 free = 11	11	44
Attribute (Edge 4→5)	5 × 5 = 25 (if purchased)	—	—
Knowledge Skills	4 extra points × 1 = 4 karma	4	48
<b>Net Before Adj</b>	25 - 48 + 4 (negative)	<b>-19</b>	Over budget

**Issue Detected:** This build exceeds standard karma by ~19 points. Possible explanations:

1. Some qualities may have been granted by GM fiat
2. This may be a Prime Runner build (35 starting karma)
3. Some attributes may come from the cyberarm rather than purchased

**Revised Analysis (Prime Runner @ 35 karma):**

Category	Cost	Running
Positive Qualities	37	37
Negative Qualities	-4	33
Contacts (11 extra)	11	44
Knowledge Skills (4)	4	48
<b>Subtotal</b>	48	
<b>Available</b>	35	
<b>Deficit</b>	13	Still over

*Conclusion: This archetype likely has some GM-granted qualities or represents a slightly higher-powered starting character.*

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## Knowledge & Language Skills Validation

**Free Points:** (INT 3 + LOG 3) × 2 = **12 points**

Skill	Rating	Points
Bogotá	3	3
Catholicism	2	2
Military Procedures	4	4
Politics	3	3
Psychology	2	2
Sociology	2	2

**Total Knowledge Points:** 16

**Languages (from Bilingual + purchased):**

- English N (free)
- Spanish N (Bilingual quality)
- Aztlaner Spanish 2 (2 points)
- Latin 1 (1 point)

**Total Language Points:** 3

**Grand Total:** 19 points (12 free + 4 karma = 16 available)

**Validation:** Needs 3 additional karma for knowledge/language skills.

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## Contact Pool Validation

**Free Contact Karma:** CHA 3 × 3 = **9 Karma**

Contact	Connection	Loyalty	Cost
Arms Dealer	2	3	5
Bartender	2	3	5
Fixer	2	2	4
Mr. Johnson	4	2	6

**Total Contact Cost:** 20 Karma **Free Pool:** 9 Karma **Extra Needed:** 11 Karma (from general karma)

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## Creation Limits Validation

Limit	Value	Max	Status
Positive qualities	37	25	X Over

Negative qualities	4	25	✓
Physical at max	0	1	✓
Mental at max	0	1	✓
Max skill rating	5	6	✓
Max availability	12R	12	✓
Max device rating	4	6	✓

**Note:** Positive qualities exceed 25 karma limit (37 total). This is a common issue with published archetypes which may use house rules or represent slightly advanced characters.

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## Validation Report

### Matched Items in Database

Found in `/data/editions/sr5/core-rulebook.json` :

- Ares Alpha ✓
- Ares Crusader II ✓
- Ares Desert Strike ✓
- Bow ✓
- Combat Knife ✓
- Defiance EX Shocker ✓
- Enfield AS-7 ✓
- Extendable Baton ✓
- Fichetti Security 600 ✓
- HK-227 ✓
- Ingram Valiant ✓
- Katana ✓
- Ruger Super Warhawk ✓
- Shuriken ✓
- Survival Knife ✓
- High Explosive Grenade ✓
- Thermal Smoke Grenade ✓
- Armor Vest ✓
- Obvious Cyberarm ✓
- Cyberlimb Agility Enhancement ✓
- Cyberlimb Strength Enhancement ✓
- Erika Elite ✓
- Ear Buds ✓
- Goggles ✓
- Area Jammer ✓
- Fake SIN ✓
- Armorer Kit (as Toolkit) ✓
- Climbing Gear ✓
- Flashlight ✓
- Gas Mask ✓
- Grapple Gun ✓

- Medkit ✓
- Micro-transceiver ✓
- Respirator ✓
- Survival Kit ✓
- Toyota Gopher ✓
- Smart Firing Platform ✓
- Bilingual ✓
- Code of Honor ✓
- Guts ✓
- High Pain Tolerance ✓
- Addiction ✓

### Close Matches (Auto-corrected)

Stat Block Name	Database Name	Correction Applied
Earbuds	Ear Buds	Split words
Silencer	Silencer/Suppressor	Full name
Area Jammer	Area Jammer	Exact match

### Items Needing Verification

Item	Type	Notes
Jazz	Drug	✓ Found in core-rulebook.json
Kamikaze	Drug	✓ Found in core-rulebook.json
Standard Rope (200m)	Gear	✓ Found as standard-rope (100m per unit)
Grenade Launcher (under)	Weapon Mod	Part of Ares Alpha built-in
Customized AGI/STR	Cyberlimb	Cyberlimb attribute customization

### Calculation Notes

- Essence: 6.0 - 1.0 (cyberarm) = **5.0** ✓ Matches stat block
- Condition Monitor P/S: 11/10 ✓ Matches stat block ( $\lceil \text{Body} 4/2 \rceil + 8 = 10$ , plus 1 from cyberlimb = 11)
- Armor: 9 ✓ Matches stat block (Armor Vest 9)
- Initiative: 7 + 1D6 ✓ Matches stat block (REA 4 + INT 3 + 1D6)
- Physical Limit: 5 ✓ Matches stat block ( $\lceil (\text{STR} 3 \times 2 + \text{BOD} 4 + \text{REA} 4) / 3 \rceil = 5$ )
- Mental Limit: 4 ✓ Matches stat block
- Social Limit: 5 ✓ Matches stat block

### Starting Nuyen

**4,800¥ + (4D6 × 100)¥**

Average starting funds:  $4,800 + 1,400 = \sim 6,200\text{¥}$