Example Character: Covert Ops Specialist (Dwarf)

Source: SR5 Core Rulebook, p. 113 **Gameplay Level:** Standard **Import Version:** 1

Gameplay Level Identification

Detected Level: Standard **Evidence:**

- Max availability: 12F (Cellular Glove Molder R4, Sequencer R4)
- Max device rating: 4 (Erika Elite)
- Starting karma budget: 25 (standard)
- Resource allocation matches Priority D (~50,000¥)

Priority Selection

Priority	Category	Allocation	Confidence
A	Attributes	24 points	100%
B	Metatype	Dwarf (4 special → Edge 5)	100%
C	Skills	28/2	100%
D	Resources	50,000¥	95%
E	Magic	Mundane	100%

Priority Inference Calculations

Attribute Points Calculation

Attribute	Value	Dwarf Base	Points Purchased
Body	5	3	2
Agility	6	1	5
Reaction	4	1	3
Strength	5	3	2
Willpower	4	2	2
Logic	4	1	3
Intuition	5	1	4
Charisma	4	1	3
Total			**24 points**

Result: 24 points → **Priority A (24 points)** ✓

Skills Calculation

Individual Skills:

Skill	Rating
Computer	2
Escape Artist	3
Etiquette	3
Gymnastics	5
Hardware	2
Perception	3
Running	3
Sneaking	5
Swimming	2
Total	**28**

Skill Groups:

Group	Rating
Firearms	2
Total	**2**

Result: 28/2 → **Priority C (28/2)** ✓

Metatype Calculation

- **Metatype:** Dwarf
- **Edge:** 5
- **Special Attribute Points:** Edge 5 - 1 (base) = 4 special points needed
- **Priority B (Dwarf):** Provides 4 special attribute points ✓

Result: Priority B ✓

Magic Calculation

- **Magical Path:** Mundane

Result: Priority E ✓

Metatype

Metatype: Dwarf

Attributes

Attribute	Value	Notes
Body (B)	5	
Agility (A)	6	
Reaction (R)	4	
Strength (S)	5	
Willpower (W)	4	
Logic (L)	4	
Intuition (I)	5	
Charisma (C)	4	

Special Attributes

Attribute	Value
Essence (ESS)	5.6
Edge (EDG)	5

Magic/Resonance

Magical Path: Mundane (no magic/resonance)

Qualities

Positive Qualities

Quality	Karma Cost	Notes
Catlike	7	+2 dice to Sneaking tests
Double-Jointed	6	+2 dice to Escape Artist; fit into tight spaces
Natural Athlete	7	+2 dice to Running and Gymnastics
Total	**20**	

Negative Qualities

No negative qualities listed in stat block.

Skills

Active Skills

Skill	Rating	Notes
Computer	2	
Escape Artist	3	+2 from Double-Jointed
Etiquette	3	
Gymnastics	5	+2 from Natural Athlete
Hardware	2	
Perception	3	
Running	3	+2 from Natural Athlete
Sneaking	5	+2 from Catlike
Swimming	2	

Skill Groups

Group	Rating	Skills Included
Firearms	2	Automatics, Longarms, Pistols

Knowledge Skills

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

Skill	Category	Rating	Points
Building Layouts	Professional	4	4
Corporate Security Systems	Professional	5	5
Extreme Sports	Interests	2	2
Infiltration Techniques	Street	3	3
Total			**14**

Validation: ✓ 14 points spent ≤ 18 available

Languages

Language	Rating	Points
English	N (Native)	0
Japanese	4	4
Total		**4**

Total Knowledge + Language Points: 18/18 ✓

Augmentations

Cyberware

Cybereyes (Rating 2) — Standard

Base Stats	Value
Cost	6,000¥
Essence	0.3
Capacity	8

Cybereyes Enhancements (8/8 capacity used):

Enhancement	Capacity	Cost
Low-Light Vision	2	1,500¥
Smartlink	3	4,000¥
Thermographic Vision	2	1,500¥
Vision Enhancement 1	1	4,000¥
Total	**8**	**11,000¥**

Cybereyes Total Cost: 17,000¥

Other Cyberware

Augmentation	Grade	Essence	Cost	Notes
Datajack	Standard	0.1	1,000¥	Standard neural interface

Essence Calculation

Augmentation	Essence
Cybereyes R2	0.30
Datajack	0.10
Total Used	**0.40**
Remaining	**5.60**

Validation: ✓ Matches stat block (5.6)

Contacts

Contact Pool Validation

Free Contact Karma: CHA 4 × 3 = **12 Karma**

Contact	Connection	Loyalty	Cost
Fixer	4	3	7
Corporate Security Contractor	3	5	8
Total			**15**

Validation: ⚠️ 15 Karma spent > 12 available (3 Karma from general pool)

Gear

Identities

Identity	SIN Type	Rating	Base Cost
Primary	Fake SIN	4	10,000¥

Primary SIN License (Rating 4, 200¥):

- Firearms License (gun)

Identity Total: 10,200¥

Electronics

Item	Rating	Cost	Notes
Erika Elite Commlink	4	2,500¥	Device Rating 4
Micro-transceiver	-	100¥	Short-range comms
Tag Eraser	-	450¥	Erases RFID tags

Infiltration Tools

Item	Rating	Cost	Notes
Cellular Glove Molder	4	2,000¥	Creates fake fingerprints
Maglock Passkey	3	6,000¥	Universal electronic lock key
Sequencer	4	1,000¥	Bypasses electronic keypads

Climbing Equipment

Item	Qty	Cost	Notes
Grapple Gun	1	500¥	Uses Exotic Ranged Weapon skill

Stealth Rope	500m	425¥	5×100m @ 85¥; dissolves with catalyst
Catalyst Stick	1	120¥	Destroys stealth rope
Microwire	200m	100¥	2×100m @ 50¥; razor thin
Climbing Gear	1	200¥	Standard kit
Rappelling Gloves	1	50¥	Required for microwire; +2 grip
Crowbar	1	20¥	2× effective STR for forcing

Armor

Armor	Rating	Capacity	Base Cost
Chameleon Suit	9	9	1,700¥

Chameleon Suit Modifications (2/9 capacity used):

Modification	Rating	Capacity	Cost
Thermal Damping	2	2	1,000¥
Total		**2**	**1,000¥**

Chameleon Suit Total: 2,700¥

Lifestyle

Lifestyle	Duration	Monthly Cost	Total
Low	3 months	2,000¥	6,000¥

Weapons

Ranged Weapons

Streetline Special

Stat	Value
Type	Hold-Out Pistol
Accuracy	4
DV	6P
AP	—
Mode	SA
RC	—

Ammo	6 (c)
Cost	120¥

Streetline Special Ammunition & Accessories:

- Spare Clip ×1 (5¥)
- Regular Ammo ×60 (~12¥)

Ares Predator V

Stat	Value
Type	Heavy Pistol
Accuracy	5 (7)
DV	8P
AP	−1
Mode	SA
RC	—
Ammo	15 (c)
Cost	725¥

Built-in Modifications:

- Smartgun System (Internal)

Ares Predator V Modifications:

- **Barrel:** Silencer/Suppressor [−4 to Perception to locate firer, 500¥]

Ares Predator V Ammunition & Accessories:

- Spare Clip ×1 (5¥)
- Regular Ammo ×50 (~10¥)

Note: Stat block shows DV 7P and AP -4. Base Ares Predator V is 8P/-1. Discrepancy may be transcription error or custom modification.

Vehicles & Drones

No vehicles or drones listed.

Resources Calculation

Cyberware

Category	Subtotal

Cybereyes (R2 + enhancements)	17,000¥
Datajack	1,000¥
Subtotal	**18,000¥**

Infiltration Tools

Category	Subtotal
Cellular Glove Molder R4	2,000¥
Maglock Passkey R3	6,000¥
Sequencer R4	1,000¥
Subtotal	**9,000¥**

Climbing Equipment

Category	Subtotal
Grapple Gun	500¥
Stealth Rope 500m	425¥
Catalyst Stick	120¥
Microwire 200m	100¥
Climbing Gear	200¥
Rappelling Gloves	50¥
Crowbar	20¥
Subtotal	**1,415¥**

Electronics & Gear

Category	Subtotal
Erika Elite	2,500¥
Micro-transceiver	100¥
Tag Eraser	450¥
Subtotal	**3,050¥**

Identities

Category	Subtotal
Fake SIN R4	10,000¥

Fake License (gun) R4	200¥
Subtotal	**10,200¥**

Armor

Category	Subtotal
Chameleon Suit + mods	2,700¥
Subtotal	**2,700¥**

Weapons & Ammunition

Category	Subtotal
Streetline Special	120¥
Ares Predator V	725¥
Silencer/Suppressor	500¥
Spare Clips ×2	10¥
Regular Ammo ×110	~22¥
Subtotal	**1,377¥**

Lifestyle

Category	Subtotal
Low (3 months)	6,000¥

Grand Total

Category	Amount
Cyberware	18,000¥
Infiltration Tools	9,000¥
Climbing Equipment	1,415¥
Electronics	3,050¥
Identities	10,200¥
Armor	2,700¥
Weapons & Ammo	1,377¥
Lifestyle	6,000¥
Grand Total	**51,742¥**

Validation: ~51,742¥ slightly exceeds Priority D (50,000¥) by ~1,742¥. May include minor karma-to-nuyen conversion (1 Karma → 2,000¥).

Karma Expenditure Validation

Starting Karma: 25 (Standard level)

Category	Items	Cost	Running Total
Positive Qualities	Catlike (7), Double-Jointed (6), Natural Athlete (7)	20	20
Negative Qualities	None	0	20
Contact Excess	15 total - 12 free = 3 Karma	3	23
Karma-to-Nuyen	~1 Karma → 2,000¥ (estimated)	1	24

Karma Balance:

- Starting: 25
- Positive Qualities: -20
- Contacts (excess over free pool): -3
- Karma-to-Nuyen (estimated): -1
- **Remaining:** 1 Karma

Validation:

- ✓ Positive qualities (20) ≤ 25 limit
- ✓ Negative qualities (0) ≤ 25 limit
- ✓ Remaining karma (1) ≤ 7 carryover limit

Derived Stats

Stat	Value	Notes
Physical Limit	7	
Mental Limit	6	
Social Limit	6	
Physical Initiative	8 + 1D6	REA 4 + INT 5 = 9? (stat shows 8)
Physical Condition Monitor	10	8 + (BOD 5 ÷ 2, round up)
Stun Condition Monitor	10	8 + (WIL 4 ÷ 2, round up)
Armor	9	Chameleon Suit

Note: Initiative shown as 8 + 1D6, but REA 4 + INT 5 = 9. Minor discrepancy in stat block.

Validation Report

Matched Items (Database Validation)

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

✓ Cybereyes, Datajack, Low-Light Vision, Smartlink, Thermographic Vision, Vision Enhancement

✓ Streetline Special, Ares Predator V, Silencer/Suppressor, Spare Clip

✓ Chameleon Suit, Thermal Damping

✓ Erika Elite, Micro-transceiver, Tag Eraser

✓ Fake SIN, Fake License

✓ Cellular Glove Molder, Maglock Passkey, Sequencer

✓ Grapple Gun, Stealth Rope, Catalyst Stick, Microwire, Climbing Gear, Rappelling Gloves, Chisel/Crowbar

✓ Low Lifestyle

✓ Catlike, Double-Jointed, Natural Athlete

Close Matches (Auto-corrected)

Stat Block Name	Database Name	Correction Applied
Crowbar	Chisel/Crowbar	Full name

Missing from Database

All items validated successfully.

Calculation Discrepancies

Calculation	Stat Block	Calculated	Discrepancy
Essence	5.6	5.6	None ✓
Resources	~50,000¥	51,742¥	+1,742¥
Initiative	8	9	-1
Predator DV	7P	8P	-1
Predator AP	-4	-1	-3

Creation Limits Validation

Limit	Value	Max	Status
Positive qualities	20	25	✓
Negative qualities	0	25	✓
Karma carryover	1	7	✓
Physical at max	0	1	✓

Mental at max	0	1	✓
Max skill rating	5	6	✓
Max availability	12F	12	✓
Max device rating	4	6	✓
Knowledge points	18	18	✓
Contact pool	15	12	⚠️ +3 from karma

Starting Nuyen

270 + (3D6 × 60)¥

Notes

1. **No Negative Qualities:** This character has no negative qualities listed, which is unusual. With 20 Karma spent on positive qualities and 3 on contacts, plus ~1 for nuyen conversion, the character uses 24 of 25 starting Karma cleanly.

2. **Initiative Discrepancy:** Stat block shows Initiative 8 + 1D6, but calculated should be REA 4 + INT 5 = 9 + 1D6. May be a typo in the published material.

3. **Ares Predator V Stats:** The stat block shows DV 7P and AP -4, but the base weapon is 8P/-1. This appears to be a transcription error in the original publication.

4. **Skill Synergies:** This character has excellent quality/skill synergy:

   - Catlike (+2) + Sneaking 5 = effective 7 dice bonus
   - Natural Athlete (+2) + Gymnastics 5 = effective 7 dice bonus
   - Natural Athlete (+2) + Running 3 = effective 5 dice bonus
   - Double-Jointed (+2) + Escape Artist 3 = effective 5 dice bonus

5. **Infiltration Focus:** The character is heavily focused on physical infiltration with:

   - Chameleon Suit (thermoptic camouflage)
   - Extensive climbing gear (grapple gun, multiple rope types)
   - Security bypass tools (cellular glove molder, maglock passkey, sequencer)
   - Minimal combat capability (two pistols with suppressor)