

Bounty Hunter (Troll) - SR5 Core Rulebook p.127

A Salish-Sidhe national troll working as a bounty hunter in the Pacific Northwest. This character combines traditional hunting skills with modern firearms and extensive gear for pursuing targets. The legal SIN provides legitimate employment options while multiple skill groups make them versatile in the field.

Source: SR5 Core Rulebook, page 127

Gameplay Level Identification

Detected Level: Standard **Evidence:**

- Total resources: ~48,000¥ (within 50K Priority D)
- Max availability: 6R (Shotgun, Respirator R4)
- Max device rating: 3 (Renraku Sensei)
- Estimated karma budget: 25 (standard)
- Starting Nuyen formula: $4,116 + (3D6 \times 60)$ ¥ typical for Priority D resources

Priority Selection

| Priority | Category | Allocation | Confidence |
|----------|-----------------|---|------------|
| A | Skills | 46 points / 10 skill groups | 100% |
| B | Attributes | 20 points | 100% |
| C | Metatype | Troll (5 special attribute points → 1 Edge + ?) | 95% |
| D | Resources | 50,000¥ | 100% |
| E | Magic/Resonance | Mundane | 100% |

Metatype

Metatype: Troll

| Racial Feature | Benefit |
|----------------------|----------------------------------|
| +1 Reach | Melee advantage |
| Thermographic Vision | See in infrared spectrum |
| +1 Dermal Armor | Natural armor (stacks with worn) |
| Attribute Modifiers | +4 Body base, +4 Strength base |

Attributes

Base Attributes

| | | | | | | | |
|-----|-----|-----|-----|-----|-----|-----|-----|
| BOD | AGI | REA | STR | WIL | LOG | INT | CHA |
|-----|-----|-----|-----|-----|-----|-----|-----|

| | | | | | | | |
|--------|---|---|---|---|---|---|---|
| 7 (8)* | 3 | 3 | 8 | 3 | 3 | 3 | 2 |
|--------|---|---|---|---|---|---|---|

*Body shown as 7(8) in source - the (8) likely reflects armor bonus or damage calculation

Attribute Points Calculation

| Attribute | Current | Troll Base | Points Purchased |
|-----------|---------|------------|------------------|
| Body | 7 | 5 | 2 |
| Agility | 3 | 1 | 2 |
| Reaction | 3 | 1 | 2 |
| Strength | 8 | 5 | 3 |
| Willpower | 3 | 1 | 2 |
| Logic | 3 | 1 | 2 |
| Intuition | 3 | 1 | 2 |
| Charisma | 2 | 1 | 1 |
| Total | | | 16 |

Note: 16 points purchased indicates Priority B (20 points) with 4 points remaining, OR Priority C (16 points) exactly. Given the resources level (Priority D = 50K¥), Priority B Attributes is more likely.

Revised Calculation: The stat block shows 7(8) for Body which may indicate Body 8 purchased (3 points from base 5), bringing total to 17 points. With Strength at natural max (10 for Troll), that would be 5 points, totaling 20 points = Priority B exact match.

Special Attributes

| Attribute | Value | Notes |
|-----------|-------|---|
| Essence | 6.0 | No augmentations |
| Edge | 1 | From Metatype Priority C (5 special - 4 used elsewhere or just 1 taken) |
| Magic | — | Mundane |

Derived Stats

Limits

| Limit | Value | Formula |
|----------|-------|---|
| Physical | 9 | $[(STR \times 2 + BOD + REA) / 3] = [(16+7+3)/3] = 8.67 \rightarrow 9$ |
| Mental | 4 | $[(LOG \times 2 + INT + WIL) / 3] = [(6+3+3)/3] = 4$ |
| Social | 5 | $[(CHA \times 2 + WIL + ESS) / 3] = [(4+3+6)/3] = 4.33 \rightarrow 5 \text{ (listed as 5)}$ |

Initiative

| Type | Value | Dice |
|----------|-------|------|
| Physical | 6 | 1D6 |

Condition Monitors

| Type | Boxes | Calculation |
|----------|-------|-------------------|
| Physical | 12 | 8 + (BOD/2) = 8+4 |
| Stun | 10 | 8 + (WIL/2) = 8+2 |

Armor

| Rating | Notes |
|--------|--|
| 10 | 9 (Lined Coat) + 1 (Troll racial dermal) |

Skills

Skill Groups (10 groups from Priority A)

| Skill Group | Rating | Skills Included | Points |
|--------------|--------|------------------------------------|-----------|
| Athletics | 4 | Gymnastics, Running, Swimming | 4 |
| Influence | 2 | Etiquette, Leadership, Negotiation | 2 |
| Outdoors | 4 | Navigation, Survival, Tracking | 4 |
| Total | | | 10 |

Active Skills (46 points from Priority A)

| Skill | Rating | Linked Attr | Notes | Points |
|---------------------|--------|-------------|-------|--------|
| Animal Handling | 2 | Charisma | — | 2 |
| Archery | 4 | Agility | — | 4 |
| Armorer | 1 | Logic | — | 1 |
| Auto Mechanics | 1 | Logic | — | 1 |
| Blades | 3 | Agility | — | 3 |
| Clubs | 3 | Agility | — | 3 |
| Computer | 1 | Logic | — | 1 |
| Con | 2 | Charisma | — | 2 |
| Electronics Warfare | 1 | Logic | — | 1 |

| | | | | |
|-----------------------|---|-----------|----------------|-----------|
| First Aid | 3 | Logic | — | 3 |
| Intimidation | 5 | Charisma | Primary social | 5 |
| Locksmith | 3 | Agility | — | 3 |
| Longarms | 4 | Agility | — | 4 |
| Palming | 1 | Agility | — | 1 |
| Perception | 3 | Intuition | — | 3 |
| Pilot Ground Vehicles | 2 | Reaction | — | 2 |
| Pistols | 4 | Agility | — | 4 |
| Sneaking | 3 | Agility | — | 3 |
| Throwing Weapons | 1 | Agility | — | 1 |
| Unarmed Combat | 5 | Agility | — | 5 |
| Total | | | | 52 |

Skill Points Discrepancy: Total skill points = 52, but Priority A only provides 46. This means 6 points were likely purchased with Karma (see Karma Expenditure section).

Karma-Optimal Allocation: Per skill instructions, the cheapest skills to buy with karma are rating 1 skills (2 karma each):

- Armorer 1 (2 karma)
- Auto Mechanics 1 (2 karma)
- Computer 1 (2 karma)
- Electronics Warfare 1 (2 karma)
- Palming 1 (2 karma)
- Throwing Weapons 1 (2 karma)

This accounts for 6 skills × 2 karma = 12 karma. The remaining 46 points from priority are allocated to higher-rated skills.

Knowledge & Language Skills

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

| Skill | Category | Rating | Points |
|-------------------------|--------------|--------|-----------------------|
| Siouan (Crow) | Language | N | 0 |
| English | Language | N | 0 (Bilingual quality) |
| Spanish | Language | 3 | 3 |
| Parazology | Academic | 2 | 2 |
| Police Procedures | Professional | 4 | 4 |
| Salish-Sidhe Tribal Law | Academic | 3 | 3 |

| | | | |
|--------------|--|--|-----------|
| Total | | | 12 |
|--------------|--|--|-----------|

Validation: ✓ 12 points spent = 12 available

Qualities

Positive Qualities

| Quality | Karma Cost | Notes |
|-----------------|------------|--|
| Bilingual | 5 | Native-level English (second language) |
| Guts | 10 | +2 dice to resist fear/intimidation |
| Natural Athlete | 7 | +2 dice for Running and Gymnastics tests |
| Total | 22 | |

Negative Qualities

| Quality | Karma Bonus | Notes |
|---|-------------|------------------------------------|
| Allergy (Soy, Minor) | +10 | Common allergen, Mild severity |
| SINner (National - Salish-Sidhe, Cascade Ork tribe) | +5 | Legal SIN with tracking/tax burden |
| Total | +15 | |

Note: Stat block says "SINner (Salish-Sidhe national, Cascade Ork tribe)" which is a National SIN (+5 Karma).

Quality Validation:

- ✓ Positive qualities (22) ≤ 25 limit
- ✓ Negative qualities (15) ≤ 25 limit

Contacts

Free Contact Karma: CHA 2 × 3 = **6 Karma**

| Contact | Connection | Loyalty | Cost |
|-----------------|------------|---------|----------|
| Parole Officer | 2 | 2 | 4 |
| Tribal Official | 2 | 2 | 4 |
| Total | | | 8 |

Validation: × 8 Karma spent > 6 available from CHA×3 **Overflow:** 2 Karma must come from starting karma pool

Karma Expenditure Validation

Starting Karma: 25 (Standard level)

| Category | Items | Cost | Running Total |
|--------------------|--|------|----------------|
| Positive Qualities | Bilingual (5), Guts (10), Natural Athlete (7) | 22 | 22 |
| Negative Qualities | Allergy Soy Minor (-10), SINner National (-5) | -15 | 7 |
| Skills (×6 R1) | Armorer, Auto Mech, Computer, E-War, Palming, Throwing | 12 | 19 |
| Contacts Overflow | 2 Karma beyond CHA×3 pool | 2 | 21 |
| Total Spent | | 36 | |
| Qualities Net | 22 - 15 = 7 | | |
| Final Total | 7 + 12 + 2 = 21 | | |
| Remaining | 25 - 21 = 4 Karma | | ✓ ≤7 carryover |

Gear

Armor

| Item | Armor Rating | Capacity | Cost |
|------------|--------------|----------|------|
| Lined Coat | 9 | 9 | 900¥ |

Lined Coat Modifications (2/9 capacity used):

| Modification | Capacity | Cost |
|--------------|----------|------|
| Shock Frills | 2 | 250¥ |

Armor Subtotal: 1,150¥

Electronics

| Item | Rating | Cost | Notes |
|-------------------------|--------|--------|---------------------------------|
| Renraku Sensei Commlink | DR 3 | 1,000¥ | Mid-range commlink |
| Binoculars, Optical | — | 50¥ | Simple optical (no electronics) |
| Biometric Reader | DR 3 | 200¥ | Target identification |
| Sensor Array (Handheld) | R 3 | 3,000¥ | Electronic Warfare limit 3 |

Electronics Subtotal: 4,250¥

Tools & Kits

| Item | Cost | Notes |
|-----------------|------|--------------------|
| Armorer Toolkit | 500¥ | Weapon maintenance |
| Climbing Gear | 200¥ | Standard kit |
| Flashlight | 25¥ | Standard |
| Lockpick Set | 250¥ | Restricted |
| Survival Kit | 200¥ | Go-bag |

Note: "Auto mechanics kit" in stat block - this item doesn't exist in core-rulebook.json. Likely refers to an Armorer Toolkit or Hardware Toolkit used for vehicles. Using Armorer Toolkit for validation.

Tools Subtotal: 1,175¥

Medical

| Item | Rating | Cost | Notes |
|-----------------|--------|--------|------------------------|
| Medkit | 4 | 1,000¥ | Handheld case |
| Medkit Supplies | — | 100¥ | 1 replacement supplies |
| Respirator | 4 | 200¥ | Inhalation protection |

Medical Subtotal: 1,300¥

Restraints

| Item | Quantity | Unit Cost | Total |
|----------------------|----------|-----------|-------|
| Containment Manacles | 1 set | 250¥ | 250¥ |
| Metal Restraints | 2 | 20¥ | 40¥ |
| Plastic Restraints | 20 | 5¥/10 | 10¥ |

Restraints Subtotal: 300¥

RFID Tags

| Item | Quantity | Unit Cost | Total |
|---------------|----------|-----------|-------|
| Security Tags | 10 | 5¥/10 | 5¥ |
| Stealth Tags | 10 | 10¥/10 | 10¥ |

RFID Subtotal: 15¥

Miscellaneous

| Item | Cost | Notes |
|----------------------|------|------------|
| Standard Rope (100m) | 50¥ | 400kg test |

Misc Subtotal: 50¥

Lifestyle

| Type | Duration | Cost/Month | Total |
|------|----------|------------|--------|
| Low | 2 months | 2,000¥ | 4,000¥ |

Lifestyle Subtotal: 4,000¥

Weapons

Ranged Weapons

Defiance T-250

| Attribute | Value |
|-----------|---------|
| Type | Shotgun |
| Accuracy | 4 |
| DV | 10P |
| AP | -1 |
| Mode | SS/SA |
| RC | — |
| Ammo | 5(m) |
| Cost | 450¥ |

Defiance T-250 Ammunition:

| Ammo Type | Quantity | Cost per 10 | Total |
|----------------|----------|-------------|-------|
| Regular Rounds | 50 | 20¥ | 100¥ |
| Stick-n-Shock | 20 | 80¥ | 160¥ |

Bow (Rating 8)

| Attribute | Value |
|-----------|-------|
| Type | Bow |

| | |
|----------|-------------------|
| Accuracy | 6 |
| DV | 10P (Rating+2) |
| AP | -2 (Rating/4) |
| Mode | SS |
| Cost | 800¥ (Rating×100) |

Bow Ammunition:

| Ammo Type | Quantity | Cost per Arrow | Total |
|------------------|----------|----------------|-------|
| Arrow (Rating 8) | 20 | 16¥ (8×2) | 320¥ |

Colt America L36

| Attribute | Value |
|-----------|--------------|
| Type | Light Pistol |
| Accuracy | 7 |
| DV | 7P |
| AP | — |
| Mode | SA |
| RC | — |
| Ammo | 11(c) |
| Cost | 320¥ |

Colt America L36 Accessories:

| Item | Quantity | Cost |
|-------------|----------|------|
| Spare Clips | 2 | ~10¥ |

Colt America L36 Ammunition:

| Ammo Type | Quantity | Cost per 10 | Total |
|----------------|----------|-------------|-------|
| Regular Rounds | 110 | 20¥ | 220¥ |

Remington 950

| Attribute | Value |
|-----------|--------------|
| Type | Sniper Rifle |
| Accuracy | 7 |

| | |
|------|--------|
| DV | 12P |
| AP | -4 |
| Mode | SS |
| RC | — |
| Ammo | 5(m) |
| Cost | 2,100¥ |

Built-in: Imaging Scope (top mount)

Remington 950 Ammunition:

| Ammo Type | Quantity | Cost per 10 | Total |
|----------------|----------|-------------|-------|
| Regular Rounds | 50 | 20¥ | 100¥ |

Ruger Super Warhawk

| Attribute | Value |
|-----------|--------------|
| Type | Heavy Pistol |
| Accuracy | 5 |
| DV | 9P |
| AP | -2 |
| Mode | SS |
| RC | — |
| Ammo | 6(cy) |
| Cost | 400¥ |

Ruger Super Warhawk Accessories:

| Item | Quantity | Cost |
|---------------|----------|------|
| Speed Loaders | 2 | ~25¥ |

Ruger Super Warhawk Ammunition:

| Ammo Type | Quantity | Cost per 10 | Total |
|----------------|----------|-------------|-------|
| Regular Rounds | 60 | 20¥ | 120¥ |

Yamaha Pulsar

| Attribute | Value |
|-----------|-------|
|-----------|-------|

| | |
|----------|-------|
| Type | Taser |
| Accuracy | 5 |
| DV | 7S(e) |
| AP | -5 |
| Mode | SA |
| RC | — |
| Ammo | 4(m) |
| Cost | 180¥ |

Note: Stat block shows DV 9S(e) but database shows 7S(e). Possible errata or different edition data.

Yamaha Pulsar Ammunition:

| Ammo Type | Quantity | Cost per 10 | Total |
|--------------|----------|-------------|-------|
| Taser Rounds | 10 | 50¥ | 50¥ |

Grenades

| Grenade Type | Quantity | DV | AP | Blast | Cost Each | Total |
|-----------------------|----------|--------|----|------------|-----------|-------|
| Gas Grenade (CS/Tear) | 2 | Nausea | — | 10m radius | 40¥ | 80¥ |
| Flash-Bang Grenade | 2 | 10S | -4 | 10m radius | 100¥ | 200¥ |
| Smoke Grenade | 2 | — | — | 10m radius | 40¥ | 80¥ |

Grenades Subtotal: 360¥

Melee Weapons

| Weapon | Type | Reach | Acc | DV | AP | Cost |
|------------------|-------|-------|------|--------------|----|------|
| Extendable Baton | Club | 1 | 5 | (STR+2)P=10P | — | 100¥ |
| Stun Baton | Club | 1 | 4 | 9S(e) | -5 | 750¥ |
| Survival Knife | Blade | 0 | 5 | (STR+2)P=10P | -1 | 100¥ |
| Throwing Knife | Throw | — | Phys | (STR+1)P=9P | -1 | 25¥ |

Melee Subtotal: 975¥

Weapons Summary

| Category | Subtotal |
|----------------|----------|
| Defiance T-250 | 710¥ |

| | |
|---------------------|---------------|
| Bow (R8) | 1,120¥ |
| Colt America L36 | 550¥ |
| Remington 950 | 2,200¥ |
| Ruger Super Warhawk | 545¥ |
| Yamaha Pulsar | 230¥ |
| Grenades | 360¥ |
| Melee Weapons | 975¥ |
| Total | 6,690¥ |

Vehicles

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

Vehicles Subtotal: 25,000¥

Resource Calculation Summary

| Category | Subtotal |
|--------------|----------------|
| Armor | 1,150¥ |
| Electronics | 4,250¥ |
| Tools | 1,175¥ |
| Medical | 1,300¥ |
| Restraints | 300¥ |
| RFID Tags | 15¥ |
| Misc | 50¥ |
| Lifestyle | 4,000¥ |
| Weapons | 6,690¥ |
| Vehicle | 25,000¥ |
| Total | 43,930¥ |

Priority D Resources: 50,000¥ **Remaining:** 6,070¥

Starting Nuyen: 4,116 + (3D6 × 60)¥

- Minimum: 4,116 + 180 = 4,296¥

- Average: $4,116 + 630 = 4,746\text{¥}$
- Maximum: $4,116 + 1,080 = 5,196\text{¥}$

Validation: ✓ Resources used (43,930¥) ≤ Priority D budget (50,000¥) **Nuyen Carryover:** ~6,070¥ exceeds 5,000¥ limit unless some was converted or not all gear was purchased at creation.

Validation Report

Matched Items (Database Check)

All items found in `/data/editions/sr5/core-rulebook.json` :

| Category | Items Validated |
|-------------|--|
| Weapons | Defiance T-250, Bow, Colt America L36, Remington 950, Ruger Super Warhawk, Yamaha Pulsar, Extendable Baton, Stun Baton, Survival Knife, Throwing Knife, Flash-Bang Grenade, Smoke Grenade, Gas Grenade (CS/Tear) |
| Armor | Lined Coat, Shock Frills |
| Electronics | Renraku Sensei, Binoculars (Optical), Biometric Reader, Sensor Array |
| Tools | Armorer Toolkit, Climbing Gear, Flashlight, Lockpick Set, Survival Kit |
| Medical | Medkit, Medkit Supplies, Respirator |
| Restraints | Containment Manacles, Metal Restraints, Plastic Restraints |
| RFID | Security Tags, Stealth Tags |
| Misc | Standard Rope |
| Ammo | Regular Rounds, Stick-n-Shock, Arrow, Taser Rounds |
| Vehicle | Toyota Gopher |
| Qualities | Bilingual, Guts, Natural Athlete, Allergy, SINner |

Close Matches / Auto-Corrections

| Stat Block Name | Database Name | Correction |
|----------------------|-----------------------|-----------------|
| Binoculars (optical) | Binoculars, Optical | Punctuation |
| Chemical grenades | Gas Grenade (CS/Tear) | Renamed to type |
| Auto mechanics kit | Armorer Toolkit | Closest match |
| Standard ammo | Regular Rounds | Synonym |

Missing from Database

| Item | Type | Notes |
|--------------------|------|---|
| Auto Mechanics Kit | Tool | Not in core-rulebook.json; used Armorer Toolkit |

| | | |
|---------------|-----|------------------------------------|
| Speed Loaders | Acc | Revolver accessory not in database |
| Spare Clips | Acc | Generic accessory not in database |

Calculation Discrepancies

| Calculation | Stat Block | Calculated | Notes |
|------------------|------------|------------|---|
| Yamaha Pulsar DV | 9S(e) | 7S(e) | Database shows lower damage |
| Armor Rating | 9 | 10 | Missing Troll racial dermal in stat block display |

Priority Validation

| Check | Status | Notes |
|-----------------------|--------|-----------------------------|
| All priorities unique | ✓ | A/B/C/D/E each used once |
| Attributes match | ✓ | 16-20 points = Priority B |
| Skills match | ~ | 52 points need 6 from karma |
| Resources match | ✓ | ~44K ≤ 50K Priority D |
| Metatype match | ✓ | Troll at Priority C |
| Magic/Resonance match | ✓ | Mundane = Priority E |

Creation Limits Validation

| Limit | Value | Max | Status |
|--------------------|-------|-------|--------|
| Karma carryover | 4 | 7 | ✓ |
| Nuyen carryover | ~6K | 5,000 | ~ |
| Positive qualities | 22 | 25 | ✓ |
| Negative qualities | 15 | 25 | ✓ |
| Physical at max | 0 | 1 | ✓ |
| Mental at max | 0 | 1 | ✓ |
| Max skill rating | 5 | 6 | ✓ |
| Max availability | 8R | 12 | ✓ |
| Max device rating | 3 | 6 | ✓ |

Notes

- **Legal Status:** SINner with Salish-Sidhe national citizenship from the Cascade Ork tribe. Can work legitimate bounty hunting contracts within tribal territory.
- **Parole Officer Contact:** Suggests past legal troubles that led to current status.

- **Extensive Restraint Collection:** Containment manacles, metal restraints, and zip-ties indicate preference for taking targets alive.
 - **Non-Lethal Options:** Stick-n-Shock ammo, Taser, Stun Baton, Flash-Bang grenades - full toolkit for live capture.
 - **Lethal Capability:** Sniper rifle and heavy pistol for when lethal force is authorized.
 - **Tracking Skills:** Outdoors skill group (4) combined with Animal Handling and high Perception makes excellent tracker.
 - **Knowledge of Procedures:** Police Procedures (4) and Tribal Law (3) help navigate legal requirements.
 - **Toyota Gopher:** Pickup truck provides transport for gear and captured targets.
 - **Guts Quality:** +2 dice to resist intimidation from dangerous targets.
 - **Natural Athlete:** Benefits Running and Gymnastics from Athletics skill group.
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Starting Nuyen

4,116 + (3D6 × 60)¥