

Combat Mage - Human (v1)

Source: SR5 Core Rulebook, page 116 **Archetype:** Combat Mage **Metatype:** Human

A human combat mage with a "Troll Poser" distinctive style, specializing in offensive spellcasting and astral combat. This character combines powerful combat and manipulation magic with solid counterspelling abilities, making them effective both in physical and astral confrontations.

Gameplay Level Identification

Detected Level: Standard **Evidence:**

- Total resources: ~6,000¥ (Priority E Resources)
 - Max availability: 4 (Colt America L36)
 - Max device rating: N/A (no electronics listed beyond contacts)
 - Estimated karma budget: 25 (standard)
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Attributes

Core Attributes (from stat block)

BOD	AGI	REA	STR	WIL	LOG	INT	CHA	ESS	EDG	M
5	3	3	3	4	5	3	2	6.0	2	6

Derived Stats (from stat block)

Stat	Value
Condition Monitor	11 / 10 (P / S)
Armor	13
Physical Limit	5
Mental Limit	6
Social Limit	5
Physical Init	6 + 1D6

Skills

Active Skills

Skill	Rating	Linked Attribute	Notes
Assensing	3	Intuition	-
Astral Combat	3	Willpower	-
Banishing	3	Magic	-

Blades	2	Agility	-
Counterspelling	5	Magic	Free skill from Magic A
First Aid	3	Logic	-
Perception	3	Intuition	-
Pistols	3	Agility	-
Spellcasting	5	Magic	Free skill from Magic A
Summoning	4	Magic	-

Active Skills Total: $3+3+3+2+5+3+3+5+4 = 34$ points **Free from Magic Priority A:** Spellcasting 5 + Counterspelling 5 = 10 points **Net Purchased:** $34 - 10 = 24$ points

Knowledge & Language Skills

Free Points: $(INT\ 3 + LOG\ 5) \times 2 = 16\ points$

Skill	Category	Rating	Points
English	Language	N	0
Spanish	Language	3	3
Action Trids	Interests	3	3
Critters	Academic	3	3
Magic Theory	Academic	4	4
Urban Brawl	Interests	3	3
Total			16

Validation: ✓ 16 points spent = 16 available

Qualities

Positive Qualities

Quality	Karma Cost	Notes
Focused Concentration	12	Rating 3 - sustain 3 spells without penalty
High Pain Tolerance	7	Rating 1 - ignore 1 box of wound modifiers
Magician	-	From Magic Priority A
Total	19	

Negative Qualities

Quality	Karma Bonus	Notes
Distinctive Style (Troll Poser)	+5	Deliberately dresses/acts like a troll
Prejudiced (Biased against elves)	+3	Biased level (mild) - social tests at -2
Total	+8	

Magic

Tradition

Hermetic Tradition (implied by high Logic and spell selection)

- Drain Attribute: Willpower + Logic ($4 + 5 = 9$ dice)

Spells (10/12 limit at Magic 6)

Spell	Category	Type	Range	Duration	Drain
Ball Lightning	Combat	P	LOS (A)	Instant	F-1
Clout	Combat	P	LOS	Instant	F-3
Combat Sense	Detection	M	Touch	Sustained	F
Flamethrower	Combat	P	LOS	Instant	F-3
Heal	Health	P	Touch	Permanent	F-4
Increase Agility	Health	P	Touch	Sustained	F-3
Increase Reflexes	Health	P	Touch	Sustained	F
Manaball	Combat	M	LOS (A)	Instant	F
Physical Mask	Illusion	P	Touch	Sustained	F-2
Stunbolt	Combat	M	LOS	Instant	F-3

Validation: ✓ 10 spells ≤ Magic×2 (12)

Contacts

Contact Pool Validation

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

Contact	Connection	Loyalty	Cost
Talismonger	3	3	6
Total			6

Validation: ✓ 6 Karma spent = 6 available

Gear

Armor

Armor	Rating	Capacity	Cost
Armor Jacket	12	12	1,000¥
Total	13*		1,000¥

*Note: Stat block shows Armor 13, but Armor Jacket provides 12. The +1 may be from gear not explicitly listed (possible clothing with armor value).

Electronics

Item	Rating/Capacity	Cost	Notes
Contacts (optical)	Capacity 2	200¥	Vision Enhancement 2

Contacts Enhancements (2/2 capacity used):

- Vision Enhancement 2 [2 capacity, 1,000¥]

Contacts Subtotal: 200¥ + 1,000¥ = 1,200¥

Identities

Identity	SIN Type	Rating	Cost
Fake SIN	Fake SIN	2	5,000¥

Fake SIN Licenses (Rating 2):

- Fake License (Magic) [200¥]

Identity Subtotal: 5,000¥ + 200¥ = 5,200¥

Lifestyle

Type	Duration	Monthly Cost	Prepaid Cost
Low	2 months	2,000¥	4,000¥

Weapons

Ranged Weapons

Weapon	Type	Acc	DV	AP	Mode	RC	Ammo	Cost
Colt America L36	Light Pistol	7	7P	—	SA	—	11(c)	320¥

Colt America L36 Ammunition:

- Regular Rounds ×75 (150¥ for 80 rounds = 8 × 10-round boxes)

Note: Stat block says "75 rounds" - purchased as 8 boxes of 10 (80 rounds) at 20¥ per box = 160¥

Melee Weapons

Weapon	Type	Reach	Acc	DV	AP	Cost
Combat Knife	Blade	—	6	7P	-3	300¥

Note: Stat block shows Combat Knife DV 7P, AP -3. Database shows "(STR+2)P" which at STR 3 = 5P. The 7P in the stat block may be an error or assume augmented STR or different base.

Resource Summary

Category	Subtotal
Armor	1,000¥
Contacts + Enh	1,200¥
Fake SIN	5,000¥
Fake License	200¥
Lifestyle	4,000¥
Weapons	620¥
Ammunition	160¥
Total	12,180¥

Problem: Total exceeds Priority E Resources (6,000¥) by ~6,180¥

Priority Inference

Attribute Points Calculation

Attribute	Value	Human Base	Points Purchased
Body	5	1	4
Agility	3	1	2
Reaction	3	1	2
Strength	3	1	2
Willpower	4	1	3
Logic	5	1	4
Intuition	3	1	2
Charisma	2	1	1

Total			20
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→ Priority B (20 points)

Skills Calculation

Active Skills from Priority:

- Total skill ratings: $3+3+3+2+5+3+3+5+4 = 34$
- Free skills from Magic A: Spellcasting 5 + Counterspelling 5 = 10
- Net purchased: $34 - 10 = 24$

Closest match: Priority D (22 points) + 2 points from karma

Skill Groups: 0

→ Priority D (22/0) with 2 extra skill points purchased via karma

Magic Calculation

- Magic Rating: 6
- Magical Path: Magician
- Free Spells: 10
- Free Skills: 2 magical skills at rating 5

→ Priority A (Magician: Magic 6, 2 skills at 5, 10 spells)

Metatype Calculation

- Metatype: Human
- Edge: 2
- Special attribute points on Edge: $Edge\ 2 - 1\ (free) = 1\ spent$

Human at Priority C gets 5 special attribute points. Human at Priority D gets 3 special attribute points.

Human at Priority E gets 1 special attribute point.

With Edge 2, only 1 special point is used on Edge (Edge starts at 1).

→ Priority E (Human: 1 special) would work if Edge 2 = 1 purchased → But need to verify Edge minimum is 1

Actually, Edge minimum at creation is 1 for all metatypes, and you spend special attribute points to increase it. So Edge 2 means 1 special point spent.

→ Priority E (Human: 1 special attribute point) ✓

Resources Calculation

At Priority E: 6,000¥

Problem Analysis: The gear total (~12,180¥) exceeds 6,000¥. This requires either:

1. Karma-to-Nuyen conversion (max 10 karma = 20,000¥ at Standard)
2. Resources at a higher priority

Since Magic must be A, Attributes must be B, and Skills seems to be D, that leaves only C and E for Metatype and Resources.

Re-evaluation:

- Priority A: Magic (required for Magic 6 + skills + 10 spells)
- Priority B: Attributes (20 points)
- Priority C: Metatype (Human with 5 special) or Resources (140,000¥)
- Priority D: Skills (22/0)
- Priority E: Metatype (Human with 1 special) or Resources (6,000¥)

With only Edge 2 (1 special point spent), Human at Priority E works.

Resources Shortfall Resolution:

- Priority E Resources: 6,000¥
- Actual gear: ~12,180¥
- Shortfall: ~6,180¥
- Karma-to-Nuyen: 4 karma = 8,000¥ (covers shortfall)

Priority Summary

Priority	Category	Allocation	Confidence
A	Magic	Magician (Magic 6, 2 skills at 5, 10 spells)	100%
B	Attributes	20 points	100%
C	Metatype	Human (5 special attribute points)	See below
D	Skills	22 points / 0 skill groups	90%
E	Resources	6,000¥	See below

Priority C vs E Analysis:

The character only uses 1 special attribute point (for Edge 2). This creates ambiguity:

Option 1: Metatype C, Resources E

- 5 special points available, 4 unused
- 6,000¥ + karma conversion needed

Option 2: Metatype E, Resources C

- 1 special point (exact match for Edge 2)
- 140,000¥ available (massive surplus)

Given the minimal gear loadout (mage with almost no equipment), **Option 1 (Metatype C, Resources E with karma conversion)** seems most likely. The unused special points could go to Edge (bringing it to 6) but the stat block shows Edge 2.

Most Likely Interpretation:

- Metatype C with 4 unspent special attribute points (unusual but valid)
- Resources E with ~4 karma converted to nuyen

Karma Expenditure Validation

Starting Karma: 25 (Standard level)

Category	Items	Cost	Running Total
Positive Qualities	Focused Concentration 3 (12), HPT 1 (7)	19	19
Negative Qualities	Distinctive Style (-5), Prejudiced (-3)	-8	11
Karma-to-Nuyen	4 Karma → 8,000¥	4	15
Skills	2 skill points above Priority D ($2 \times 2 = 4$)	4	19
Contact Pool	(free from CHA×3, no additional spending)	0	19
Total Spent		27	
Net Karma	25 - 27 + 8 (negative qualities)	6	✓ ≤7 carryover

Alternative Karma Path (if skills at 24 are priority-purchased):

With Magic Priority A providing 2 free skills at rating 5, the character needs:

- 34 total skill points - 10 free = 24 points purchased
- Priority D provides 22 points
- 2 additional points = 4 karma (skill 0→1 = 2 karma each, or raising existing)

Validation:

- ✓ Positive qualities (19) ≤ 25 limit
- ✓ Negative qualities (8) ≤ 25 limit
- ✓ Karma-to-Nuyen (4) ≤ 10 limit (Standard)
- ✓ Remaining karma (6) ≤ 7 carryover limit

Validation Report

Matched Items (All found in database)

Item	Category	Status
Armor Jacket	armor	✓ Exact
Contacts	optical-devices	✓ Exact
Vision Enhancement	vision-enh	✓ Exact
Fake SIN	identification	✓ Exact
Fake License	identification	✓ Exact
Colt America L36	light-pistol	✓ Exact
Combat Knife	melee	✓ Exact
Regular Rounds	ammunition	✓ Exact
Ball Lightning	spell	✓ Exact
Clout	spell	✓ Exact

Combat Sense	spell	✓ Exact
Flamethrower	spell	✓ Exact
Heal	spell	✓ Exact
Increase [Attribute]	spell	✓ (Agility variant)
Increase Reflexes	spell	✓ Exact
Manaball	spell	✓ Exact
Physical Mask	spell	✓ Exact
Stunbolt	spell	✓ Exact
Focused Concentration	quality	✓ Exact
High Pain Tolerance	quality	✓ Exact
Distinctive Style	quality	✓ Exact
Prejudiced	quality	✓ Exact
Low (Lifestyle)	lifestyle	✓ Exact

Missing from Database

None - all items validated.

Calculation Discrepancies

Calculation	Expected	Actual	Notes
Armor Rating	13	12	Armor Jacket provides 12; +1 source unclear
Combat Knife DV	7P	(STR+2)P	At STR 3, should be 5P; stat block shows 7P
Resources vs. Gear	6,000¥	~12,180¥	Requires karma-to-nuyen conversion

Stat Block Anomalies

- 1. Armor 13:** The Armor Jacket provides 12 armor. The extra +1 is unexplained unless there's additional armor clothing.
- 2. Combat Knife DV 7P:** The Combat Knife's damage formula is (STR+2)P. At STR 3, this equals 5P, not 7P. The stat block value may assume:
 - Higher effective STR (augmented or spell)
 - A typo in the sourcebook
 - A different weapon variant
- 3. Edge 2 with Priority C Metatype:** If Human is at Priority C (5 special points), 4 points are unspent. This is unusual but technically valid.

Creation Limits Validation

Limit	Value	Max	Status
Karma carryover	6	7	✓
Positive qualities	19	25	✓
Negative qualities	8	25	✓
Karma-to-Nuyen	4	10	✓
Physical at max	0	1	✓
Mental at max	0	1	✓
Max skill rating	5	6	✓
Max availability	4	12	✓
Foci count	0	6	✓
Spells	10	12	✓

Starting Nuyen

Formula: $80 + (3D6 \times 60)\text{¥}$

Range: $80 + 180 = 260\text{¥}$ to $80 + 1,080 = 1,160\text{¥}$

Notes

- Focused Concentration 3 allows sustaining 3 spells without penalty - excellent for buffing with Increase Reflexes, Increase Agility, and Combat Sense simultaneously
 - "Troll Poser" distinctive style makes character memorable and easily identified; interesting roleplay choice for a mage
 - Combat Sense provides +hits to defense tests when sustained - excellent defensive capability
 - Strong offensive spell selection with both area (Ball Lightning, Manaball) and single-target (Stunbolt, Flamethrower, Clout) options
 - High Pain Tolerance helps maintain spellcasting when wounded
 - Drain pool of 9 dice (WIL + LOG) is solid for a combat mage
 - Low essence 6.0 means full magical potential retained (no cyberware)
 - Contact (Talismaner 3/3) is ideal for obtaining reagents and magical supplies
 - The Prejudiced (Biased against elves) quality adds roleplay depth but may cause complications in mixed parties
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File Information

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