

Face - Elf

Source: SR5 Core Rulebook, p.119

An elf face specializing in social manipulation, electronic warfare, and infiltration. Leverages natural elven charisma with an extensive contact network spanning corporate, government, street, and entertainment sectors. The Bilingual quality and Acting skill group make them excellent at impersonation and social engineering.

Metatype

Elf

- Low-Light Vision (natural racial ability)
- Attribute modifiers: AGI +1, CHA +2

Attributes

Core Attributes

BOD	AGI	REA	STR	WIL	LOG	INT	CHA
3	4	3	2	4	4	4	7

Special Attributes

Attribute	Value	Notes
Essence	6.0	No augmentations
Edge	4	3 special points
Magic	-	Mundane

Condition Monitors

Type	Boxes	Calculation
Physical	10	8 + (BOD÷2)
Stun	10	8 + (WIL÷2)

Limits

Limit	Value	Calculation
Physical	4	$[(STR \times 2) + BOD + REA] \div 3$
Mental	6	$[(LOG \times 2) + INT + WIL] \div 3$
Social	8	$[(CHA \times 2) + WIL + ESS] \div 3$

Initiative

Type	Value
Physical	7 + 1D6

Skills

Skill Groups

Skill Group	Rating	Component Skills
Acting	4	Con, Impersonation, Performance
Electronics	4	Computer, Hardware, Software
Stealth	2	Disguise, Palming, Sneaking

Skill Group Points: 4 + 4 + 2 = 10 points

Active Skills

Skill	Rating	Linked Attribute
Blades	2	Agility
Clubs	4	Agility
Electronic Warfare	4	Logic
Etiquette	5	Charisma
First Aid	1	Logic
Forgery	4	Logic
Intimidation	4	Charisma
Leadership	4	Charisma
Locksmith	4	Agility
Negotiation	5	Charisma
Perception	4	Intuition
Pilot Ground Craft	1	Reaction
Pistols	4	Agility
Unarmed Combat	2	Agility

Individual Skill Points: 2+4+4+5+1+4+4+4+4+5+4+1+4+2 = 48 points

Knowledge Skills

Skill	Rating	Category
Business	4	Academic
High Fashion	4	Interests
Sports	4	Interests

Languages

Language	Rating	Notes
Cantonese	N	Native
English	N	Native (Bilingual quality)
Japanese	4	-

Qualities

Positive Qualities

Quality	Karma Cost	Effect
Bilingual	5	Two native languages (Cantonese + English)
First Impression	11	+2 dice pool on first Meeting test with someone

Total Positive Quality Cost: 16 karma

Negative Qualities

Quality	Karma Bonus	Effect
Addiction (Mild, Alcohol)	+4	Must make Addiction test periodically

Total Negative Quality Bonus: 4 karma

Net Quality Karma: 16 - 4 = 12 karma spent

Contacts

Type	Connection	Loyalty	Notes
City Official	3	2	Government access
Club Owner	2	2	Nightlife scene
Fixer	3	2	Jobs and equipment
Media Producer	2	3	Media manipulation
Mr. Johnson	4	1	Corporate work

Street Ganger	2	2	Street-level intel
Ticket Scalper	1	1	Event access

Total Contact Points: (3+2) + (2+2) + (3+2) + (2+3) + (4+1) + (2+2) + (1+1) = **30 points**

Gear

Armor

Armor	Rating	Capacity	Cost
Actioneer Business Clothes	8	8	1,500¥

Identities

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

Primary ID Licenses (Rating 4):

- Fake Concealed Carry Permit [800¥]
- Fake Gun License [800¥]

Identity Subtotal: 11,600¥

Electronics

Device	Rating	Cost
Hermes Ikon	5	3,000¥
Bug Scanner	-	400¥
Data Tap	-	300¥
Area Jammer	4	1,000¥
Keycard Copier	6	3,000¥
Micro-transceiver	-	100¥
Micro-transceiver	-	100¥
Sequencer	4	1,000¥
Tag Eraser	-	450¥
White Noise Generator	6	300¥

Electronics Subtotal: 9,650¥

Audio/Visual Devices

Device	Rating	Capacity	Cost
Ear Buds	1	1	50¥

Ear Buds Enhancements (1/1 capacity):

- Select Sound Filter 1 [250¥]

Device	Rating	Capacity	Cost
Glasses	1	1	100¥

Glasses Enhancements (1/1 capacity):

- Image Link [25¥]

Device	Rating	Capacity	Cost
Micro-Camera	1	1	100¥

Micro-Camera Enhancements (1/1 capacity):

- Low-Light Vision [500¥]

Audio/Visual Subtotal: 1,025¥

Tools & Kits

Item	Cost
Hardware Toolkit	500¥
Lockpick Set	250¥

Tools Subtotal: 750¥

Medical

Item	Rating	Cost
Medkit	3	750¥
Respirator	1	50¥

Medical Subtotal: 800¥

Survival & Utility

Item	Quantity	Cost
Flashlight	1	25¥
Stealth Tags	20	20¥

Survival Subtotal: 45¥

Fashion & Clothing

Item	Cost	Notes
Electrochromatic T-shirt	~500¥	Color-changing clothing
Suit	1,000¥	High-end business attire

Fashion Subtotal: 1,500¥

Software

Program	Cost
Shopsoft (Clothing)	200¥

Software Subtotal: 200¥

Weapons

Ranged Weapons

Weapon	Type	Acc	DV	AP	Mode	RC	Ammo	Cost
Browning Ultra-Power	Heavy Pistol	5(6)	8P	-1	SA	-	10(c)	640¥

Browning Ultra-Power Modifications:

- **Barrel:** Silencer/Suppressor [+1 Accuracy, 500¥]

Browning Ultra-Power Accessories:

- Spare Clip x2 [10¥]

Browning Ultra-Power Ammunition:

- Regular Ammo x100 [200¥]

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

Colt America L36 Accessories:

- Concealable Holster [150¥]
- Spare Clip x2 [10¥]

Colt America L36 Ammunition:

- Regular Ammo x110 [220¥]

Weapon	Type	Acc	DV	AP	Mode	RC	Ammo	Cost
Walther Palm Pistol	Hold-out	4	7P	-	SS/BF	-	2(b)	180¥

Walther Palm Pistol Accessories:

- Concealable Holster [150¥]

Walther Palm Pistol Ammunition:

- Regular Ammo ×10 [20¥]

Weapon	Type	Acc	DV	AP	Mode	RC	Ammo	Cost
Yamaha Pulsar	Taser	5	7S(e)	-5	SA	-	4(m)	200¥

Yamaha Pulsar Ammunition:

- Taser Dart ×40 [200¥]

Melee Weapons

Weapon	Type	Reach	Acc	DV	AP	Cost
Extendable Baton	Club	1	5	4S	-	100¥
Knife	Blade	-	5	3P	-1	10¥

Grenades

Weapon	Type	DV	AP	Blast	Qty	Cost
Smoke Grenade	Grenade	-	-	10m Radius	2	80¥

Weapons Subtotal

Category	Cost
Firearms	1,340¥
Accessories	820¥
Ammunition	640¥
Melee	110¥
Grenades	80¥
Total	2,990¥

Vehicles

Vehicle	Hand	Speed	Accel	Body	Armor	Pilot	Sensor	Cost
Ford Americar	4/3	3	2	11	4	1	2	16,000¥

Priority Inference

Attribute Points Calculation

Elf base attributes: BOD 1, AGI 2, REA 1, STR 1, WIL 1, LOG 1, INT 1, CHA 3

Attribute	Final	Base	Points Purchased
Body	3	1	2
Agility	4	2	2
Reaction	3	1	2
Strength	2	1	1
Willpower	4	1	3
Logic	4	1	3
Intuition	4	1	3
Charisma	7	3	4
Total			20 points

→ **Priority B** (20 attribute points)

Skills Calculation

Skill Groups: $4 + 4 + 2 = 10$ group points **Individual Skills:** 48 skill points

Priority	Skill Points	Group Points
A	46	10
B	36	5

This character has 10 group points (matches Priority A) but 48 individual skill points (exceeds Priority A's 46 by 2 points).

Analysis: Priority A Skills with 2 additional skill points purchased via karma (2 karma per skill point = 4 karma spent on skills)

→ **Priority A** ($46/10 + 4$ karma for 2 extra skill points)

Resources Calculation

Category	Subtotal
Armor	1,500¥
Identity & Licenses	11,600¥
Electronics	9,650¥
Audio/Visual	1,025¥
Tools	750¥

Medical	800¥
Survival	45¥
Fashion	1,500¥
Software	200¥
Weapons	2,990¥
Vehicle	16,000¥
Total	46,060¥

Priority	Resources
D	50,000¥
E	6,000¥

→ **Priority D** (50,000¥ budget, ~46,060¥ spent)

Metatype Calculation

Priority	Elf Special Attribute Points
A	8
B	6
C	3
D	0

- Metatype: Elf
- Edge: 4 (base 1 + 3 special points)
- Special attribute points needed: 3

→ **Priority C** (Elf with 3 special attribute points)

Magic Calculation

- Magical Path: Mundane
- No Magic or Resonance attribute

→ **Priority E** (Mundane)

Priority Summary

Priority	Category	Allocation	Confidence	Notes
A	Skills	46 points / 10 groups	95%	+4 karma for 2 extra skill points
B	Attributes	20 points	100%	Exact match

C	Metatype	Elf (3 special attribute points)	100%	Edge 4 = 3 special points
D	Resources	50,000¥	100%	46,060¥ spent, 3,940¥ remaining
E	Magic	Mundane	100%	No magic required

Karma Expenditure

Expenditure	Karma
Positive Qualities	16
Negative Qualities	-4
Extra Skill Points	4
Net Karma Spent	16

Starting karma: 25 Remaining karma: 9 (converted to contacts or nuyen)

Validation Report

Matched Items (✓ Found in database)

Weapons:

- ✓ Browning Ultra-Power
- ✓ Colt America L36
- ✓ Walther Palm Pistol
- ✓ Yamaha Pulsar
- ✓ Extendable Baton
- ✓ Knife (as Combat Knife)
- ✓ Smoke Grenade

Armor:

- ✓ Actioneer Business Clothes

Gear:

- ✓ Hermes Ikon
- ✓ Bug Scanner
- ✓ Data Tap
- ✓ Area Jammer
- ✓ Keycard Copier
- ✓ Micro-transceiver
- ✓ Sequencer
- ✓ Tag Eraser
- ✓ White Noise Generator
- ✓ Ear Buds
- ✓ Glasses
- ✓ Micro-Camera

- ✓ Select Sound Filter
- ✓ Image Link
- ✓ Low-Light Vision
- ✓ Hardware Toolkit
- ✓ Lockpick Set
- ✓ Medkit
- ✓ Respirator
- ✓ Flashlight
- ✓ Stealth Tags
- ✓ Shopsoft

Weapon Accessories:

- ✓ Silencer/Suppressor
- ✓ Concealable Holster
- ✓ Spare Clip

Identities:

- ✓ Fake SIN
- ✓ Fake License (for permits)

Vehicle:

- ✓ Ford Americar

Qualities:

- ✓ Bilingual (id: bilingual)
- ✓ First Impression (id: first-impression)
- ✓ Addiction (id: addiction)

Name Mismatches (stat block → database)

Stat Block Name	Database Name	Status
Browning Ultra Power	Browning Ultra-Power	Hyphen
earbuds	Ear Buds	Spacing
Jammer (area)	Area Jammer	Reordered
micro camera	Micro-Camera	Hyphen
Hardware kit	Hardware Toolkit	Naming
Concealed holster	Concealable Holster	Naming

Missing from Database

Item	Type	Suggested Action
Electrochromatic T-shirt	Clothing	Add to clothing array with tech rating
Suit (generic)	Clothing	Add generic clothing with variable cost

Calculation Verification

Calculation	Expected	Actual	Status
Essence	6.0	6.0	✓
Attribute Points	20	20	✓
Skill Groups	10	10	✓
Skill Points	46+2	48	✓
Resources	≤50,000¥	46,060¥	✓
Contact Points	≤30	30	✓

Starting Nuyen

600 + (4D6 × 100)¥

Notes

- Natural low-light vision (elf racial trait)
- First Impression quality provides +2 dice on first social test with new contacts
- Extensive 7-contact network covers corporate (Mr. Johnson), government (City Official), street (Ganger), and entertainment (Club Owner, Media Producer, Ticket Scalper) sectors
- Acting skill group at 4 covers Con, Impersonation, and Performance for social infiltration
- Electronics skill group at 4 provides hacking support capabilities
- Bilingual (Cantonese/English) with Japanese 4 covers major business languages in Pacific Rim operations
- High Fashion knowledge skill helps blend into elite social circles
- Counter-surveillance loadout: Bug Scanner, White Noise Generator, Area Jammer
- Infiltration gear: Sequencer, Keycard Copier, Lockpick Set
- Mild alcohol addiction is manageable but exploitable by enemies