

Gunslinger Adept (Elf)

Source: SR5 Core Rulebook, p. 123 Gameplay Level: Standard

Attributes

BOD	AGI	REA	STR	WIL	LOG	INT	CHA	ESS	EDG	MAG
3	6	3(5)	2	2	2	3	3	6.0	5	6

Note: Reaction (5) includes +2 from Improved Reflexes 2.

Derived Stats

Stat	Value	Calculation
Condition Monitor	P: 10 / S: 9	P: $8 + (\text{BOD } 3 \div 2) = 10$, S: $8 + (\text{WIL } 2 \div 2) = 9$
Armor	14	Armor Jacket (12) + Chemical Protection 3 + Fire Resistance 3 + Nonconductivity 4
Physical Limit	4	$\lceil (\text{STR} \times 2 + \text{BOD} + \text{REA}) \div 3 \rceil$
Mental Limit	3	$\lceil (\text{LOG} \times 2 + \text{INT} + \text{WIL}) \div 3 \rceil$
Social Limit	5	$\lceil (\text{CHA} \times 2 + \text{WIL} + \text{ESS}) \div 3 \rceil$
Physical Init	6(8) + 3D6	REA 3(5) + INT 3, +2D6 from Improved Reflexes 2

Active Skills

Skill Groups

Skill Group	Rating	Skills Included
Firearms	5	Automatics, Longarms, Pistols

Individual Skills

Skill	Rating	Specialization	Linked Attr
Blades	4	—	AGI
Con	3	—	CHA
First Aid	3	—	LOG
Gymnastics	5	—	AGI
Perception	4	—	INT

Pilot Ground Craft	3	—	REA
Running	4	—	STR
Sneaking	4	Urban	AGI
Swimming	2	—	STR
Tracking	3	—	INT

Knowledge & Language Skills

Free Points: (INT 3 + LOG 2) × 2 = **10 points**

Skill	Category	Rating	Points
English	Language	N	0
Lakota	Language	N	0
Sperethiel	Language	4	4
Egyptian Ceramics	Interests	2	2
Weapon Manufacturers	Interests	4	4
Total			10

Validation: ✓ 10 points spent = 10 available

Qualities

Positive Qualities

Quality	Karma Cost	Notes
Adept	0	Free with Magic priority
Guts	10	+2 dice to resist fear/intimidation
Natural Athlete	7	+2 dice for Athletics tests
Total	17	

Negative Qualities

Quality	Karma Bonus	Notes
Addiction (Mild, BTLs)	4	Mild addiction to BTLs
Code of Honor (Assassin's Creed)	15	Never harm innocents, always fulfill contracts
Total	19	

Adept Powers

Power Points Available: 6 (Magic Rating)

Power	Level/Rating	PP Cost	Effect
Attribute Boost (Agility)	4	1.0	Boost AGI temporarily
Combat Sense	1	0.5	+1 dice to defense tests
Enhanced Accuracy (Pistols)	—	0.25	+1 Accuracy with Pistols
Enhanced Accuracy (Automatics)	—	0.25	+1 Accuracy with Automatics
Improved Reflexes	2	2.5	+2 REA, +2D6 Initiative
Mystic Armor	2	1.0	+2 armor vs non-physical attacks
Spell Resistance	1	0.5	+1 dice to resist spells
Total		6.0	

Validation: ✓ 6.0 PP spent = 6.0 PP available

Contacts

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

Contact	Connection	Loyalty	Cost
Black market gun dealer	3	3	6
Target range operator	3	2	5
Total			11

Validation: × 11 Karma needed > 9 available → **2 Karma from starting pool required**

Gear

Armor

Armor	Rating	Capacity	Cost
Armor Jacket	12	12	1,000¥

Armor Jacket Modifications (10/12 capacity used):

- Chemical Protection 3 [3 capacity, 750¥]
- Fire Resistance 3 [3 capacity, 750¥]
- Nonconductivity 4 [4 capacity, 1,000¥]

Armor Subtotal: 3,500¥

Electronics

Device	Rating	Cost
Renraku Sensei	3	1,000¥

Electronics Subtotal: 1,000¥

Identification

Identity	SIN Type	Rating	Cost
Fake SIN #1	Fake SIN	5	12,500¥
Fake SIN #2	Fake SIN	5	12,500¥

Fake SIN #1 Licenses (Rating 5):

- Fake Gun License [200¥]

Fake SIN #2 Licenses (Rating 5):

- Fake Gun License [200¥]

Identification Subtotal: 27,000¥

Vision/Audio Gear

Item	Capacity	Cost
Contacts	3	150¥

Contacts Enhancements (3/3 capacity used):

- Smartlink [3 capacity, included in contacts price or separate 2,000¥]
- Vision Enhancement 2 [2 capacity, 1,000¥]

Note: The stat block states "Contacts [Capacity 3, w/ smartlink, vision enhancement 2]". The smartlink alone consumes 3 capacity, and vision enhancement 2 consumes 2 capacity (5 total), which exceeds capacity 3. This appears to be an error in the source material. Assuming smartlink is the primary enhancement.

Contacts Subtotal: ~2,150¥ (varies by interpretation)

Item	Capacity	Cost
Ear Buds	3	50¥

Ear Buds Enhancements (3/3 capacity used):

- Audio Enhancement 1 [1 capacity, 250¥]
- Spatial Recognizer [2 capacity, 1,000¥]

Audio Subtotal: 1,300¥

Services

Service	Duration	Cost
DocWagon Contract (Platinum)	1 year	25,000¥

Services Subtotal: 25,000¥

General Gear

Item	Rating	Cost
Gecko Tape Gloves	—	250¥
Maglock Passkey	3	6,000¥
Medkit	4	1,000¥
Medkit Re-supplies	×2	400¥
Trauma Patch	×2	1,000¥

General Gear Subtotal: 8,650¥

Lifestyle

Lifestyle	Duration	Cost
Low	1 month	2,000¥

Lifestyle Subtotal: 2,000¥

Vehicle

Vehicle	Hand	Speed	Accel	Body	Armor	Pilot	Sensor	Cost
Hyundai Shin-Hyung	4	4	2	10	6	1	2	28,500¥

Vehicle Subtotal: 28,500¥

Weapons

Ranged Weapons

Weapon	Type	Acc	DV	AP	Mode	RC	Ammo	Cost
Ares Predator V	Heavy Pistol	5(7)	8P	-1	SA	—	15(c)	725¥

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Ingram Smartgun X	SMG	4(6)	8P	—	BF/FA	2	32(c)	800¥
PJSS Model 55	Shotgun	6	11P	-1	SS	1	2(b)	1,000¥
Ruger Super Warhawk	Heavy Pistol	5	9P	-2	SS	—	6(cy)	400¥
Steyr TMP	Machine Pistol	5	7P	—	SA/BF/FA	—	30(c)	350¥
Yamaha Raiden	Assault Rifle	6(8)	11P	-2	BF/FA	1	60(b)	2,600¥

Ares Predator V #1 Modifications:

- Smartgun System, Internal [×2 base cost included]

Ares Predator V #1 Ammunition:

- Regular Rounds ×100 [200¥]
- Stick-n-Shock ×100 [800¥]

Ares Predator V #2 Modifications:

- Smartgun System, Internal [×2 base cost included]

Ares Predator V #2 Ammunition:

- Regular Rounds ×100 [200¥]
- Stick-n-Shock ×100 [800¥]

Ingram Smartgun X Modifications:

- Gas-Vent System 2 [integral, included in base cost]
- Silencer/Suppressor (Integral) [included in base cost]
- Smartgun System, Internal [included in base cost]

Ingram Smartgun X Ammunition:

- Regular Rounds ×100 [200¥]
- Explosive Rounds ×100 [800¥]

PJSS Model 55 Modifications:

- Shock Pad (Integrated) [included in base cost]

PJSS Model 55 Ammunition:

- Regular Rounds ×100 [200¥]
- Explosive Rounds ×100 [800¥]

Ruger Super Warhawk Ammunition:

- Regular Rounds ×100 [200¥]

Steyr TMP Modifications:

- Laser Sight [125¥]

Steyr TMP Ammunition:

- Regular Rounds ×100 [200¥]
- Explosive Rounds ×100 [800¥]
- Stick-n-Shock ×100 [800¥]

Yamaha Raiden Modifications:

- Silencer/Suppressor (Integral) [included in base cost]
- Smartgun System, Internal [included in base cost]

Yamaha Raiden Ammunition:

- Regular Rounds ×100 [200¥]
- Explosive Rounds ×100 [800¥]

Melee Weapons

Weapon	Type	Acc	Reach	DV	AP	Cost
Knife	Blade	5	1	3P	-1	10¥

Weapons Subtotal: ~12,535¥ (base weapons + mods + ammo)

Resources Summary

Category	Cost
Armor	3,500¥
Electronics	1,000¥
Identification	27,000¥
Vision/Audio	3,450¥
Services	25,000¥
General Gear	8,650¥
Lifestyle	2,000¥
Vehicle	28,500¥
Weapons	12,535¥
Grand Total	~111,635¥

Note: Resources total is approximately 112K¥, well within Priority C (140,000¥).

Priority Inference

Attribute Points Calculation

Attribute	Value	Elf Base	Points Purchased
Body	3	1	2

Agility	6	2	4
Reaction	3	1	2
Strength	2	1	1
Willpower	2	1	1
Logic	2	1	1
Intuition	3	1	2
Charisma	3	3	0
Total			13

→ **Priority E (12 points)** with 1 attribute point purchased via karma

Skills Calculation

Skill Groups:

- Firearms 5 = 5 group points

Individual Skills:

- Blades 4 + Con 3 + First Aid 3 + Gymnastics 5 + Perception 4 + Pilot Ground Craft 3 + Running 4 + Sneaking 4 + Swimming 2 + Tracking 3 = **35 skill points**

Specialization:

- Sneaking (Urban) = 7 Karma

→ **Priority B (36 skills / 5 groups)** — Close fit at 35/5

Magic Calculation

- Adept with Magic 6
- 6 Power Points

→ **Priority B (Adept: Magic 6, 1 skill at 4)**

Note: Priority B Adept gets Magic 6 + 1 free active skill at Rating 4. This could be Gymnastics 5 being 4 from priority + 1 from skill points.

Resources Calculation

Total Resources: ~112,000¥

→ **Priority C (140,000¥)**

Metatype Calculation

- Metatype: Elf
- Edge: 5
- Special attribute points: 5 (Edge 5)

→ **Priority A (Elf: 8 special)** — Edge 5 fits within 8 special points

Priority Summary

Priority	Category	Confidence	Notes
A	Metatype	95%	Elf with Edge 5 (needs 5 special)
B	Magic	100%	Adept Magic 6
B	Skills	95%	35/5 close to 36/5
C	Resources	100%	~112K within 140K budget
E	Attributes	90%	13 points (12 + 1 from karma)

Note: There's a conflict - both Magic and Skills appear to need Priority B. Let me recalculate:

Revised Analysis:

- Priority A: Metatype (Elf, 8 special → Edge 5 uses 5)
- Priority B: Magic (Adept Magic 6)
- Priority C: Skills (28 points / 2 groups) — This doesn't fit (35/5 needed)
- Priority D: Resources (50,000¥) — Doesn't fit (~112K spent)
- Priority E: Attributes (12 points)

This configuration doesn't work. Let me try:

- Priority A: Skills (46/10) — Too high
- Priority B: Metatype (Elf, 6 special → Edge 5 uses 5, leaves 1)
- Priority B: Magic (Adept Magic 6)

The character appears to use:

Priority	Category	Final Assessment
A	Magic	Magician/Full Mage gets Magic 6 + more; but Adept only available at B
A	Skills	46/10 (excess for 35/5)
B	Magic	Adept Magic 6
C	Metatype	Elf with 3 special (Edge 5 needs karma)
C	Resources	140,000¥
E	Attributes	12 points

Most Likely Configuration:

Priority	Category	Allocation
A	Skills	46/10
B	Magic	Adept M6
C	Metatype	Elf (3 sp)
D	Resources	50,000¥

E	Attributes	12 points
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Problem: Resources total (~112K) exceeds Priority D (50K). This requires karma-to-nuyen conversion.

Alternative Configuration:

Priority	Category	Allocation
A	Skills	46/10
B	Magic	Adept M6
C	Resources	140,000¥
D	Metatype	Elf (0 sp)
E	Attributes	12 points

With Priority D Metatype (Elf: 0 special), Edge 5 would require 20 Karma ($4 \times 5 = 5+10+15+20 = 50$... no, that's too much).

Edge increases: 1→2 (10), 2→3 (15), 3→4 (20), 4→5 (25) = 70 Karma from Edge 1.

Elf base Edge is 1. To get Edge 5 requires $10+15+20+25 = 70$ Karma. That's way over budget.

Final Most Likely:

Priority	Category	Allocation	Notes
A	Metatype	Elf (8 sp)	Edge 5 uses 5 special
B	Magic	Adept M6	Adept with Magic 6
C	Skills	28/2	Supplemented with karma
D	Attributes	14 points	Close to 13 needed
E	Resources	6,000¥	Heavy karma-to-nuyen

This still doesn't fit well. The archetype may use karma extensively.

Karma Expenditure Validation

Starting Karma: 25 (Standard level)

Category	Items	Cost	Running Total
Positive Qualities	Guts (10), Natural Athlete (7)	17	17
Negative Qualities	Addiction Mild (4), Code of Honor (15)	-19	-2
Contacts (overflow)	11 - 9 free = 2 from karma	2	0
Specialization	Sneaking (Urban)	7	7
Total Spent		26	

Net Karma	25 - 26 + 19 (negatives)	18	
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Remaining: 18 Karma available for skills, attributes, or karma-to-nuyen

With Priority C Skills (28/2), the character needs:

- Firearms group 5 = 5 group points (but only 2 available at C) → 3 groups × 5 Karma = 15 Karma for group increases
- Or purchase individual skills

The math is complex. The character likely uses significant karma for skill purchases and possibly karma-to-nuyen conversion.

Validation Report

Gameplay Level Identification

Detected Level: Standard **Evidence:**

- Max availability: 12F (some ammunition)
- Max device rating: 3 (Renraku Sensei)
- Estimated karma budget: 25 (standard)
- Total resources: ~112K¥

Matched Items

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

- Ares Predator V ✓
- Ingram Smartgun X ✓
- PJSS Model 55 ✓
- Ruger Super Warhawk ✓
- Steyr TMP ✓
- Yamaha Raiden ✓
- Knife ✓
- Armor Jacket ✓
- Chemical Protection ✓
- Fire Resistance ✓
- Nonconductivity ✓
- Renraku Sensei ✓
- Contacts ✓
- Ear Buds ✓
- Smartlink ✓
- Vision Enhancement ✓
- Audio Enhancement ✓
- Spatial Recognizer ✓
- Fake SIN ✓
- Fake License ✓
- Gecko Tape Gloves ✓
- Maglock Passkey ✓
- Medkit ✓
- Trauma Patch ✓
- Hyundai Shin-Hyung ✓

- Low (Lifestyle) ✓
- Gas-Vent System ✓
- Silencer/Suppressor ✓
- Laser Sight ✓
- Shock Pad ✓
- Smartgun System, Internal ✓
- Regular Rounds ✓
- Explosive Rounds ✓
- Stick-n-Shock ✓
- Adept (quality) ✓
- Guts ✓
- Natural Athlete ✓
- Addiction ✓
- Code of Honor ✓
- Attribute Boost ✓
- Combat Sense ✓
- Enhanced Accuracy ✓
- Improved Reflexes ✓
- Mystic Armor ✓
- Spell Resistance ✓

Close Matches (Auto-Corrected)

Stat Block Name	Database Name	Correction Applied
contacts (gear)	Contacts	Capitalization
earbuds	Ear Buds	Word split
gas-vent 2	Gas-Vent System	Full name + rating
sound suppressor	Silencer/Suppressor	Alternate name

Missing from Database

Item	Type	Notes
DocWagon Contract	Service	Not in core-rulebook.json catalog

Capacity Violations

Container	Capacity	Listed Contents	Issue
Contacts	3	Smartlink (3) + Vision Enh 2 (2)	5 > 3 capacity (source error)

Calculation Notes

1. **Armor calculation:** Armor Jacket (12) + mod ratings don't add to armor value; the mods provide elemental resistance
2. **Smartgun accuracy:** Ares Predator V base Acc 5, +2 with smartlink = 7 (matches stat block)
3. **Initiative:** Base REA 3 + Improved Reflexes 2 = REA 5, INT 3. Init = 8 + 3D6 (matches stat block)

Starting Nuyen

Formula: $1,690 + (3D6 \times 60)\text{¥}$

Roll	Minimum	Average	Maximum
3D6	3	10.5	18
Nuyen	1,870¥	2,320¥	2,770¥