

Smuggler - Troll

A troll smuggler/rigger specializing in vehicle operation across multiple platforms – ground, water, and air. This character combines a control rig with muscle toners for improved reflexes while maintaining a small fleet of armed vehicles. The Middle lifestyle with attached garage provides workspace for vehicle maintenance. The sunlight allergy encourages nighttime operations typical of smuggling runs.

Source: SR5 Core Rulebook, p. 125

Gameplay Level Identification

Detected Level: Standard Evidence:

- Total resources: ~390,000¥ (within 450K Budget A, but exceeds 275K Budget B – see priority inference)
- Max availability: 12R (Transys Avalon Commlink)
- Max device rating: 6 (Transys Avalon)
- Estimated karma budget: 25 (standard)

Priority Selection

Priority	Category	Allocation
A	Resources	450,000¥
B	Metatype	Troll (0 special attribute points)
C	Attributes	16 points
D	Skills	22 points / 0 skill groups
E	Magic/Resonance	None (Mundane)

Metatype

Troll

- +1 Reach
- Thermographic Vision
- +1 dermal armor
- Attribute modifiers: BOD 5/10, STR 5/10, AGI 1/5, LOG 1/5, INT 1/5, CHA 1/4

Attributes

Core Attributes

BOD	AGI	REA	STR	WIL	LOG	INT	CHA
5	2 (4)*	5	3	3	2	5	4

*Modified by Muscle Toner Rating 2

Attribute Points Calculation

Attribute	Final	Troll Base	Points Spent
Body	5	5	0
Agility	2	1	1
Reaction	5	1	4
Strength	3	5	0 (at base)
Willpower	3	1	2
Logic	2	1	1
Intuition	5	1	4
Charisma	4	1	3
Total			15

Note: STR 3 is below Troll base of 5. This may be a typo in the source - Trolls cannot have STR below 5. Using published stat as-is for accuracy, but actual character would need STR 5 minimum.

Corrected Calculation (if STR at base 5): Total Points: 15 → Priority C (16 points) - close fit

Special Attributes

Attribute	Value	Notes
Essence	4.9	6.0 - 1.1 (augmentations)
Edge	1	Troll base Edge (Priority B = 0 special)
Magic	-	Mundane

Augmentations

Cyberware

Augmentation	Grade	Essence	Cost	Notes
Control Rig (Rating 2)	Standard	1.0	97,000¥	+2 vehicle tests when jumped in
Datajack	Standard	0.1	1,000¥	Direct neural interface
Muscle Toner (Rating 2)	Standard	0.4	16,000¥	+2 Agility (bioware)
Smartlink	Standard	0.2	4,000¥	+2 Accuracy with smartguns
Smuggling Compartment	Standard	0.2	7,500¥	Hidden storage (bioware)

Note: Muscle Toner and Smuggling Compartment are actually bioware, not cyberware.

Total Essence Cost: 1.9 → Remaining: **4.1**

Essence Discrepancy: Stat block shows 4.9 ESS, but calculated is 4.1. This may indicate:

- Some items are Alphaware grade (0.8x essence)
- Or different essence values in source material

If Control Rig 2 is Alphaware: $1.0 \times 0.8 = 0.8$ essence Total with Alpha CR: $0.8 + 0.1 + 0.4 + 0.2 + 0.2 = 1.7 \rightarrow$
Remaining: 4.3 (still doesn't match 4.9)

If Muscle Toner is also Alphaware: $0.4 \times 0.8 = 0.32$ Total both Alpha: $0.8 + 0.1 + 0.32 + 0.2 + 0.2 = 1.62 \rightarrow$
Remaining: 4.38

Using published value of 4.9 ESS

Skills

Active Skills

Skill	Rating	Linked Attribute	Dice Pool	Notes
Electronic Warfare	2	Logic	4	-
Etiquette	2	Charisma	6	-
Gunnery	5	Agility	9	Vehicle wpns
Navigation	1	Intuition	6	-
Negotiation	3	Charisma	7	-
Pilot Aircraft	5	Reaction	10	-
Pilot Ground Craft	6	Reaction	11	Primary skill
Pilot Watercraft	2	Reaction	7	-
Pistols	3	Agility	7	-

Total Skill Points: $2+2+5+1+3+5+6+2+3 = 29$ points

Priority Mismatch: 29 points exceeds Priority D (22 points). This suggests either:

- Priority C Skills (28/2) is correct - but $29 > 28$
- Some skills purchased with karma

Karma Cost for Excess Skills: If Priority D (22 points): $29-22 = 7$ points excess

- Most efficient: Buy rating 1 skill with karma = 2 karma

Knowledge Skills

Free Points: $(INT\ 5 + LOG\ 2) \times 2 = 14$ points

Skill	Rating	Category	Points
Backstreets	3	Street	3
Sci-Fi Flicks	2	Interests	2
Seattle Waterways	1	Street	1

Smuggling Routes	4	Street	4
Total			10

Validation: ✓ 10 points spent ≤ 14 available

Languages

Language	Rating	Points
English	N	0
Salish	2	2
Total		2

Combined Knowledge/Language: 12/14 ✓

Qualities

Positive Qualities

Quality	Karma Cost	Notes
Gearhead	11	+2 dice vehicle tests, +1 vehicle limits
Natural Hardening	10	+1 dice to resist biofeedback/dumpshock
Total	21	

Negative Qualities

Quality	Karma Bonus	Notes
Allergy (Sunlight, Moderate)	+15	Physical damage per minute in sunlight
Total	+15	

Quality Validation:

- ✓ Positive qualities (21) ≤ 25 limit
- ✓ Negative qualities (15) ≤ 25 limit

Contacts

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

Contact	Connection	Loyalty	Cost	Notes
Mechanic	3	4	7	Vehicle repairs and modifications
Coast Guard Captain	2	3	5	Maritime information
Fixer	1	1	2	Jobs

Total			14	
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Contact Pool Validation: 14 > 12 available (2 karma over)

- Excess contacts must come from starting karma

Vehicles

Harley-Davidson Scorpion (Motorcycle)

Handling	Speed	Accel	Body	Armor	Pilot	Sensor	Seats	Cost
4/3	4	2	8	9	1	2	1	12,000¥

Modifications:

- Rigger Interface [1,000¥]
- Standard Weapon Mount x2 [2,500¥ each = 5,000¥]
- Armor +1 (from base 8 to 9) [vehicle mod]

Harley-Davidson Scorpion Mounted Weapons:

Weapon	Type	Acc	DV	AP	Mode	RC	Ammo	Cost
Ares Alpha	Assault Rifle	5(7)	11P	-6	SA/BF/FA	2	42(c)	2,650¥
Enfield AS-7	Shotgun	4(6)	14P	-2	SA/BF	-	10(c)/24(d)	1,100¥

Ares Alpha Modifications:

- Grenade Launcher (underbarrel) [3,500¥]
- Smartgun System (Internal) [included]

Ares Alpha Ammunition:

- APDS Rounds x100 [1,200¥] (AP -6)

Ares Alpha Grenade Launcher Ammunition:

- Fragmentation Minigrenades x30 [~1,500¥]

Enfield AS-7 Modifications:

- Smartgun System (Internal) [200¥]

Enfield AS-7 Ammunition:

- Explosive Rounds x100 [800¥]

Scorpion Subtotal: ~27,950¥

Northrup Wasp (LAV / Rotorcraft)

Handling	Speed	Accel	Body	Armor	Pilot	Sensor	Seats	Cost
5	5	3	10	8	3	3	1	150,000¥

Note: Stat block shows different values - likely vehicle modifications applied.

Modifications:

- Rigger Interface [1,000¥]
- Heavy Weapon Mount [4,000¥]

Northrup Wasp Mounted Weapons:

Weapon	Type	Acc	DV	AP	Mode	RC	Ammo	Cost
Stoner-Ares M202	MMG	5(7)	10P	-3	FA	-	50(c)/100(b)	7,000¥

Stoner-Ares M202 Modifications:

- Smartgun System (Internal) [200¥]

Stoner-Ares M202 Ammunition:

- Explosive Rounds ×500 [4,000¥]

Wasp Subtotal: ~166,200¥**GMC Bulldog Step-Van**

Handling	Speed	Accel	Body	Armor	Pilot	Sensor	Seats	Cost
3	3	1	16	12	1	2	6	52,000¥

Note: Stat block shows Armor 12, base is 6. This represents +6 armor upgrade.

Modifications:

- Rigger Interface [1,000¥]
- Armor +6 [~6,000¥]

Bulldog Subtotal: ~59,000¥**Total Vehicles:** ~253,150¥**Gear****Armor**

Item	Rating	Capacity	Cost	Notes
Armor Jacket	12	12	1,000¥	+1 troll dermal = 13

Total Armor: 13 (includes +1 racial dermal armor)**Electronics**

Item	Rating	Cost	Notes
Transys Avalon Commlink	6	5,000¥	Device Rating 6
Glasses	4	400¥	Capacity 4 for enhancements

Glasses Enhancements (4/4 capacity):

- Low-Light Vision [1 capacity, 500¥]
- Flare Compensation [1 capacity, 250¥]
- Vision Enhancement 2 [2 capacity, 1,000¥]

Electronics Subtotal: 7,150¥

Medical

Item	Rating	Cost	Notes
DocWagon Platinum Contract	-	25,000¥	1 year, emergency response
Medkit	6	1,500¥	+6 to First Aid limit

Medical Subtotal: 26,500¥

Lifestyle

Type	Duration	Monthly	Total	Notes
Middle	3 months pre-paid	5,000¥	15,000¥	w/ attached 3-car garage (Special Work Area)

Weapons (Personal)

Ranged Weapons

Weapon	Type	Acc	DV	AP	Mode	RC	Ammo	Cost	Notes
Ares Light Fire 75	Light Pistol	6 (8)*	6P	-	SA	-	16(c)	1,250¥	Built-in smart
Ares Predator V	Heavy Pistol	5 (7)*	8P	-1	SA	-	15(c)	725¥	Built-in smart
Streetline Special	Hold-out	4	6P	-	SA	-	6(c)	120¥	-
Defiance EX Shocker	Taser	4	9S(e)	-5	SS	-	4(m)	200¥	-

*Smartlink bonus in parentheses

Personal Weapon Ammunition:

- Regular Rounds ×50 (Light Fire 75) [100¥]
- Regular Rounds ×50 (Predator V) [100¥]
- Regular Rounds ×50 (Streetline) [100¥]
- Taser Darts ×50 [250¥]

Personal Weapons Subtotal: 2,845¥

Resource Calculation

Category	Cost
Augmentations	125,500¥
Vehicles	253,150¥
Armor	1,000¥
Electronics	7,150¥
Medical	26,500¥
Lifestyle (3 months)	15,000¥
Personal Weapons	2,845¥
Total	431,145¥

Resource Validation: 431,145¥ ≤ 450,000¥ (Priority A) ✓ **Remaining:** 18,855¥ (some may convert to starting nuyen)

Karma Expenditure

Starting Karma: 25 (Standard level)

Category	Items	Cost	Running Total
Positive Qualities	Gearhead (11), Natural Hardening (10)	21	21
Negative Qualities	Allergy (Sunlight, Moderate)	-15	6
Contacts (excess)	2 karma over free pool	2	8
Skills (excess)	~7 points over D priority	14	22
Total Spent		38	
Net Karma	25 - 38 + 15 (negatives)	2	

Note: Skill calculation shows significant karma usage. If Priority C Skills (28/2) was used instead of Priority D, the priorities would need rebalancing. See Priority Inference section.

Priority Inference

Attribute Points Analysis

Attribute	Final	Troll Base	Points
Body	5	5	0
Agility	2	1	1
Reaction	5	1	4
Strength	3*	5	0

Willpower	3	1	2
Logic	2	1	1
Intuition	5	1	4
Charisma	4	1	3
Total			15

*STR 3 is impossible for Troll (min 5). Using as-is.

Match: 15 points → Priority C (16) or Priority D (14)

- Closest: Priority C (16 points), 1 under

Skill Points Analysis

Skill	Rating
Electronic Warfare	2
Etiquette	2
Gunnery	5
Navigation	1
Negotiation	3
Pilot Aircraft	5
Pilot Ground Craft	6
Pilot Watercraft	2
Pistols	3
Total	29

Match: 29 points > Priority C (28/2)

- Priority C Skills = 28 points + 2 group points
- 29 - 28 = 1 point excess (Navigation 1 could be karma: 2 karma)

Resource Analysis

Category	Cost
Augmentations	125,500¥
Vehicles	253,150¥
Gear	52,495¥
Total	431,145¥

Match: 431K → Priority A (450,000¥)

Metatype Analysis

- Metatype: Troll
- Edge: 1
- Special attribute points: 0 (Edge 1 is racial minimum)
- **Match:** Priority B (Troll with 0 special)

Magic Analysis

- Mundane (no magic)
- **Match:** Priority E

Priority Summary

Priority	Category	Confidence	Notes
A	Resources	95%	431K within 450K budget
B	Metatype	100%	Troll with Edge 1
C	Skills	85%	29 pts (28+1 karma)
D	Attributes	90%	15 pts (needs 14 for D)
E	Magic	100%	Mundane

Alternative (if STR issue resolved): If character has standard troll attributes, Priority C Attributes (16 pts) works better, requiring:

- A: Resources (450K)
- B: Metatype (Troll)
- C: Attributes (16 pts)
- D: Skills (22 pts) + karma
- E: Mundane

This requires 7+ more skill points from karma (expensive).

Derived Stats

Limits

Limit	Value	Formula
Physical	7	$[(STR \times 2) + BOD + REA] / 3 = 16 / 3$
Mental	4	$[(LOG \times 2) + INT + WIL] / 3 = 12 / 3$
Social	6	$[(CHA \times 2) + WIL + ESS] / 3 = \sim 16 / 3$

Initiative

Type	Value	Dice
Physical	10	1D6
Matrix (AR)	10	1D6

Matrix (Cold-Sim VR, Jumped In)	10 (DP)	2D6
Matrix (Hot-Sim VR, Jumped In)	10 (DP)	3D6

Condition Monitors

Type	Boxes	Calculation
Physical	11	$8 + (\text{BOD } 5/2) = 11$
Stun	10	$8 + (\text{WIL } 3/2) = 10$

Validation Report

Database Matches (core-rulebook.json)

Matched Items:

- ✓ Control Rig (cyberware, rated 1-3)
- ✓ Datajack (cyberware)
- ✓ Muscle Toner (bioware, rated 1-4)
- ✓ Smartlink (cyberware/eyeware)
- ✓ Smuggling Compartment (bodyware)
- ✓ Harley-Davidson Scorpion (bikes)
- ✓ Northrup Wasp (rotorcraft)
- ✓ GMC Bulldog Step-Van (trucks)
- ✓ Ares Alpha (assault rifle)
- ✓ Enfield AS-7 (shotgun)
- ✓ Stoner-Ares M202 (MMG)
- ✓ Ares Light Fire 75 (light pistol)
- ✓ Ares Predator V (heavy pistol)
- ✓ Streetline Special (hold-out pistol)
- ✓ Defiance EX Shocker (taser)
- ✓ Armor Jacket (armor)
- ✓ Transys Avalon (commlink)
- ✓ Glasses (optical devices)
- ✓ Low-Light Vision (vision enhancement)
- ✓ Flare Compensation (vision enhancement)
- ✓ Vision Enhancement (vision enhancement, rated)
- ✓ Medkit (biotech, rated)
- ✓ Middle Lifestyle
- ✓ Gearhead (positive quality)
- ✓ Natural Hardening (positive quality)
- ✓ Allergy (negative quality)
- ✓ APDS Rounds (ammunition)
- ✓ Explosive Rounds (ammunition)
- ✓ Regular Rounds (ammunition)
- ✓ Taser Rounds (ammunition)
- ✓ Fragmentation Grenade (grenades)
- ✓ Rigger Interface (vehicle mod)

Items Needing Verification

Item	Status	Notes
DocWagon Platinum Contract	Not in catalog	Service, not gear item
Standard Weapon Mount	Not found	May be under vehicle modifications
Heavy Weapon Mount	Not found	May be under vehicle modifications
Underbarrel Grenade Launcher	Not found	May be weapon accessory
Minigrenades (Frag)	Not found	Different from standard grenades

Calculation Discrepancies

Calculation	Stat Block	Calculated	Discrepancy
Essence	4.9	4.1	0.8
STR (Troll min)	3	5 (min)	2

Notes on Discrepancies

- Essence 4.9 vs 4.1:** The 0.8 difference could indicate some augmentations are Alphaware grade, but even full Alphaware doesn't account for the full difference. Likely using different essence values from an errata or different source.
- STR 3 for Troll:** Trolls have a minimum STR of 5. The stat block value of 3 appears to be a printing error. Character should have STR 5.

Starting Nuyen

1,145 + (4D6 × 100)¥

Notes

- Control Rig Rating 2 provides +2 dice and +2 to vehicle limits when jumped in
- Gearhead quality adds another +2 dice and +1 to limits for vehicle tests
- Combined bonuses: Pilot Ground Craft 6 + Control Rig 2 + Gearhead 2 = **10 dice base** when jumped in
- Armed vehicles provide mobile fire support
- Smuggling compartment bioware for personal contraband transport
- Sunlight allergy encourages nighttime operations (typical for smuggling)
- Middle lifestyle with garage provides vehicle maintenance workspace
- Diverse pilot skills cover ground, water, and air vehicles
- Natural Hardening helps resist biofeedback when jumped in