

Brawling Adept - Human

Source: SR5 Core Rulebook, p. 117

A human martial artist adept following a strict Code of Honor, specializing in unarmed combat and acrobatics. This character embodies the street-level vigilante archetype, using supernatural martial arts abilities to protect the weak. Bilingual in English and Mandarin with deep knowledge of Kung Fu and Seattle's urban landscape.

Gameplay Level Identification

Detected Level: Standard **Evidence:**

- Total resources: ~5,960¥ (within 6,000¥ Budget E)
- Max availability: 8 (Urban Explorer Jumpsuit)
- Max device rating: 1 (Meta Link)
- Estimated karma budget: 25 (standard)

Priority Selection

Priority	Category	Allocation
A	Attributes	24 points
B	Skills	36 points / 5 skill groups
C	Magic/Resonance	Adept (Magic 4, 1 active skill at rating 2 or 1 group at rating 1)
D	Metatype	Human (3 special attribute points)
E	Resources	6,000¥

Metatype

Human

- No inherent advantages or disadvantages
- Balanced attribute ranges (1-6 for all)

Attributes

Core Attributes

BOD	AGI	REA	STR	WIL	LOG	INT	CHA
5	5	5 (6)*	5	3	3	3	3

*Modified by Improved Reflexes 1

Special Attributes

Attribute	Value	Notes
Essence	6.0	No augmentations
Edge	4	3 from priority + 1 purchased
Magic	5	4 from priority + 1 purchased

Derived Stats

Condition Monitors

Type	Boxes	Calculation
Physical	11	8 + (BOD 5/2)
Stun	10	8 + (WIL 3/2)

Armor

Value
9

Limits

Limit	Value	Calculation
Physical	7	$[(STR \times 2) + BOD + REA] / 3 = [10 + 5 + 5] / 3$
Mental	4	$[(LOG \times 2) + INT + WIL] / 3 = [6 + 3 + 3] / 3$
Social	5	$[(CHA \times 2) + WIL + ESS] / 3 = [6 + 3 + 6] / 3$

Initiative

Type	Value	Dice	Notes
Physical	8 (9)	1(2)D6	With Improved Reflexes 1

Active Skills

Skill	Rating	Linked Attribute	Notes
Archery	4	Agility	-
Athletics (Skill Group)	4	-	Gymnastics, Running, Swimming
Blades	4	Agility	-
Clubs	4	Agility	-
Computer	1	Logic	-

Con	1	Charisma	-
Disguise	1	Intuition	-
Escape Artist	3	Agility	-
Etiquette	2	Charisma	-
First Aid	1	Logic	-
Intimidation	3	Charisma	-
Lockpicking	2	Agility	-
Negotiation	1	Charisma	-
Outdoors (Skill Group)	1	-	Navigation, Survival, Tracking
Perception	3	Intuition	-
Sneaking	4	Agility	-
Throwing Weapons	3	Agility	-
Unarmed Combat	6	Agility	Primary combat skill

With Improved Ability: Unarmed Combat effective rating 9

Knowledge Skills

Skill	Rating	Category	Notes
Kung Fu	4	Interests	Martial arts philosophy
Seattle Parkour	4	Street	Urban movement routes
Seattle Squats	2	Street	Homeless communities
Triads	2	Street	Criminal organization

Languages

Language	Rating	Notes
English	N	Native
Mandarin	N	Native (Bilingual quality)

Qualities

Positive Qualities

Quality	Karma Cost	Effect
Adept	-	From Magic priority

Bilingual	5	Native-level fluency in second language (Mandarin)
Double-Jointed	6	+2 dice for Escape Artist, fit through small spaces
Natural Athlete	7	+2 dice for Running/Gymnastics tests
Pain Resistance	7	Rating 1 - ignore 1 box of wound modifiers

Positive Qualities Total: 25 Karma

Negative Qualities

Quality	Karma Bonus	Effect
Code of Honor	+15	Complex code: Only bring lethal force against those who first use it, protect the weak, overthrow the corrupt

Negative Qualities Total: 15 Karma

Adept Powers

Power	Rating	PP Cost	Effect
Critical Strike (Unarmed Combat)	2	1.0 PP	+2 DV with unarmed attacks
Improved Ability (Unarmed Combat)	3	1.5 PP	+3 dice for Unarmed Combat
Improved Reflexes	1	1.5 PP	+1 REA, +1D6 Initiative
Improved Senses (Low-Light Vision)	-	0.25 PP	See in low light conditions
Killing Hands	-	0.5 PP	Unarmed attacks deal Physical damage
Light Body	1	0.25 PP	Reduce effective falling distance, +1 dice on jump tests

Total Power Points Used: 5.0 PP (Magic 5 = 5 PP available)

Contacts

Type	Connection	Loyalty	Cost
Crusading Reporter	2	3	5 Karma
Street Kid	1	3	4 Karma
Triad Member	3	2	5 Karma

Note: From image - (2 connection, 3 loyalty), (1 connection, 3 loyalty), (3 connection, 2 loyalty)

Gear

Armor

Item	Rating	Capacity	Availability	Cost
Urban Explorer Jumpsuit	9	9	8	650¥

Electronics

Item	Rating	Availability	Cost
Meta Link Commlink	DR 1	2	100¥

Optical Devices

Item	Rating	Capacity	Availability	Cost
Glasses	1	1	0	100¥

Glasses Enhancements (1/1 capacity used):

- Image Link [1 capacity, included or 25¥]

Tools

Item	Availability	Cost
Climbing Gear	0	200¥
Flashlight	0	25¥
Lockpick Set	4R	250¥
Survival Kit	4	200¥

Medical

Item	Rating	Availability	Cost
Respirator	1	0	50¥

Identities

Item	Rating	Availability	Cost
Fake SIN	1	3F	2,500¥

Lifestyle

Type	Duration	Cost/Month	Total Cost
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Squatter	2 months	500¥	1,000¥
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Weapons

Ranged Weapons - Bows

Weapon	Acc	DV	AP	Mode	Ammo	Availability	Cost
Bow (Rating 5)	6	7P	-2	SS	-	5	500¥

Ammunition:

- Arrows (Rating 5) ×10 [Avail 5, 10¥ ea = 100¥]

Throwing Weapons

Weapon	Acc	DV	AP	Availability	Cost
Throwing Knife (×2)	Physical	6P	-1	4R	50¥

Melee Weapons - Clubs

Weapon	Reach	Acc	DV	AP	Availability	Cost
Club	1	4	8P	-	0	30¥
Extendable Baton	1	5	7P	-	4	100¥

Melee Weapons - Blades

Weapon	Reach	Acc	DV	AP	Availability	Cost
Knife (×2)	-	5	6P	-1	0	20¥
Survival Knife	-	5	7P	-1	0	100¥

Unarmed Combat

Attack	DV	AP	Notes
Unarmed Strike	7P	-	STR 5 + Critical Strike 2, with Killing Hands

Resource Summary

Category	Cost
Armor	650¥
Electronics	100¥
Optical	125¥

Tools	675¥
Medical	50¥
Identities	2,500¥
Lifestyle	1,000¥
Weapons	800¥
Ammunition	100¥
Total	6,000¥

Priority Inference

Attribute Points Calculation

Attribute	Current	Human Base	Points Purchased
Body	5	1	4
Agility	5	1	4
Reaction	5	1	4
Strength	5	1	4
Willpower	3	1	2
Logic	3	1	2
Intuition	3	1	2
Charisma	3	1	2
Total			24 points

→ **Priority A (24 points)** ✓

Skills Calculation

Individual Skills (not in groups):

- Archery 4 + Blades 4 + Clubs 4 + Computer 1 + Con 1 + Disguise 1 + Escape Artist 3 + Etiquette 2 + First Aid 1 + Intimidation 3 + Lockpicking 2 + Negotiation 1 + Perception 3 + Sneaking 4 + Throwing Weapons 3 + Unarmed Combat 6 = **43 points**

Skill Groups:

- Athletics 4 + Outdoors 1 = **5 group points**

→ **Priority B (36/5)** - Character uses 43 skill points + 5 group points

Note: The 43 skill points exceeds 36, but Priority C Magic provides 1 skill at rating 2, which accounts for part of the difference. Alternatively, karma may be spent on skills.

Magic Calculation

- **Magical Path:** Adept
- **Magic Rating:** 5 (4 from Priority C + 1 from karma)
- **Power Points:** 5 PP

→ Priority C (Adept, Magic 4, 1 skill at 2)

Metatype Calculation

- **Metatype:** Human
- **Edge:** 4 (3 from priority + 1 from karma)
- **Special Attribute Points:** 3 (used for Edge)

→ Priority D (Human, 3 special attribute points)

Resources Calculation

- **Total Gear Cost:** ~6,000¥

→ Priority E (6,000¥) ✓

Priority Summary

Priority	Category	Confidence	Notes
A	Attributes	100%	24 points exact match
B	Skills	90%	43/5 - requires karma supplement
C	Magic	100%	Adept Magic 4 + karma to 5
D	Metatype	100%	Human with 3 special
E	Resources	100%	6,000¥ exact match

Karma Expenditure Validation

Starting Karma: 25 (Standard level)

Category	Items	Cost	Running Total
Positive Qualities	Bilingual (5), Double-Jointed (6), Natural Athlete (7), Pain Resistance 1 (7)	25	25
Negative Qualities	Code of Honor (-15)	-15	10
Magic Attribute	Magic 4→5 (5×5)	25	35
Edge Attribute	Edge 3→4 (4×5)	20	55
Skills	See skill analysis below	~9	~64
Total Spent		~64	

Problem: This analysis shows the character spending ~64 karma against a budget of 25+15=40 karma. The stat block appears to be slightly over-budget, which is common for archetype examples.

Alternative Analysis (per existing Martial Artist file):

The existing Martial Artist file notes that Magic 5 is "achieved through karma purchase" which would cost 25 karma. Combined with Edge 4, the character may have:

- Used the free skill from Magic priority C to cover 2 skill points
- The published archetype may have minor budget discrepancies (common in SR5)

Validation:

- ✓ Positive qualities (25) = 25 limit
- ✓ Negative qualities (15) ≤ 25 limit
- ? Skills may require karma beyond priority budget

Knowledge & Language Skills Validation

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

Skill	Rating	Points
Kung Fu	4	4
Seattle Parkour	4	4
Seattle Squats	2	2
Triads	2	2
Total		12

Languages: English N (free), Mandarin N (Bilingual quality)

Validation: ✓ 12 points spent = 12 available

Contact Pool Validation

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

Contact	Connection	Loyalty	Cost
Crusading Reporter	2	3	5
Street Kid	1	3	4
Triad Member	3	2	5
Total			14

Validation: × 14 Karma spent > 9 available (5 Karma must come from general pool)

Validation Report

Matched Items (All found in database)

Item	Database ID	Status
Urban Explorer Jumpsuit	urban-explorer-jumpsuit	✓
Meta Link	meta-link	✓
Glasses	glasses	✓
Image Link	image-link	✓
Climbing Gear	climbing-gear	✓
Flashlight	flashlight	✓
Lockpick Set	lockpick-set	✓
Survival Kit	survival-kit	✓
Respirator	respirator	✓
Fake SIN	fake-sin	✓
Squatter Lifestyle	squatter	✓
Bow	bow	✓
Arrow	arrow	✓
Club	club	✓
Extendable Baton	extendable-baton	✓
Knife	knife	✓
Survival Knife	survival-knife	✓
Throwing Knife	throwing-knife	✓
Critical Strike	critical-strike	✓
Improved Ability	improved-ability	✓
Improved Reflexes	improved-reflexes	✓
Improved Sense	improved-sense	✓
Killing Hands	killing-hands	✓
Light Body	light-body	✓
Bilingual	bilingual	✓
Double-Jointed	double-jointed	✓
Natural Athlete	natural-athlete	✓
Pain Resistance	pain-resistance	✓

Code of Honor	code-of-honor	✓
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Missing from Database

None - all items validated successfully.

Fuzzy Matching Applied

Stat Block Name	Database Name	Correction
Double Jointed	Double-Jointed	Added hyphen
Lockpicks	Lockpick Set	Full name used

Creation Limits Validation

Limit	Value	Max	Status
Positive qualities	25	25	✓
Negative qualities	15	25	✓
Physical at max	0	1	✓
Mental at max	0	1	✓
Max skill rating	6	6	✓
Max availability	8	12	✓
Max device rating	1	6	✓

Notes

- Unarmed Combat at effective 9 dice (6 base + 3 Improved Ability) makes character extremely dangerous in melee
- Killing Hands allows unarmed attacks to deal Physical damage and bypass Immunity to Normal Weapons
- Critical Strike adds +2 DV to unarmed attacks (total 7P with STR 5)
- Code of Honor creates interesting roleplay opportunities and moral dilemmas
- Squatter lifestyle reflects the street-level vigilante concept
- Natural Athlete + Double-Jointed makes character excellent at parkour and escaping
- Triad contact provides underworld connections despite the moral code
- Low-Light Vision from Improved Senses helps in dark urban environments

Starting Nuyen

2D6 × 40¥