Tank - Troll

A Salish tribal warrior troll specializing in heavy combat and survival. This character combines traditional hunting knowledge with modern augmentation technology, featuring skillwires for versatile skill downloads and extensive cyberware for durability in combat. The tribal connection provides cultural grounding while the heavy augmentation suite makes them a formidable front-line combatant.

Source: SR5 Core Rulebook, Page 120

Gameplay Level Identification

Detected Level: Standard **Evidence:**

- Total resources: ~255,000¥ (within 275K Budget B)
- Max availability: 12R (multiple items)
- Max device rating: 6 (Transys Avalon)
- Estimated karma budget: 25 (standard)

Priority Selection

Priority	Category	Allocation
A	Resources	450,000¥
B	Attributes	20 points
C	Metatype	Troll (0 special attribute points)
D	Skills	22 points / 0 skill groups
E	Magic/Resonance	None

Metatype

Troll

- +1 Reach
- Thermographic Vision (natural)
- +1 dermal armor (natural)
- Attribute modifiers: +4 Body, +4 Strength

Attributes

Core Attributes

BOD	AGI	REA	STR	WIL	LOG	INT	CHA
10 (12)*	2	3 (5)*	7	3	2	3	2

*Parenthetical values include augmentation bonuses:

- Body 10→12: +2 from Bone Lacing (Aluminum)
- Reaction 3→5: +2 from Synaptic Booster 2

Special Attributes

Attribute	Value	Notes
Essence	1.56	Heavy augmentation
Edge	1	Troll Priority C (0 special)
Magic	-	Mundane

Attribute Points Calculation

Attribute	Final	Troll Base	Points Spent
Body	10	5	5
Agility	2	1	1
Reaction	3	1	2
Strength	7	5	2
Willpower	3	1	2
Logic	2	1	1
Intuition	3	1	2
Charisma	2	1	1
Total			**16**

→ Priority C (16 points) or Priority B (20 points) with karma expenditure

Note: The stat block shows 16 attribute points (Priority C), but the resources and augmentations suggest Priority A resources. Re-analyzing with Priority B attributes (20 points) would require 4 additional points purchased with karma (4 × new rating × 5 = varies).

Derived Stats

Limits

Limit	Value	Notes
Physical	9 (11)*	[(STR×2)+BOD+REA]/3, +2 from augment
Mental	4	[(LOG×2)+INT+WIL]/3
Social	3	[(CHA×2)+WIL+ESS]/3

Initiative

Type	Value	Dice
Physical	6 (8)	1D6 (3D6)*

*With Synaptic Booster 2: +2 Initiative, +2 Initiative Dice

Condition Monitors

Type	Boxes	Calculation
Physical	13	8 + (BOD 10/2) = 13
Stun	10	8 + (WIL 3/2) = 10 (rounded down)

Armor

Rating	Notes
19 (25)*	12 (jacket) + 1 (racial) + 6 (ballistic shield) = 19 base

*With mods and shield

Skills

Active Skills

Skill	Rating	Linked Attribute	Notes
Animal Handling	2	Charisma	-
Archery	5	Agility	-
Pistols	6	Agility	-
Running	3	Strength	-
Survival	2	Willpower	-
Unarmed Combat	4	Agility	-
Total	**22**		**Priority D**

Knowledge Skills

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

Skill	Rating	Category	Notes
Leatherworking	3	Professional	Tribal craft
Hunting	2	Interests	-
Tribal Culture (Salish) (+2)	2	Street	With specialization
Total	**7**		(9 with spec)

Languages

Language	Rating	Notes

Salish	N	Native
English	2	–

Knowledge/Language Validation: ✓ 9 points used ≤ 10 available

Qualities

Positive Qualities

Quality	Karma Cost	Notes
High Pain Tolerance (Rating 2)	7	Ignore 2 wound modifiers
Toughness	9	+1 die for damage resistance
Total	**16**	

Negative Qualities

Quality	Karma Bonus	Notes
Allergy (Seafood, Moderate)	+15	Common allergen, moderate severity
Total	**+15**	

Contacts

Free Contact Karma: CHA 2 × 3 = **6 Karma**

Name/Type	Connection	Loyalty	Cost	Notes
Tribal Leader	3	3	6	Salish tribe authority
Total			**6**	

Contact Validation: ✓ 6 Karma spent = 6 available (exact)

Augmentations

Cyberware

Augmentation	Grade	Essence	Capacity	Cost	Avail
Bone Lacing (Aluminum)	Standard	1.0	–	18,000¥	12
Cybereyes (Rating 2)	Standard	0.3	8	6,000¥	8
Dermal Plating 2	Standard	1.0	–	24,000¥	12R
Skilljack (Rating 3)	Standard	0.3	–	60,000¥	12R
Skillwires (Rating 3)	Standard	0.6	–	36,000¥	8R

Cybereyes (Rating 2) Enhancements (8/8 capacity used):

Enhancement	Capacity	Cost
Flare Compensation	1	1,000¥
Low-Light Vision	2	1,500¥
Smartlink	3	4,000¥
Thermographic Vision	2	1,500¥
Total Used	**8**	8,000¥

Bioware

Augmentation	Grade	Essence	Cost	Avail
Synaptic Booster 2	Standard	1.0	190,000¥	12R

Essence Calculation

Augmentation	Base Essence	Grade Mult	Final Essence
Bone Lacing (Aluminum)	1.0	×1.0	1.00
Cybereyes (Rating 2)	0.3	×1.0	0.30
Dermal Plating 2	1.0	×1.0	1.00
Skilljack (Rating 3)	0.3	×1.0	0.30
Skillwires (Rating 3)	0.6	×1.0	0.60
Synaptic Booster 2	1.0	×1.0	1.00
Total Essence Lost			**4.20**
Remaining Essence			**1.80**

Note: Stat block shows 1.56 essence. Discrepancy of 0.24 may indicate different grades or unlisted augmentations. Investigating...

Revised Calculation (if Dermal Plating essence is 0.5 per rating):

- Dermal Plating 2 at 0.5 each = 1.0 ✓
- Total matches: 4.20 → 1.80 remaining

Stat block value (1.56) suggests possible alphaware on some items or different base values.

Gear

Armor

Item	Armor	Capacity	Cost	Avail

Armor Jacket	12	12	1,000¥	2
Helmet (+2 armor modifier)	+2	2	100¥	–
Ballistic Shield (+6 armor)	+6	6	1,200¥	12R

Armor Jacket Modifications (9/12 capacity used):

Modification	Rating	Capacity	Cost
Chemical Protection	3	3	750¥
Fire Resistance	3	3	750¥
Nonconductivity	3	3	750¥
Total Used		**9**	2,250¥

Helmet Modifications:

- Trodes [70¥]

Total Armor Value: 12 (jacket) + 2 (helmet) + 1 (racial dermal) + 6 (shield) = 21 (with shield) / 15 (without shield)

Electronics

Item	Rating/Notes	Cost	Avail
Transys Avalon Commlink	Device Rating 6	5,000¥	12
Subvocal Microphone	–	50¥	4

Transys Avalon Software/Accessories:

- Sim Module (included)

Skillsofts (for Skillwires)

Skillsoft	Rating	Type	Cost
Throwing Activesoft	3	Activesoft	2,400¥
Blades Activesoft	3	Activesoft	2,400¥
Sneaking Activesoft	3	Activesoft	2,400¥
English Linguasoft	3	Linguasoft	1,500¥
Total			8,700¥

Identities

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

Lifestyle

Type	Duration	Cost/Month	Total
Low	3 months pre-paid	2,000¥	6,000¥

Weapons

Ranged Weapons

Weapon	Type	Acc	DV	AP	Mode	RC	Ammo	Cost
Bow (Rating 7)	Bow	6	9P	-3	SS	-	-	700¥
Ares Predator V	Heavy Pistol	5 (7)	8P	-5	SA	-	15(c)	725¥
Ruger Super Warhawk	Heavy Pistol	5 (7)	10P	-3	SS	-	6(cy)	400¥
Defiance EX Shocker	Taser	4	11S(e)	-5	SS	-	4(m)	250¥

Notes:

- Ares Predator V: Loaded with APDS ammo (AP -5 total: -1 base + -4 APDS)
- Ruger Super Warhawk: With integral smartlink, loaded with explosive ammo (+1 DV, -3 AP base + ammo)
- Defiance EX Shocker stats show 11S(e) in stat block (differs from standard 9S(e))

Ares Predator V Ammunition:

- APDS Rounds ×100

Ruger Super Warhawk Ammunition:

- Explosive Rounds ×100

Bow Ammunition:

- Arrows (Rating 7) ×40

Defiance EX Shocker Ammunition:

- Taser Rounds ×50

Weapon Accessories

Item	Quantity	Cost Each	Total
Spare Clips	3	5¥	15¥
Speed Loaders	3	25¥	75¥

Grenades

Weapon	Type	DV	AP	Blast	Qty	Cost
Fragmentation Grenade	Grenade	18P(f)	+5	-1/m	3	300¥

Thermal Smoke Grenade	Grenade	-	-	10m radius	3	180¥

Melee Weapons

Weapon	Type	Reach	Acc	DV	AP	Cost
Combat Axe	Blade	2	4	12P	-4	4,000¥
Combat Knife	Blade	-	6	9P	-3	300¥

Notes:

- Combat Axe DV = STR 7 + 5 = 12P
- Combat Knife DV = STR 7 + 2 = 9P

Resource Calculation

Augmentations

Item	Cost
Bone Lacing (Aluminum)	18,000¥
Cybereyes (Rating 2)	6,000¥
Cybereye Enhancements	8,000¥
Dermal Plating 2	24,000¥
Skilljack (Rating 3)	60,000¥
Skillwires (Rating 3)	36,000¥
Synaptic Booster 2	190,000¥
Augmentation Subtotal	**342,000¥**

Gear

Item	Cost
Armor Jacket	1,000¥
Armor Mods (9 capacity)	2,250¥
Helmet	100¥
Trodes	70¥
Ballistic Shield	1,200¥
Transys Avalon	5,000¥
Subvocal Microphone	50¥
Skillsofts (4)	8,700¥

Fake SIN (Rating 4)	10,000¥
Gear Subtotal	**28,370¥**

Weapons & Ammunition

Item	Cost
Bow (Rating 7)	700¥
Ares Predator V	725¥
Ruger Super Warhawk	400¥
Defiance EX Shocker	250¥
Combat Axe	4,000¥
Combat Knife	300¥
Spare Clips ×3	15¥
Speed Loaders ×3	75¥
APDS Rounds ×100	1,200¥
Explosive Rounds ×100	800¥
Arrows ×40	400¥
Taser Rounds ×50	250¥
Frag Grenades ×3	300¥
Thermal Smoke Grenades ×3	180¥
Weapons Subtotal	**9,595¥**

Lifestyle

Item	Cost
Low Lifestyle (3 months)	6,000¥
Lifestyle Subtotal	**6,000¥**

Grand Total

Category	Subtotal
Augmentations	342,000¥
Gear	28,370¥
Weapons	9,595¥
Lifestyle	6,000¥

Total	**385,965¥**

→ Priority A Resources (450,000¥) with ~64,000¥ remaining

Discrepancy: The calculated total (385,965¥) leaves significant room under Priority A (450,000¥). The starting nuyen formula 3,915¥ + (3D6 × 60)¥ suggests approximately 4,000¥ + 630¥ average = ~4,500¥ remaining, which doesn't match. Either prices differ from database or some items are unlisted.

Priority Inference

Attribute Points Calculation

Attribute	Final	Troll Base	Points
Body	10	5	5
Agility	2	1	1
Reaction	3	1	2
Strength	7	5	2
Willpower	3	1	2
Logic	2	1	1
Intuition	3	1	2
Charisma	2	1	1
Total			**16**

→ Priority C (16 points)

Alternative Analysis: If Priority B (20 points) is intended, 4 additional points would be purchased with karma.

Skills Calculation

- Animal Handling 2 + Archery 5 + Pistols 6 + Running 3 + Survival 2 + Unarmed Combat 4 = **22 points**
- Skill Groups: 0
- **Total: 22/0** → Priority D (22 points, 0 groups)

Resources Calculation

Category	Subtotal
Augmentations	342,000¥
Gear	28,370¥
Weapons	9,595¥
Lifestyle	6,000¥

Total	385,965¥

→ Priority A (450,000¥)

Metatype Calculation

- Metatype: Troll
- Edge: 1 (base)
- Special attribute points spent: 0
- Troll at Priority A: 5 special, Priority B: 0 special
- **Matches Priority B or C** (0 special points used)

Magic Calculation

- Magical Path: Mundane
- **Priority E** (no magic required)

Priority Summary

Priority	Category	Confidence	Notes
A	Resources	95%	386K spent, under 450K budget
B	Attributes	60%	Could be C (16) or B with karma
C	Metatype	90%	Troll with 0 special (B or C)
D	Skills	100%	22/0 exact match
E	Magic	100%	Mundane

Most Likely Priority Allocation:

Priority	Category
A	Resources
B	Attributes
C	Metatype
D	Skills
E	Magic

With this allocation, 4 attribute points would need to be purchased with karma.

Karma Expenditure Validation

Starting Karma: 25 (Standard level)

Category	Items	Cost	Running Total
Positive Qualities	High Pain Tolerance 2, Toughness	16	16
Negative Qualities	Allergy (Seafood, Moderate)	-15	1

Contact Pool Used	(From free contact karma)	0	1
Total Spent		16	
From Negatives		-15	
Net Karma	25 - 16 + 15	**24**	← Remaining

If Priority C Attributes (16 points):

- No additional karma needed for attributes
- Remaining: 24 Karma (exceeds 7 carryover limit)

If Priority B Attributes (20 points):

- Need 4 additional attribute points
- With 16 points from priority, need to raise 4 more levels
- This would cost significant karma

Resolution: The priority allocation likely needs adjustment. Most probable:

- Priority A: Resources (385K+ spent)
- Priority B: Attributes (20 points, 4 from karma)
- Priority C: Metatype (Troll, 0 special)
- Priority D: Skills (22 points)
- Priority E: Magic (Mundane)

Remaining karma would go toward the 4 attribute points (cost varies by which attributes).

Validation Report

Matched Items (All items verified in `/data/editions/sr5/core-rulebook.json`)

Exact matches:

- Ares Predator V
- Ruger Super Warhawk
- Defiance EX Shocker
- Bow
- Combat Axe
- Combat Knife
- Fragmentation Grenade
- Thermal Smoke Grenade
- Armor Jacket
- Helmet
- Ballistic Shield
- Chemical Protection
- Fire Resistance
- Nonconductivity
- Transys Avalon
- Subvocal Microphone
- Trodes
- Fake SIN
- Cybereyes

- Dermal Plating
- Skilljack
- Skillwires
- Synaptic Booster
- Bone Lacing (Aluminum)
- Flare Compensation
- Low-Light Vision
- Smartlink
- Thermographic Vision
- Activesoft
- Linguasoft
- Spare Clip
- Speed Loader
- Arrow
- APDS Rounds
- Explosive Rounds
- Taser Rounds
- Smartgun System, Internal
- High Pain Tolerance
- Toughness
- Allergy

Close Matches (Auto-corrected)

Stat Block Name	Database Name	Correction Applied
Frag grenades	Fragmentation Grenade	Full name
Thermal smoke grenades	Thermal Smoke Grenade	Capitalization
APDS heavy pistol ammo	APDS Rounds	Standard name
Explosive ammunition	Explosive Rounds	Standard name
Taser darts	Taser Rounds	Standard name
Integral smartlink	Smartgun System, Internal	Standard name

Missing from Database

None - all items validated successfully.

Calculation Discrepancies

Calculation	Expected (Stat Block)	Calculated	Discrepancy
Essence	1.56	1.80	0.24
Physical Limit	9 (11)	9 (11)	✓ Match
Mental Limit	4	4	✓ Match
Social Limit	3	~3	✓ Match
Physical Init	6 (8) + 1 (3) D6	6 (8) + 1 (3) D6	✓ Match

Condition P/S	13 / 10	13 / 10	✓ Match
Armor	19 (25)	21 (15+6)	Minor diff

Essence Discrepancy Analysis: The stat block shows 1.56 essence remaining (4.44 lost). Our calculation shows 1.80 remaining (4.20 lost). The 0.24 difference could indicate:

1. Alphaware grade on one item (0.2 × 0.8 = saves 0.04)
2. Different base essence values in source material
3. Additional unlisted augmentation

Capacity Validation

Container	Capacity	Used	Status
Cybereyes (R2)	8	8	✓ Full
Armor Jacket	12	9	✓ OK
Helmet	2	0*	✓ OK
Ballistic Shield	6	0	✓ OK

*Trodes are external, don't use helmet capacity

Creation Limits Validation

Limit	Value	Max	Status
Positive qualities	16	25	✓
Negative qualities	15	25	✓
Physical at max	1 (Body)	1	✓
Mental at max	0	1	✓
Max skill rating	6	6	✓
Max availability	12R	12	✓
Max device rating	6	6	✓

Starting Nuyen

3,915¥ + (3D6 × 60)¥

Average: 3,915¥ + 630¥ = **4,545¥**

Notes

- **Heavy Tank Build:** Bone Lacing (Aluminum) provides +2 Body for damage resistance and +2 unarmed DV, while Dermal Plating 2 adds +2 armor
- **Skillwire Versatility:** Rating 3 skillwires with matching activesofts allow the character to perform Throwing, Blades, and Sneaking at effective rating 3 without spending skill points

- **Initiative Advantage:** Synaptic Booster 2 provides +2 Initiative and +2 Initiative Dice, making them act quickly in combat
- **Smartlink Integration:** Cybereye smartlink provides +2 accuracy with smartgun-equipped weapons (Ares Predator V, Ruger Super Warhawk via integral smartlink)
- **Tribal Heritage:** Salish language and Tribal Culture knowledge reflect cultural background; Tribal Leader contact provides community connection
- **Allergy Weakness:** Moderate seafood allergy requires avoiding common food types, adds roleplaying hooks
- **Low Charisma:** CHA 2 and Social Limit 3 make this character weak at social interactions
- **High Damage Output:** Combat Axe with STR 7 deals 12P damage, Bow (Rating 7) with STR 7 deals 9P