

Example Character: Street Samurai (Ork)

Source: SR5 Core Rulebook, p. 112 Gameplay Level: Standard Import Version: 1

Gameplay Level Identification

Detected Level: Standard Evidence:

- Max availability: 12R (Synaptic Booster 2, Enfield AS-7, etc.)
 - Max device rating: 5 (Hermes Ikon)
 - Starting karma budget: 25 (standard)
 - Resource allocation suggests Priority A (450,000¥)
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Priority Selection

Priority	Category	Allocation	Confidence
A	Resources	450,000¥	95%
B	Attributes	20 points	100%
C	Metatype	Ork (0 special attribute points)	100%
D	Skills	22/0	100%
E	Magic	Mundane	100%

Priority Inference Calculations

Attribute Points Calculation

Attribute	Value	Ork Base	Points Purchased
Body	7	4	3
Agility	6	1	5
Reaction	5	1	4
Strength	5	3	2
Willpower	3	1	2
Logic	2	1	1
Intuition	3	1	2
Charisma	2	1	1
Total			20 points

Result: 20 points → Priority B (20 points) ✓

Skills Calculation

Skill	Rating	Specialization	Notes
Automatics	5	-	
Blades	5	-	+1 from Reflex Recorder
Longarms	3	-	+1 from Reflex Recorder
Pilot Ground	1	-	
Pistols	4	-	
Sneaking	2	-	+1 from Reflex Recorder
Unarmed Combat	2	-	+1 from Reflex Recorder
Total	22		

- Skill Groups: 0

Result: 22/0 → Priority D (22/0) ✓

Metatype Calculation

- **Metatype:** Ork
- **Edge:** 1 (0 special attribute points needed at Priority C)
- **Priority C (Ork):** Provides 0 special attribute points ✓

Result: Priority C ✓

Magic Calculation

- **Magical Path:** Mundane

Result: Priority E ✓

Metatype

Metatype: Ork

Attributes

Attribute	Value	Notes
Body (B)	7	
Agility (A)	6	
Reaction (R)	5 (7)	+2 from Synaptic Booster
Strength (S)	5	
Willpower (W)	3	

Logic (L)	2	
Intuition (I)	3	
Charisma (C)	2	

Special Attributes

Attribute	Value
Essence (ESS)	0.88
Edge (EDG)	1

Magic/Resonance

Magical Path: Mundane (no magic/resonance)

Qualities

Positive Qualities

Quality	Karma Cost	Notes
Ambidextrous	4	No off-hand penalties
Guts	10	+2 dice to resist fear
Home Ground (Street Politics)	10	Bonus in home territory
Total	24	

Negative Qualities

Quality	Karma Bonus	Notes
Code of Honor (Bushido)	+15	Won't harm unarmed/surrendered
Incompetent (Acting)	+5	Cannot default on Acting tests
Total	+20	

Skills

Active Skills

Skill	Rating	Modified	Notes
Automatics	5	5	
Blades	5	6	+1 from Reflex Recorder

Longarms	3	4	+1 from Reflex Recorder
Pilot Ground	1	1	
Pistols	4	4	
Sneaking	2	3	+1 from Reflex Recorder
Unarmed Combat	2	3	+1 from Reflex Recorder

Knowledge Skills

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

Skill	Category	Rating	Points
Great Restaurants	Interests	2	2
Law Enforcement	Street	2	2
Poetry	Academic	1	1
Safe Houses	Street	3	3
Total			8

Validation: ✓ 8 points spent ≤ 10 available

Languages

Language	Rating	Points
English	N (Native)	0
Japanese	2	2
Total		2

Total Knowledge + Language Points: 10/10 ✓

Augmentations

Cyberware

Cybereyes (Rating 3) — Standard

Base Stats	Value
Cost	10,000¥
Essence	0.4
Capacity	12

Cybereyes Enhancements (12/12 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¥
Vision Enhancement 2	2	8,000¥
Vision Magnification	2	2,000¥
Total	12	18,000¥

Cybereyes Total Cost: 28,000¥

Dermal Plating (Rating 2) — Alphaware

Stat	Base	With Alphaware
Cost	6,000¥	12,000¥ (×2)
Essence	1.0	0.8 (×0.8)
Effect	+2 Armor	

Cyberarm (Right, Obvious) — Standard

Base Stats	Value
Cost	15,000¥
Essence	1.0
Capacity	15
Base STR/AGI	3/3

Right Cyberarm Customization & Enhancements:

Component	Capacity	Cost	Effect
STR Customization (3→8)	-	25,000¥	Base STR 8
AGI Customization (3→6)	-	15,000¥	Base AGI 6
STR Enhancement +3	3	15,000¥	STR 8→11
AGI Enhancement +3	3	15,000¥	AGI 6→9
Implant Weapon (SMG)	8	4,800¥	Built-in SMG
External Clip Port	-	500¥	External ammo

Total	14/15	90,300¥	
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Right Cyberarm Final Stats: STR 11, AGI 9

Cyberarm (Left, Obvious) — Standard

Base Stats	Value
Cost	15,000¥
Essence	1.0
Capacity	15
Base STR/AGI	3/3

Left Cyberarm Customization & Enhancements:

Component	Capacity	Cost	Effect
STR Customization (3→8)	-	25,000¥	Base STR 8
AGI Customization (3→6)	-	15,000¥	Base AGI 6
STR Enhancement +3	3	15,000¥	STR 8→11
AGI Enhancement +3	3	15,000¥	AGI 6→9
Armor Enhancement +2	2	6,000¥	+2 Armor
Cyber Spur	3	5,000¥	Retractable blade
Cyberarm Slide	3	3,000¥	Quick-draw
Total	14/15	99,000¥	

Left Cyberarm Final Stats: STR 11, AGI 9, Armor +2

Other Cyberware

Augmentation	Grade	Essence	Cost	Notes
Enhanced Articulation	Standard	0.3	24,000¥	+1 Physical Limit, Escape Artist
Platelet Factories	Standard	0.2	17,000¥	+1 die to resist bleeding
Reflex Recorder (Blades)	Standard	0.1	14,000¥	+1 Blades
Reflex Recorder (Longarms)	Standard	0.1	14,000¥	+1 Longarms
Reflex Recorder (Sneaking)	Standard	0.1	14,000¥	+1 Sneaking
Reflex Recorder (Unarmed)	Standard	0.1	14,000¥	+1 Unarmed Combat

Bioware

Augmentation	Grade	Essence	Cost	Notes
Synaptic Booster 2	Standard	1.0	190,000¥	+2 REA, +2 Initiative Dice
Synthacardium 1	Standard	0.1	8,500¥	+1 die to cardiovascular tests

Essence Calculation

Augmentation	Essence
Cybereyes Rating 3	0.40
Dermal Plating 2 (Alphaware)	0.80
Cyberarm (Right)	1.00
Cyberarm (Left)	1.00
Enhanced Articulation	0.30
Platelet Factories	0.20
Reflex Recorder ×4	0.40
Synaptic Booster 2	1.00
Synthacardium 1	0.10
Total Used	5.20
Remaining	0.80

Note: Stat block shows 0.88 essence remaining. Discrepancy of 0.08 may be due to rounding or errata.

Contacts

Contact Pool Validation

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

Contact	Type	Connection	Loyalty	Cost
Fixer	Fixer	4	2	6
Total				6

Validation: ✓ 6 Karma spent = 6 available

Gear

Identities

Identity	SIN Type	Rating	Base Cost

Identity 1	Fake SIN	4	10,000¥
Identity 2	Fake SIN	4	10,000¥
Identity 3	Fake SIN	4	10,000¥
Identity 4	Fake SIN	4	10,000¥

Each SIN Licenses (Rating 4, 200¥ each):

- Concealed Carry Permit
- Possession of Firearms
- Possession of Augmentations

Identity Total: $4 \times (10,000 + 600) = 42,400¥$

Electronics

Item	Rating	Cost	Notes
Hermes Ikon Commlink	5	3,000¥	Device Rating 5
Jammer (Area)	4	800¥	4 noise in area
Micro-transceiver	-	100¥	Short-range comms
White Noise Generator	6	300¥	6 noise for audio

Audio Gear

Item	Rating	Capacity	Cost
Ear Buds	1	1	50¥

Ear Buds Enhancement:

- Audio Enhancement 1 [1 capacity, 100¥]

Note: Spatial Recognizer listed in stat block requires 2 capacity. May be external device or cyberear-mounted.

| Spatial Recognizer | - | - | 1,000¥ | External audio device |

Armor

Armor	Rating	Capacity	Base Cost
Lined Coat	9	9	900¥

Lined Coat Modifications (9/9 capacity used):

Modification	Rating	Capacity	Cost
Chemical Protection	3	3	750¥

Fire Resistance	3	3	750¥
Nonconductivity	3	3	750¥
Total		9	2,250¥

Lined Coat Total: 3,150¥

Medical Supplies

Item	Rating	Qty	Cost
Medkit	3	1	750¥
Medkit	6	1	1,500¥
Stim Patch	6	5	375¥
Trauma Patch	-	2	1,000¥

Lifestyle

Lifestyle	Duration	Monthly Cost	Total
Middle	3 months	5,000¥	15,000¥

Weapons

Melee Weapons

Weapon	Type	Reach	Accuracy	DV	AP	Cost
Katana	Blade	1	7	(STR+3)P	-3	1,000¥
Sword	Blade	1	6	(STR+3)P	-2	500¥

Cyber Melee Weapons

Weapon	Type	Reach	Accuracy	DV	AP	Notes
Spurs (cyber)	Unarmed	—	9	(STR+3)P	-2	Left cyberarm

Ranged Weapons

Ares Light Fire 75

Stat	Value
Type	Light Pistol
Accuracy	6 (8)
DV	6P

AP	—
Mode	SA
RC	—
Ammo	16 (c)
Cost	1,250¥

Built-in Modifications:

- Smartgun System (Internal)
- Silencer

Ares Light Fire 75 Ammunition & Accessories:

- Regular Ammo ×100 (20¥)
 - Spare Clips ×3 (15¥)
-

Ares Predator V

Stat	Value
Type	Heavy Pistol
Accuracy	5 (7)
DV	8P
AP	-1 (-5 w/APDS)
Mode	SA
RC	—
Ammo	15 (c)
Cost	725¥

Built-in Modifications:

- Smartgun System (Internal)

Ares Predator V Ammunition & Accessories:

- APDS Rounds ×100 (1,200¥) [AP -4 additional]
 - Spare Clips ×3 (15¥)
-

HK-227

Stat	Value
Type	SMG
Accuracy	5 (7)

DV	8P (9P w/Explosive)
AP	0 (-1 w/Explosive)
Mode	SA/BF/FA
RC	(1)
Ammo	28 (c)
Cost	730¥

HK-227 Ammunition & Accessories:

- Explosive Rounds ×100 (800¥) [+1 DV, -1 AP]
 - Spare Clips ×3 (15¥)
-

FN HAR

Stat	Value
Type	Assault Rifle
Accuracy	5 (7)
DV	10P
AP	-2 (-6 w/APDS)
Mode	SA/BF/FA
RC	2
Ammo	35 (c)
Cost	1,500¥

Built-in Modifications:

- Smartgun System (Integral)

FN HAR Ammunition & Accessories:

- APDS Rounds ×100 (1,200¥) [AP -4 additional]
 - Spare Clips ×3 (15¥)
-

Enfield AS-7

Stat	Value
Type	Shotgun
Accuracy	4 (6)
DV	15P(f)
AP	+4

Mode	SA/BF
RC	—
Ammo	10(c)/24(d)
Cost	1,100¥

Built-in Modifications:

- Smartgun System (Internal)

Enfield AS-7 Ammunition & Accessories:

- Flechette Rounds ×100 (650¥) [+2 DV, +5 AP]
 - Spare Clips ×3 (15¥)
-

Ingram Valiant

Stat	Value
Type	LMG
Accuracy	5 (7)
DV	9P (10P w/Explosive)
AP	-2 (-3 w/Explosive)
Mode	BF/FA
RC	2 (3)
Ammo	50(c)/100(belt)
Cost	3,500¥

Built-in Modifications:

- Smartgun System (Integral)

Ingram Valiant Ammunition & Accessories:

- Explosive Rounds ×100 (800¥)
 - Spare Clips ×3 (15¥)
-

Grenades

Grenade	DV	AP	Blast	Qty	Cost
High Explosive Grenade	16P	-2	-2/m	3	300¥

Vehicles & Drones

Harley-Davidson Scorpion

Stat	Value
Type	Bike
Handling	4/3
Speed	4
Acceleration	2
Body	8
Armor	6
Pilot	1
Sensor	2
Cost	12,000¥

Note: Stat block shows Armor 9, database shows Armor 6. May include aftermarket armor modification (+3,000¥ for 3 additional armor).

Resources Calculation

Cyberware & Bioware

Category	Subtotal
Cybereyes (R3 + enhancements)	28,000¥
Dermal Plating 2 (Alpha)	12,000¥
Cyberarm (Right, full)	90,300¥
Cyberarm (Left, full)	99,000¥
Enhanced Articulation	24,000¥
Platelet Factories	17,000¥
Reflex Recorder ×4	56,000¥
Synaptic Booster 2	190,000¥
Synthacardium 1	8,500¥
Subtotal	524,800¥

Weapons & Ammunition

Category	Subtotal
Melee Weapons	1,500¥
Ranged Weapons	8,805¥

Ammunition	4,670¥
Spare Clips	105¥
Grenades	300¥
Subtotal	15,380¥

Gear & Electronics

Category	Subtotal
Identities (SINs + Licenses)	42,400¥
Electronics	4,200¥
Audio Gear	1,150¥
Armor (Lined Coat + mods)	3,150¥
Medical Supplies	3,625¥
Subtotal	54,525¥

Lifestyle

Category	Subtotal
Middle Lifestyle (3 months)	15,000¥

Vehicles

Category	Subtotal
Harley-Davidson Scorpion	12,000¥

Grand Total

Category	Amount
Cyberware	524,800¥
Weapons & Ammo	15,380¥
Gear	54,525¥
Lifestyle	15,000¥
Vehicles	12,000¥
Grand Total	621,705¥

⚠ DISCREPANCY: Total resources (621,705¥) exceeds Priority A budget (450,000¥) by 171,705¥.

This discrepancy is common in published archetypes and may be due to:

- Simplified costs in the original publication
 - Different cost assumptions for customization
 - Errata or intentional "aspirational" builds
 - Karma-to-Nuyen conversion not shown
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Karma Expenditure Validation

Starting Karma: 25 (Standard level)

Category	Items	Cost	Running Total
Positive Qualities	Ambidextrous (4), Guts (10), Home Ground (10)	24	24
Negative Qualities	Code of Honor (-15), Incompetent (-5)	-20	4
Contact Pool	Fixer (4+2)	0	4

Karma Balance:

- Starting: 25
- Positive Qualities: -24
- Negative Qualities: +20
- Contacts: Free (from CHA×3 pool)
- **Remaining:** 21 Karma

Possible Karma-to-Nuyen: Up to 10 Karma → 20,000¥ (Standard limit)

If 10 Karma converted: $21 - 10 = 11$ **Karma remaining** (exceeds 7 carryover limit)

Note: Published character may have additional karma expenditures not explicitly stated, or uses house rules.

Derived Stats

Stat	Value	Notes
Physical Limit	8 (9)	+1 from Enhanced Articulation
Mental Limit	4	
Social Limit	3	
Physical Initiative	10 + 3D6	REA 7 + INT 3, +2D6 from Synaptic
Physical Condition Monitor	14	8 + (BOD 7 ÷ 2, round up) + cyberlimbs
Stun Condition Monitor	10	8 + (WIL 3 ÷ 2, round up)
Armor	13	Lined Coat 9 + Dermal 2 + Cyberarm 2

Validation Report

Matched Items (Database Validation)

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

- ✓ Cybereyes, Dermal Plating, Enhanced Articulation, Platelet Factories, Reflex Recorder, Synaptic Booster, Synthacardium, Obvious Cyberarm, Cyber Spur, Cyberarm Slide, Implant Weapon (Submachine Gun), External Clip Port, Cyberlimb Strength Enhancement, Cyberlimb Agility Enhancement, Cyberlimb Armor Enhancement
- ✓ Katana, Sword, Ares Light Fire 75, Ares Predator V, HK-227, FN HAR, Enfield AS-7, Ingram Valiant, High Explosive Grenade
- ✓ Lined Coat, Fake SIN, Fake License, Hermes Ikon, Area Jammer, White Noise Generator, Micro-transceiver, Medkit, Stim Patch, Trauma Patch, Ear Buds, Spatial Recognizer
- ✓ Harley-Davidson Scorpion, Middle Lifestyle
- ✓ Ambidextrous, Code of Honor, Guts, Home Ground, Incompetent
- ✓ APDS Rounds, Explosive Rounds, Flechette Rounds, Spare Clip

Close Matches (Auto-corrected)

Stat Block Name	Database Name	Correction Applied
Jammer (area)	Area Jammer	Word order
Earbuds	Ear Buds	Word split

Missing from Database

Item	Type	Notes
Regular Ammo	Ammunition	Standard ammo, typically free/negligible cost
Vision Enhancement 2	Enhancement	Multi-rating item, validated as Vision Enhancement
Audio Enhancement 1	Enhancement	Multi-rating item, validated as Audio Enhancement

Calculation Discrepancies

Calculation	Stat Block	Calculated	Discrepancy
Essence	0.88	0.80	0.08
Resources	~450,000¥	621,705¥	171,705¥
Armor (Vehicle)	9	6	3

Creation Limits Validation

Limit	Value	Max	Status
Positive qualities	24	25	✓
Negative qualities	20	25	✓
Physical at max	0	1	✓

Mental at max	0	1	✓
Max skill rating	5	6	✓
Max availability	12R	12	✓
Max device rating	5	6	✓
Knowledge points	10	10	✓
Contact pool	6	6	✓

Starting Nuyen

2,555¥ + (4D6 × 100)¥

Notes

- Published vs. Calculated Costs:** The published archetype's resource total significantly exceeds Priority A allocation. This is common in official CGL archetypes and suggests either simplified costing or "aspirational" builds.
- Essence Discrepancy:** Minor 0.08 essence difference likely due to rounding in original publication.
- Cyberlimb Customization:** Costs assume standard 5,000¥ per attribute point customization to reach metatype maximum before enhancements.
- Vehicle Armor:** Stat block shows Armor 9 but database shows base Armor 6. May include aftermarket Vehicle Armor modification.
- Spatial Recognizer:** Listed separately in stat block but requires 2 capacity. Assumed to be external audio device rather than Ear Buds enhancement.