

Street Shaman - Elf

Source: SR5 Core Rulebook, p.115

A Salish-Sidhe elf shaman following the path of Bear, specializing in healing and support magic. This character combines traditional tribal shamanism with alchemical knowledge, serving as both healer and spiritual guide. Strong social skills and diverse knowledge make them valuable beyond just magical support.

Gameplay Level Identification

Detected Level: Standard **Evidence:**

- Total resources: ~5,700¥ (within 6,000¥ Budget E)
 - Max availability: 6 (Renraku Sensei Commlink)
 - Max device rating: 3 (Renraku Sensei)
 - Estimated karma budget: 25 (standard)
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Priority Selection

Priority	Category	Allocation
A	Attributes	24 points
B	Skills	36 points / 5 skill groups
C	Magic/Resonance	Magician (Magic 3, 5 spells)
D	Metatype	Elf (0 special attribute points)
E	Resources	6,000¥

Metatype

Elf

- Low-Light Vision
 - Attribute modifiers: +1 Agility (max 7), +2 Charisma (max 8)
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Attributes

Core Attributes

BOD	AGI	REA	STR	WIL	LOG	INT	CHA
4	4	4	5	4	4	4	6

Special Attributes

Attribute	Value	Notes
Essence	6.0	No augmentations

Edge	1	Priority D (0 special) + 1 free
Magic	3	Priority C Magician

Derived Stats

Stat	Value	Calculation
Condition Monitor (P)	10	$8 + (\text{BOD } 4 \div 2)$
Condition Monitor (S)	10	$8 + (\text{WIL } 4 \div 2)$
Physical Limit	6	$[(\text{STR} \times 2) + \text{BOD} + \text{REA}] / 3$
Mental Limit	6	$[(\text{LOG} \times 2) + \text{INT} + \text{WIL}] / 3$
Social Limit	8	$[(\text{CHA} \times 2) + \text{WIL} + \text{ESS}] / 3$
Physical Initiative	$8 + 1D6$	REA 4 + INT 4
Astral Initiative	$8 + 3D6$	INT $\times 2$ (while projecting)
Armor	9	Lined Coat

Magic/Resonance

Tradition

Shamanic Tradition

- Drain Attribute: Willpower + Charisma ($4 + 6 = 10$ dice)
- Combat Spirits: Beasts
- Detection Spirits: Water
- Health Spirits: Earth
- Illusion Spirits: Air
- Manipulation Spirits: Man

Mentor Spirit: Bear

Bonus	Effect
Advantage	+2 dice for Health spells, preparations, and rituals
Advantage	+2 dice for resisting Physical damage
Disadvantage	Must make Composure (3) Test to not violently respond when wounded

Spells (5/6 limit - Magic 3 \times 2)

Spell	Type	Range	Damage	Duration	Drain	Notes
Antidote	Health	Touch	—	Permanent	F-3	Removes toxins; +2 from Bear

Cure Disease	Health	Touch	—	Permanent	F-4	Cures diseases; +2 from Bear
Entertainment	Illusion	LOS (A)	—	Sustained	F-3	Multi-sense illusion
Heal	Health	Touch	—	Permanent	F-4	Heals Physical damage; +2 from Bear
Manabolt	Combat	LOS	P	Instant	F-3	Direct mana damage

Skills

Active Skills

Skill Groups (5 groups from Priority B):

Skill Group	Rating	Skills Included
Athletics	1	Gymnastics 1, Running 1, Swimming 1
Sorcery	4	Counterspelling 4, Ritual Spellcasting 4, Spellcasting 4

Individual Skills (36 - 5 = 31 points from Priority B + 5 from groups = 36 total):

Skill	Rating	Linked Attr	Points	Notes
Alchemy	4	Logic	4	Preparations
Animal Handling	2	Charisma	2	—
Assessing	3	Intuition	3	—
Banishing	2	Magic	2	—
Blades	3	Agility	3	—
Conjuring	6	Magic	6	Primary summoning
Disguise	1	Intuition	1	—
Etiquette	2	Charisma	2	—
First Aid	4	Logic	4	+2 from Bear (Health)
Intimidation	2	Charisma	2	—
Medicine	4	Logic	4	Extended healing
Navigation	1	Intuition	1	—
Negotiation	2	Charisma	2	—
Perception	1	Intuition	1	—
Performance	2	Charisma	2	—

Sneaking	1	Agility	1	—
Survival	1	Willpower	1	—
Throwing Weapons	1	Agility	1	—
Unarmed Combat	1	Agility	1	—

Skill Point Calculation:

- Skill Groups: Athletics 1 (1) + Sorcery 4 (4) = **5 group points** ✓
- Individual Skills: $4+2+3+2+3+6+1+2+4+2+4+1+2+1+2+1+1+1 = 43 \text{ points}$
- Priority B provides: 36 skill points + 5 group points
- **Discrepancy:** 43 individual skill points vs 36 available = **7 points over budget**

Resolution: 7 karma spent on skills (see Karma Expenditure below)

Knowledge Skills

Free Points: $(\text{INT } 4 + \text{LOG } 4) \times 2 = 16 \text{ points}$

Skill	Rating	Category	Points
Politics	2	Academic	2
Salish-Sidhe Nation	3	Street	3
Sprawl Life	4	Street	4
Tarislars	4	Street	4
Tír Tairngire	2	Street	2
Total			15

Validation: ✓ 15 points spent ≤ 16 available

Languages

Language	Rating	Notes
English	N	Native
Salish	2	2 knowledge points (above)
Sperethiel	N	Bilingual quality (free)

Note: Salish 2 is listed separately from knowledge skills in stat block. Adding 2 points for Salish to knowledge total = 17 points. This exceeds the 16-point budget by 1 point.

Revised Knowledge/Language Allocation:

- Free points: 16
- Used: Politics 2 + Salish-Sidhe Nation 3 + Sprawl Life 4 + Tarislars 4 + Tír Tairngire 2 + Salish 2 = 17
- **1 point over budget** - likely 1 karma spent or GM allowance

Qualities

Positive Qualities

Quality	Karma Cost	Notes
Bilingual	5	Native-level Sperethiel
Mentor Spirit (Bear)	5	+2 Health spells, +2 Physical damage resist
Spirit Affinity (Beast Spirits)	7	+1 die summoning/binding beast spirits
Total	17	

Negative Qualities

Quality	Karma Bonus	Notes
Gremlins (Rating 2)	8	Technology malfunctions
Prejudiced (Biased, Hermetic Magicians)	5	Mild prejudice, common group
Simsense Vertigo	5	-2 dice in AR/VR/simsense
Total	18	

Note on Gremlins: Stat block shows "(2)" which indicates Rating 2 = 8 Karma bonus (4 per rating)

Note on Prejudiced: "Prejudice (Mild, against Hermetic magicians)" maps to Prejudiced quality with Biased intensity (Rating 1-2) against a common magical group = 5 Karma bonus

Contacts

Free Contact Karma: CHA 6 × 3 = **18 Karma**

Contact	Connection	Loyalty	Cost	Notes
Street Ganger	2	3	5	Street-level info
Talismonger	2	3	5	Magical supplies
Tanamous Member	1	1	2	Organlegger contact
Tarislar Politician	3	3	6	Elven district influence
Tribal Bureaucrat	2	2	4	Salish-Sidhe official
Total			22	

Validation: × 22 Karma spent > 18 available **Excess:** 4 Karma from general pool

Gear

Armor

Item	Rating	Capacity	Cost	Avail
Lined Coat	9	9	900¥	4

Electronics

Item	Device Rating	Cost	Avail
Renraku Sensei Commlink	3	1,000¥	6

Medical Gear

Item	Rating	Cost	Avail	Notes
Biomonitor	—	300¥	3	Health monitoring
Medkit	4	1,000¥	4	w/ 1 resupply
Medkit Supplies	—	100¥	0	1 resupply
Respirator	1	50¥	1	Toxin protection

Magical Equipment

Item	Force/Rating	Cost	Avail	Notes
Alchemy Kit	—	500¥	4	Required for preparations
Magical Lodge Materials	3	1,500¥	3	500¥ × Force
Spell Focus (Health)	varies	varies	varies	Bonded focus (see below)

Spell Focus Note: The stat block lists "spell focus (Health)" but doesn't specify Force. Given the tight budget, likely Force 1:

- Spell Focus (Health) Force 1: Cost = 4,000¥ × 1 = 4,000¥
- This would exceed the 6,000¥ budget significantly.

Possible interpretations:

1. Focus is unbonded (no nuyen cost at creation, only karma to bond later)
2. Focus was acquired through roleplay/backstory
3. Budget discrepancy in published archetype

For this import, assuming **unbonded focus** (0¥ cost, requires karma to bond post-creation)

Identities & Licenses

Identity	Type	Rating	Cost	Avail
"Street Name"	Fake SIN	3	7,500¥	9F

Fake SIN Licenses (Rating 3):

- Fake License (Practice Magic) [200¥, 9F]

- Fake License (Practice Medicine) [200¥, 9F]

Fake SIN + Licenses Total: 7,500¥ + 200¥ + 200¥ = **7,900¥**

Miscellaneous Gear

Item	Cost	Avail	Notes
Flashlight	25¥	0	—

Lifestyle

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

Weapons

Melee Weapons

Weapon	Type	Reach	Acc	DV	AP	Cost	Avail
Combat Knife	Blade	—	6	(STR+2)P = 7P	-3	300¥	4
Survival Knife	Blade	—	5	(STR+2)P = 7P	-1	100¥	0

Throwing Weapons

Weapon	Type	Acc	DV	AP	Cost	Avail
Throwing Knife	Throwing Weapon	Physical	(STR+1)P = 6P	-1	25¥	4R

Resources Calculation

Category Subtotals

Category	Items	Subtotal
Armor	Lined Coat	900¥
Electronics	Renraku Sensei	1,000¥
Medical	Biomonitor, Medkit R4, Supplies, Respirator R1	1,450¥
Magical Equipment	Alchemy Kit, Lodge Materials F3	2,000¥
IDs & Licenses	Fake SIN R3 + 2 Licenses	7,900¥
Miscellaneous	Flashlight	25¥
Lifestyle	Squatter × 2 months	1,000¥
Weapons	Combat Knife, Survival Knife, Throwing Knife	425¥

Grand Total	14,700¥
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Priority E Resources: 6,000¥ **Discrepancy:** 14,700¥ - 6,000¥ = **8,700¥ over budget**

Budget Analysis

The published archetype significantly exceeds Priority E resources. Possible explanations:

1. **Fake SIN omission:** If the 7,900¥ Fake SIN package is provided via backstory/GM, remaining = 6,800¥ (still over)
2. **Karma-to-Nuyen conversion:** 4 Karma × 2,000¥ = 8,000¥ additional
3. **Published error:** CRB archetypes sometimes have budget inconsistencies

Likely Resolution: 4-5 Karma converted to Nuyen (8,000-10,000¥)

Priority Inference

Attribute Points Calculation

Attribute	Value	Elf Base	Points Spent
Body	4	1	3
Agility	4	2	2
Reaction	4	1	3
Strength	5	1	4
Willpower	4	1	3
Logic	4	1	3
Intuition	4	1	3
Charisma	6	3	3
Total			24

→ Priority A (24 points) ✓

Skills Calculation

Category	Total	Notes
Skill Groups	5	Athletics 1, Sorcery 4
Individual Points	43	Sum of all individual skills

Priority B provides: 36 points + 5 groups **Actual:** 43 individual + 5 groups = needs 36 + 7 karma

→ Priority B (36/5) with karma supplement

Magic Calculation

- Magical Path: Magician (Shaman tradition)

- Magic Rating: 3
- Spells: 5 (Antidote, Cure Disease, Entertainment, Heal, Manabolt)

Priority C Magician: Magic 3, 5 spells ✓

→ Priority C

Metatype Calculation

- Metatype: Elf
- Edge: 1
- Special attribute points from priority: 0 (Edge 1 is the free base)

Priority D Elf: 0 special attribute points ✓

→ Priority D

Resources Calculation

→ Priority E (6,000¥) with karma-to-nuyen conversion

Priority Summary

Priority	Category	Confidence	Notes
A	Attributes	100%	24 points exact match
B	Skills	95%	36/5 + karma for overflow
C	Magic	100%	Magic 3, 5 spells exact
D	Metatype	100%	Elf with 0 special
E	Resources	90%	6,000¥ + karma-to-nuyen

Karma Expenditure Validation

Starting Karma: 25 (Standard level)

Category	Items	Cost	Running
Positive Qualities	Bilingual (5) + Mentor Spirit (5) + Spirit Affinity (7)	17	17
Negative Qualities	Gremlins 2 (-8) + Prejudiced (-5) + Simsense Vertigo (-5)	-18	-1
Contact Pool Excess	22 contact karma - 18 free = 4	4	3
Skills (overflow)	~7 points at 2 karma each (avg) ≈ 14 karma	14	17
Karma-to-Nuyen	~4 karma → 8,000¥	4	21
Knowledge Overflow	1 point	1	22
Total Spent		40	

Total Received	25 starting + 18 negative qualities	43	
Net Remaining		3	

Validation:

- ✓ Positive qualities (17) \leq 25 limit
 - ✓ Negative qualities (18) \leq 25 limit
 - ✓ Karma carryover (3) \leq 7 limit
 - ⚠ Skill karma cost is estimated - exact allocation unclear
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Creation Limits Validation

Limit	Value	Max	Status
Karma carryover	~3	7	✓
Nuyen carryover	~300	5,000	✓
Positive qualities	17	25	✓
Negative qualities	18	25	✓
Physical at max	0	1	✓
Mental at max	0	1	✓
Max skill rating	6	6	✓
Max availability	9F	12	✓
Max device rating	3	6	✓
Foci count	1	3	✓
Foci total Force	1	6	✓
Spells	5	6	✓

Validation Report

Database Matches (All items found in core-rulebook.json)

Item	Database ID	Status
Alchemy	alchemy	✓
Combat Knife	combat-knife	✓
Survival Knife	survival-knife	✓
Throwing Knife	throwing-knife	✓
Lined Coat	lined-coat	✓

Renraku Sensei	renraku-sensei	✓
Biomonitor	biomonitor	✓
Medkit	medkit	✓
Medkit Supplies	medkit-supplies	✓
Respirator	respirator	✓
Alchemy Kit	alchemy-kit	✓
Flashlight	flashlight	✓
Fake SIN	fake-sin	✓
Fake License	fake-license	✓
Magical Lodge Materials	magical-lodge-materials	✓
Spell Focus	spell-focus	✓
Antidote	antidote	✓
Cure Disease	cure-disease	✓
Entertainment	entertainment	✓
Heal	heal	✓
Manabolt	manabolt	✓
Bilingual	bilingual	✓
Mentor Spirit	mentor-spirit	✓
Spirit Affinity	spirit-affinity	✓
Gremlins	gremlins	✓
Prejudiced	prejudiced	✓
Simsense Vertigo	simsense-vertigo	✓

Fuzzy Matches Applied

Stat Block Name	Database Name	Correction
Mana Bolt	Manabolt	Word merge
Magical Lodge	Magical Lodge Materials	Full name
Prejudice (Mild)	Prejudiced	Spelling + rating

Calculation Discrepancies

Calculation	Expected	Actual	Discrepancy	Resolution

Resources	6,000¥	14,700¥	+8,700¥	Karma-to-Nuyen
Skills	36 pts	43 pts	+7 pts	Karma purchase
Contacts	18 karma	22 karma	+4 karma	General pool

Notes

- Published archetype budget issues:** The CRB Street Shaman exceeds Priority E resources significantly. This is a known issue with some published archetypes.
 - Spell Focus ambiguity:** The stat block lists "spell focus (Health)" without Force rating. Assumed Force 1 for validation, but nuyen cost would require karma-to-nuyen conversion or GM fiat.
 - Skill point overflow:** The character has 7 more individual skill points than Priority B provides. These must come from karma (approximately 14 karma at standard creation costs).
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Starting Nuyen

2D6 × 40¥ (average 280¥)

Character Summary

The Street Shaman is a support-focused awakened character built around the shamanic tradition and Bear mentor spirit. Primary strengths include:

- **Healing Excellence:** Magic 3 + Bear bonus (+2) + First Aid 4 + Medicine 4
- **Spirit Summoning:** Conjuring 6 for summoning beast, earth, water, air, and man spirits
- **Social Capability:** Charisma 6 with Etiquette, Negotiation, Intimidation, Performance
- **Alchemy:** Can create preparations for the team
- **Combat:** Manabolt for magical offense, blades/throwing for physical backup

Weaknesses:

- **Technology averse:** Gremlins 2 + Simsense Vertigo = avoid matrix activities
- **Low resources:** Minimal gear, squatter lifestyle
- **Prejudice:** May have social conflicts with hermetic mages
- **Bear's rage:** Must pass Composure (3) when injured or lose control