

SR6 - Build a **Street Samurai** - Character Creation Worksheet Instructions

Step 1 – Define your **Role** and **History** (P. 58-63 CRB)

Use the space under Step 1 to decide what role your character will fill on the team, some details of your characters past, and what your characters attitude is toward some of the Sixth World's more common moral issues.

Step 2.1 – Select your **Priorities** (P. 64 CRB)

Using the spaces under Step 2, on the Character Worksheet, fill in your choices for the following Priorities.

- **Magic / Resonance** – Easy, you don't need this so **Pick E – Mundane**. Your Magic and Resonance are both 0
- **Metatype** – This choice also sets the Special Attribute Points (Edge / Racial Attribute Points / extra Resonance or extra Magic). As a Mundane you can only use this for Edge and if you are a metahuman, Racial Attribute Points.
- Pick your 3 remaining priority choices for **Attributes** _____, **Skills** _____, and **Resources** _____

You can't use the same choice twice and for the same reason you can't use E or the choice you used for your Metatype.

Street Samurai tend to be heavily augmented and that means Resources, just don't take more than you need. Look over the "Augmentation Pack" sheet and p. 282-293 CRB to get an ideal of what you want before you pick a Resources priority. Race can be important as Dwarfs, Orks and Trolls have increased Body and Strength while Elves have increased Agility. Keep your Attribute Priority choice as high as you can, these are the base number for of your Skill dice pools.

Step 2.2 – Calculate your **Attributes** (P. 63-64 CRB)

Using the spaces under Step 2, on the Character Worksheet, calculate your Attributes. (don't spend any Karma here yet)

- Note your available Attribute points from your Priority choice.
- Divide up the points allotted from your Attribute Priority choice and write them in the first open spot.
- If your character is a metahuman you can add any available Racial Attribute Points to the marked attributes.
- Only ONE Attribute can be at the Attributes natural limit at character creation (for example 5 Charisma for a Troll, or 7 Agility for an Elf). The maximum final value for your other seven attributes can be no higher than 1 point lower than its Natural Limit (for example 5 for Humans), You must spend all of your Attribute points now.

The important attributes for Street Samurai are a high Agility, the base for your combat skills, a high Body for survivability and a high Reaction for speed. Strength is also used in melee combat to increase your Attack Rating.

Step 2.3 – Pick your Active Skills (P. 65 & 92-97 CRB)

Using the space under Step 2, purchase your Active Skills. (don't spend any Karma here yet)

- Record the number of skill points from your Priority choice.
- Spend these skill points by placing between 1 and 5 points in your chosen skills, 1 skill may be chosen at Rank 6 (or 7 with the Aptitude quality). You may put points in as many skills as you want and you must spend all of your points. Skill points can be used for specialization (+2 rating when used for that specialty) at a cost of 1 Skill Point per specialty. A skill can only be given 1 specialization; expertise and second specializations are not available at Character Creation.

Primary skills needed for a Street Samurai depend on how you want to fight, but being very good with both Firearms and Close Combat is expected for a Street Samurai. Take advantage of Skill Specialization with your primary weapon types to pick up those 2 extra dice. To fill out your character add a rank or two of Athletics, Perception, Stealth and Piloting. You may also want to pick some other skills to fill a secondary role in the group, like Biotech, Outdoors, or Engineering.

Step 2.4 – Pick your Language and Knowledge Skills (P. 67 & 97-99 CRB)

Using the space under Step 2, purchase your Knowledge Skills and Languages. (don't spend any Karma here yet)

Characters get a number of free points equal to Logic to spend on knowledge skills and languages.

- Pick a native language, you get this for free at N (native) proficiency and language skill tests do not apply to it.
- Decide on what knowledge skills and other languages you want your character to have, See P. 97-99 of the CRB or the list labeled "Knowledge Skill Examples / Language Examples" for some ideas.
- Knowledge skills do not have ranks or specializations, these cost 1 free Logic point each.
- Languages start with base proficiency at a cost of 1 free Logic point each. Base language proficiency may be increased to specialist for 1 Logic point and expert for a second Logic point. Languages may never be increased to native proficiency.

Some Knowledge Skill suggestions for a Street Samurai could be; Mercenary Outfits, Small Unit Tactics,

Step 2.5 – Pick your Adept Powers / Spells / Rituals / Formula / Complex Forms

You're Mundane so skip this step

Step 3 – Select your Positive and Negative Qualities (p. 66 & 70-79 CRB)

Using the spaces under Step 3 on the Character Worksheet, note any Qualities taken, calculate your Total Net Karma.

- Descriptions of qualities are in the CRB, pages 70-79.
- Note any free racial qualities that your character may have from the metatype priority choice.
- You may choose up to 6 qualities, divided between positive and negative qualities. (The free racial qualities do not count towards this total.) Add the Karma from the positive qualities together, do the same for the negative qualities.
- Subtract the Karma deficit of the positive quality total from the Karma surplus of the negative quality total. The sum of these two totals is the Total Net Karma that gets carried over to Step 4. This number may not be higher than +20 Karma or lower than -50 Karma. (You add 50 Karma in step 4, so a negative number is not a problem at this point.)

Good Positive Quality choices for a Street Samurai are Ambidextrous, Aptitude (Firearms or Close Combat), Built Tough, Exceptional (Agility or Body), Guts, or High Pain Tolerance. Addictions, Allergies, Dependents, Distinctive Style and SINner are typical Negative Qualities but it really comes down to what you want to role play (and of course stay away from the Qualities that can negatively impact combat).

Step 4 – Spend your Customization Karma (p. 66 & 68-69 CRB)

Add 50 Karma to your Total Net Karma from step 3, this is the amount of Karma you have for Character Customization.

- You may spend this Customization Karma to increase attributes, skills, or language proficiency. You may buy new active skills, knowledge skills, languages, or add specialties. You can also convert any amount of Karma into Nuyen.
- Up to 5 unspent Karma will carry over to the Current Karma number on your character sheet, any amount over 5 is lost.
- You may NOT use Customization Karma to have more than 1 attribute or skill at the maximum, or for skill expertise.
- Record your choices on the “Karma Spent” spaces in Steps 2.1 - 2.4 of the Character Worksheet.
- Use the advancement Karma costs below. (Also on page 68 of the CRB.)
 - Increase Attributes = 5 Karma x New Rank
 - Increase Active Skills = 5 Karma x New Rank
 - New Skill Specializations = 5 Karma
 - New Knowledge / Language Skills = 3 Karma
 - Convert to Nuyen (spent in step 5) = 2,000 Nuyen per 1 Karma (no limit on points of Karma converted)

Step 5 – Buy your Gear (p. 66 CRB - gear prices and descriptions are on 247-302 CRB)

Using the space under Step 5 on the Character Worksheet (or if you need the space, a Gear Tracker record sheet) list all the items purchased with your Resources. See the SR6 Packs for examples of what gear to buy.

- You must spend all of your resources during character creation except for up to 5,000 moved to starting nuyen.
- All characters must buy a lifestyle, even if it's just living for free on the street. Other basic items are a commlink, body armor, a ranged weapon with ammo, a melee weapon, a good fake SIN with licenses, and some type of vehicle.
- If you run short you can always go back to Step 4, make some changes there and convert additional Karma into nuyen at a rate of 1 Karma = 2,000 nuyen. Just make sure you keep track of what your changes are.

Street Samurai need to be fast, so Initiative increasers like Wired Reflexes or Synaptic Boosters are a priority. Cybereyes and Hand Razors are defining characteristics of the trope and if you plan to use a firearm then a Smartlink is just about mandatory. Upgraded cyberlimbs and any of the various Agility / Body / Strength boosters like Muscle Augmentation, Muscle Toner, (or Muscle Replacement), Bone Lacing, Dermal Plating (or Orthoskin) are also common.

Step 6.1 – Buy Contacts (p. 66, 50 & 211-215)

Using the space under Step 6 on the Character Worksheet, list your character contacts bought with Connection / Loyalty points. Characters get a number of free points equal to 6 x Charisma.

- Contacts are who your character knows and can be anything you can imagine. See the Contact Example list for ideals.
- They have 2 ratings describing how useful they are, Connection (Rating 1-12) and Loyalty (Rating 1-12). The Starting Connection and Loyalty ratings must be at least 1 but can't be higher than the characters Charisma

Examples of a Street Samurai Contacts are; Arms Dealer, Armorer, Drug Dealer, Cyber Technician, Fixer or Street Doc.

Step 6.2 – Final Calculations

Using the space under Step 6.2 on the Character Worksheet work out the following numbers and record them

Initiative (Physical and Matrix)	Attack / Defense ratings (Physical and Matrix)	Condition Monitor Boxes (Physical, Stun)
Attribute only tests	Starting Nuyen (leftover Resources)	Unspent Karma