

**SR Priority System 5.0**

Attributes	Skills:	Resources:
A. 30	50	1,000,000
B. 27	40	400,000
C. 24	34	90,000
D. 21	30	20,000
E. 18	27	5,000

Race:	Magic:
A.	Full Mage ( 25 spell points )
B.	Talent/ Adept ( 35 spell points )
C. MetaHuman	<i>* additional spell point are</i>
D. Human	<i>25,000¥ each</i>
E. Human	

**SR Point System 5.0**

Race:	Cost
Elf/ Troll	10
Dwarf/Ork	5
Variet	0* fixed as per house rules
Human	0
Ghoul	10
Okatu	30
Shapeshifter	25

  

Magic:	
Full Mage	30 ( 25 force points )
Talent	25 ( 35 force points )
Physical Adept	25 ( power points = magic rating )

Attributes:  
1 point per 2 build points

Skills:  
Active Skills 1 point for 1 Build Point.

Resources: *\* additional spell point are 25,000¥ each*

NuYen:	
500	-5
5000	0
20,000	5
90,000	10
200,000	15
400,000	20
650,000	25
1,000,000	30

**Race Maximum Table**

	Human	Elf	Dwarf	Ork	Troll
Body	6	6	7	9	11
Quick	6	7	5	6	5
Strength	6	6	8	8	10
Charisma	6	8	6	5	4
Intel	6	6	6	5	4
Will	6	6	7	6	5
Essence	6	6	6	6	6
Magic	6	6	6	6	6
Reaction	6	6	5	5	4

	Cyclops	Koburu	Formori	Hobgoblin	Giant
Body	11	7	10	8	11
Quick	5	5	5	6	5
Strength	12	8	9	8	11
Charisma	4	6	6	6	4
Intel	4	6	4	5	4
Willpower	5	7	5	6	5
Essence	6	6	6	6	6
Magic	6	6	6	6	6
Reaction	5	5	4	5	4

	Mene	Gnome	Oni	Wak	Orge
Body	8	7	8	6	9
Quick	5	5	6	6	5
Strength	8	7	8	6	8
Charisma	5	6	5	8	6
Intel	6	6	5	6	5
Will	7	8	7	7	6
Essence	6	6	6	6	6
Magic	6	6	6	6	6
Reaction	5	5	6	6	5

	Mino	Sat	Night	Dryad	Half
Body	10	8	6	6	6
Quick	5	5	8	7	7
Strength	9	8	6	5	5
Charisma	5	5	8	9	8
Intel	5	5	6	6	6
Will	5	5	6	6	6
Essence	6	6	6	6	6
Magic	6	6	6	6	6
Reaction	5	6	7	6	6

	Kobold	Jes'da	Sasq
Body	7	5	11
Quick	7	6	6
Strength	5	5	10
Charisma	4	6	5
Intel	5	7	6
Will	4	6	5
Essence	6	6	6
Magic	6	6	6
Reaction	6	6	6

**Dwarf:** +1 Body, -1 Quickness, +2 Strength, +1 Willpower, Thermographic Vision, (+2 body vs disease only)

**Elf:** +1 Quickness, +2 Charisma, Low Light Vision

**Ork:** +3 Body, +2 Strength, -1 Charisma, -1 Intelligence, Low Light Vision

**Troll:** +5 Body, -1 Quickness, +4 Strength, -2 Intelligence, -1 Willpower, -2 Charisma, Thermographic Vision, +1 Reach for Melee Combat, Dermal Armor (+1 Body)

**Cyclops:** +5 Body, -1 Quickness, +6 Strength, -2 Intelligence, -1 Willpower, -2 Charisma, Thermographic Vision, +1 Reach for Melee Combat, +2 to all ranged activities due to lack of depth perception.

**Koborkuru:** +1 Body, -1 Quickness, +2 Strength, +1 Willpower, Thermographic Vision, (+2 body vs disease only)

**Formori:** +4 Body, -1 Quickness, +3 Strength, -2 Intelligence, -1 Willpower, Thermographic Vision, +1 Reach for Melee Combat, Dermal Armor (+1 Body)

**Menehene:** +2 Body, -1 Quickness, +2 Strength, -1 Charisma,+1 Willpower, Thermographic Vision, (+2 body vs disease only)

**Hobgoblin:** +3 Body, +2 Strength, -1 Intelligence, Low Light Vision

**Giant:** +5 Body, -1 Quickness, +5 Strength, -2 Intelligence, -1 Willpower, -2 Charisma, Thermographic Vision, +1 Reach for Melee Combat, \* Mild uncommon allergy of choice no points choose another for extra points

**Gnome:** +1 Body, +1 Strength, +2 Willpower, Thermographic Vision

**Oni:** +2 Body, +2 Strength, -1 Charisma, -1 Intelligence, +1 Willpower, Low Light Vision

**Wakyambi:** +2 Charisma, +1 Willpower, Low Light Vision

**Orge:** +2 Body, +2 Strength, -1 Intelligence, Low Light Vision

**Minotaur:** +4 Body, -1 Quickness, +3 Strength, -1 Intelligence, -1 Willpower, -1 Charisma, Thermographic Vision, +1 Reach for Melee Combat, Dermal Armor (+1 Body )

**Satyr:** +2 Body, -1 Quickness, +2 Strength, -1 Charisma, -1 Intelligence, +1 Willpower, Low Light Vision

**Night Ones:** +2 Quickness, +2 Charisma, Low Light Vision, \* Mild Allergy to sunlight no bonus points, Choose another for extra points.

**Dryad:** +1 Quickness, -1 Strength, +3 Charisma, Low Light Vision, Limited Animal Empathy, Mild Allergy to urban areas no bonus points

**Halfing:** +1 Quickness, -1 Strength, +2 Charisma, Thermographic Vision

**Jes'da:** -1 Body, -1 Strength, +1 Intelligence, Thermographic Vision Limited Empathy

**Kobold:** +1 Body, +2 Quickness, -1 Stength, -1 Charisma, -1 Intelligence, -2 Willpowwer, Amplified Hearing, High Frequency Hearing, Thermographic Vision, Server Allergy to sunlight, no bonus points. Choose another for extra points.

**Sasquatch:** +5 Body, +4 Strength, -1 Charisma, -1 Willpower +1 Reach for Melee Combat, Sound Mimicry, Essence loss x2, No speech must communicate with Sign Language, Dual Natured, Severe Allergy to pollutants no bonus points. Choose another for extra points, Run x4

*\* racial maximums are the absolute highest they can be. They remain as per SR2.*