

Ork Technomancer

Concept and Background:

Ganger who is secretly a Technomancer

Priorities:

- A: Attributes (24)
- B: Skills (20)
- C: Metatype (Ork, 9)
- D: Resonance (1)
- E: Resources (8000)

Attributes:

Body 4
Agility 5
Reaction 4
Strength 4
Willpower 6
Logic 2
Intuition 4
Charisma 5
Edge 3
Resonance 6

Skills:

Active: -40

Athletics 2	
Close Combat 2 (Unarmed +2)	-5
Cracking 2 (Hacking +2)	-5
Electronics 1	-5
Firearms 3 (Shotgun +2)	-5
Influence 2 (Intimidation +2)	-5
Perception 1	
Piloting 2	
Stealth 1	-5
Engineering 1	-5
Tasking 6 (Compiling +2)	-5

Knowledge and Languages:

English (N)
Seattle Gangs
Sprites

Resonance:

Resonance Spike
Puppeteer

Gear: 34,510 (-6)

Weapons 720

Knucks 100
Bike Chain 15

Remington Roomsweeper 325
 Smartgun (External) 200
 80 Heavy Pistol Rounds 80

Armor 3,000

Armor Jacket 1,000
 4 * Electricity Resistance 1,000
 4 * Fire Resistance 1,000

Identity and Lifestyle 12,840

Fake SIN (4) 10,000
 Fake License (Shotgun, 4) 800

2 * Silver Certified Credstick 40

Low Lifestyle 2,000

Other Mundane 3,950

Meta Link CommLink 100

Glasses (4) 400
 Flare Compensation 250
 Smartlink 2,000
 Thermographic Vision 500

Monofilament Chainsaw 500
Gas mask 200

Vehicles 14,000

Harley Davidson Scorpion 14,000

Qualities: -3

Analytical Mind -3

Focused Concentration (1) -12

Sprite Affinity (Fault Sprite) -14

In Debt (6)

Impaired (Logic, 2) +16

Allergy (Uncommon: Chrome, Severe) +11

Built Tough 1

Low-Light Vision

Contacts:

Fixer (Conn 4, Loy 1)

Gang Lieutenant (Conn 3, Loy 2)

Free Sprite (Conn 4, Loy 3)

Fence (Conn 4, Loy 1)

Corrupt Cop (Conn 4, Loy 1)

Burglar Ring Leader (Conn 2, Loy 1)

Final Calculations:

Starting Nuyen: 3,490

Starting Karma: 1