

# Sprawl Ganger - Ork

**Source:** SR5 Core Rulebook, p. 126

An ork gang leader and street-level enforcer from the Seattle sprawl. This character combines raw physical power with leadership skills to run a street gang. A used cyberarm and diverse combat training make them dangerous in a fight, while their network of contacts and street knowledge keep them connected to the underworld.

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## Gameplay Level Identification

**Detected Level:** Standard **Evidence:**

- Total resources: ~46,000¥ (within 50K Budget D)
  - Max availability: 4 (Obvious Cyberarm) with Used grade (-4 = 0 effective)
  - Max device rating: 3 (Renraku Sensei)
  - Estimated karma budget: 25 (standard)
  - No items exceed standard availability limits
- 

## Priority Selection

| Priority | Category        | Allocation                    |
|----------|-----------------|-------------------------------|
| A        | Attributes      | 24 points                     |
| B        | Skills          | 36 points / 5 skill groups    |
| C        | Metatype        | Ork (0 special attribute pts) |
| D        | Resources       | 50,000¥                       |
| E        | Magic/Resonance | Mundane                       |

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## Metatype

Ork

- Low-Light Vision (natural racial trait)
  - Attribute modifiers: +3 Body (base 4), +2 Strength (base 3)
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## Attributes

### Core Attributes

| BOD | AGI | REA | STR | WIL | LOG | INT | CHA |
|-----|-----|-----|-----|-----|-----|-----|-----|
| 7   | 4   | 4   | 7   | 4   | 4   | 3   | 4   |

### Attribute Points Calculation

| Attribute    | Value | Ork Base | Points Spent |
|--------------|-------|----------|--------------|
| Body         | 7     | 4        | 3            |
| Agility      | 4     | 1        | 3            |
| Reaction     | 4     | 1        | 3            |
| Strength     | 7     | 3        | 4            |
| Willpower    | 4     | 1        | 3            |
| Logic        | 4     | 1        | 3            |
| Intuition    | 3     | 1        | 2            |
| Charisma     | 4     | 1        | 3            |
| <b>Total</b> |       |          | <b>24</b>    |

**Validation:** 24 points = Priority A (24 points) ✓

## Special Attributes

| Attribute | Value | Notes                    |
|-----------|-------|--------------------------|
| Essence   | 4.75  | 6 - 1.25 (Used cyberarm) |
| Edge      | 1     | From karma or metatype   |
| Magic     | -     | Mundane                  |

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## Skills

### Active Skills

| Skill             | Rating | Linked Attr | Specialization | Notes                         |
|-------------------|--------|-------------|----------------|-------------------------------|
| Armorer           | 1      | Logic       | -              | -                             |
| Athletics (Group) | 2      | -           | -              | Gymnastics, Running, Swimming |
| Automatics        | 1      | Agility     | -              | -                             |
| Blades            | 3      | Agility     | -              | -                             |
| Clubs             | 3      | Agility     | -              | -                             |
| Computer          | 1      | Logic       | -              | -                             |
| Con               | 1      | Charisma    | -              | -                             |
| Cybertechnology   | 1      | Logic       | -              | -                             |
| Etiquette         | 2      | Charisma    | Street (+2)    | -                             |

|                    |   |           |   |                                  |
|--------------------|---|-----------|---|----------------------------------|
| First Aid          | 1 | Logic     | - | -                                |
| Intimidation       | 5 | Charisma  | - | Primary social skill             |
| Leadership         | 3 | Charisma  | - | Gang management                  |
| Locksmith          | 1 | Agility   | - | -                                |
| Mechanics (Group)  | 1 | -         | - | Aero, Auto, Industrial, Nautical |
| Navigation         | 1 | Intuition | - | -                                |
| Negotiation        | 3 | Charisma  | - | -                                |
| Perception         | 3 | Intuition | - | -                                |
| Performance        | 3 | Charisma  | - | -                                |
| Pilot Ground Craft | 2 | Reaction  | - | -                                |
| Pistols            | 3 | Agility   | - | -                                |
| Stealth (Group)    | 2 | -         | - | Disguise, Palming, Sneaking      |
| Throwing Weapons   | 1 | Agility   | - | -                                |
| Unarmed Combat     | 5 | Agility   | - | Primary melee                    |

## Skill Points Calculation

### Individual Skills:

| Skill           | Rating | Points |
|-----------------|--------|--------|
| Armorer         | 1      | 1      |
| Automatics      | 1      | 1      |
| Blades          | 3      | 3      |
| Clubs           | 3      | 3      |
| Computer        | 1      | 1      |
| Con             | 1      | 1      |
| Cybertechnology | 1      | 1      |
| Etiquette       | 2      | 2      |
| First Aid       | 1      | 1      |
| Intimidation    | 5      | 5      |
| Leadership      | 3      | 3      |
| Locksmith       | 1      | 1      |

|                    |   |           |
|--------------------|---|-----------|
| Navigation         | 1 | 1         |
| Negotiation        | 3 | 3         |
| Perception         | 3 | 3         |
| Performance        | 3 | 3         |
| Pilot Ground Craft | 2 | 2         |
| Pistols            | 3 | 3         |
| Throwing Weapons   | 1 | 1         |
| Unarmed Combat     | 5 | 5         |
| <b>Subtotal</b>    |   | <b>44</b> |

#### Skill Groups:

| Group           | Rating | Points (x5) |
|-----------------|--------|-------------|
| Athletics       | 2      | 10          |
| Mechanics       | 1      | 5           |
| Stealth         | 2      | 10          |
| <b>Subtotal</b> |        | <b>25</b>   |

**Note:** The stat block shows 44 individual skill points, but Priority B only provides 36. This suggests some skills may be purchased with karma or there's an error in the source material.

#### Adjusted Calculation:

- Priority B provides: 36 skill points + 5 group points
- Skill groups: Athletics 2 (2 pts) + Mechanics 1 (1 pt) + Stealth 2 (2 pts) = 5 group points ✓
- Individual skills needed: 44 points
- Excess:  $44 - 36 = 8$  points (requires 16 karma if purchased with karma)

**Validation:** Skills exceed Priority B by 8 points - requires karma purchase or source error

#### Knowledge Skills

**Free Points:**  $(INT\ 3 + LOG\ 4) \times 2 = 14\ points$

| Skill                | Rating    | Category | Specialization     |
|----------------------|-----------|----------|--------------------|
| Business             | 2         | Academic | -                  |
| Seattle Street Gangs | 4         | Street   | Crimson Crush (+2) |
| Sprawl Life          | 3         | Street   | -                  |
| Street Drugs         | 2         | Street   | -                  |
| <b>Total</b>         | <b>11</b> |          |                    |

**Validation:** 11 points spent ≤ 14 available ✓

## Languages

| Language             | Rating | Notes                      |
|----------------------|--------|----------------------------|
| English (City Speak) | N      | Native with street dialect |
| Or'zet               | 2      | Ork language               |

**Language points:** 2 (from 14 knowledge pool) or free native

## Qualities

### Positive Qualities

| Quality                      | Karma Cost | Notes                                   |
|------------------------------|------------|---|
| Guts                         | 10         | +2 dice to resist fear and intimidation |
| Home Ground (You know a guy) | 10         | +2 dice on social tests in home turf    |
| <b>Total</b>                 | <b>20</b>  |   |

### Negative Qualities

| Quality                       | Karma Bonus | Notes                               |
|-------------------------------|-------------|-------------------------------------|
| Dependents (Rating 3)         | 6           | Several brothers and sisters        |
| Distinctive Style             | 5           | Recognizable appearance/gang colors |
| Prejudiced (Outspoken, Elves) | 5           | -2 dice on social tests with elves  |
| <b>Total</b>                  | <b>16</b>   |                                     |

**Note:** Stat block shows "Dependent (6: several brothers and sisters)" which appears to be Rating 3 for 6 Karma bonus based on the Dependents quality table.

### Validation:

- ✓ Positive qualities (20) ≤ 25 limit
- ✓ Negative qualities (16) ≤ 25 limit

## Augmentations

### Cyberware

| Augmentation     | Grade | Essence | Capacity | Cost    |
|------------------|-------|---------|----------|---------|
| Obvious Cyberarm | Used  | 1.25    | 15       | 11,250¥ |

### Grade Calculation:

- Base Cost: 15,000¥
- Used Multiplier:  $\times 0.75 = 11,250¥$
- Base Essence: 1.0
- Used Multiplier:  $\times 1.25 = 1.25$

#### Cyberarm Stats:

- Base STR: 3
- Base AGI: 3
- Capacity: 15 (0/15 used - no enhancements listed)

**Total Essence Cost:** 1.25 **Remaining Essence:** 6 - 1.25 = 4.75

**Note:** The stat block shows ESS 4.8, which suggests either a calculation error or the cyberarm is standard grade (1.0 essence). Using Used grade as specified gives 4.75.

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## Contacts

**Free Contact Karma:** CHA 4  $\times$  3 = **12 Karma**

| Contact       | Connection | Loyalty | Cost      | Notes                    |
|---------------|------------|---------|-----------|--------------------------|
| Fixer         | 3          | 1       | 4         | General jobs and gear    |
| Sprawl Ganger | 2          | 5       | 7         | Highly loyal gang member |
| Street Kid    | 1          | 3       | 4         | Information source       |
| <b>Total</b>  |            |         | <b>15</b> |                          |

**Validation:** 15 Karma spent > 12 available **Excess:** 3 Karma (must come from starting karma pool)

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## Gear

### Armor

| Armor        | Rating | Capacity | Cost   |
|--------------|--------|----------|--------|
| Armor Jacket | 12     | 12       | 1,000¥ |

**Armor Jacket Modifications (6/12 capacity used):**

| Modification      | Capacity | Cost          |
|-------------------|----------|---------------|
| Nonconductivity 6 | 6        | 1,500¥        |
| <b>Total</b>      | <b>6</b> | <b>1,500¥</b> |

**Armor Subtotal:** 2,500¥

### Electronics

| Item | Rating | Cost | Notes |
|------|--------|------|-------|
|      |        |      |       |

|                |   |        |               |
|----------------|---|--------|---------------|
| Renraku Sensei | 3 | 1,000¥ | Commlink      |
| Ear Buds       | 1 | 50¥    | Audio device  |
| Glasses        | 1 | 100¥   | Visual device |

#### Glasses Enhancements:

| Enhancement | Capacity | Cost |
|-------------|----------|------|
| Image Link  | 0        | 25¥  |

**Electronics Subtotal:** 1,175¥

#### Tools & Kits

| Item                | Cost | Notes                 |
|---------------------|------|-----------------------|
| Armorer Toolkit     | 500¥ | Weapon maintenance    |
| Automotive Mechanic | —    | From Mechanics group  |
| Cybertechnology Kit | —    | Not found in database |
| Industrial Mechanic | —    | From Mechanics group  |
| Survival Kit        | 200¥ | Outdoor survival      |

**Note:** The stat block lists "automotive mechanics kit, cybertechnology kit, industrial mechanic kit" but the database has profession skills (Automotive Mechanic, Industrial Mechanic) rather than separate kits. The Armorer Toolkit covers weapon work.

**Tools Subtotal:** 700¥

#### Medical

| Item       | Rating | Cost | Notes                     |
|------------|--------|------|---------------------------|
| Medkit     | 3      | 750¥ | Rating 3, 250¥ per rating |
| Respirator | 1      | 50¥  | Breathing protection      |

**Medical Subtotal:** 800¥

#### IDs and Licenses

| Identity | Type     | Rating | Cost   |
|----------|----------|--------|--------|
| Fake SIN | Fake SIN | 3      | 7,500¥ |

#### Fake SIN Licenses (Rating 3):

| License     | Cost |
|-------------|------|
| Gun License | 600¥ |

**IDs Subtotal:** 8,100¥

## Miscellaneous

| Item               | Quantity | Cost | Notes        |
|--------------------|----------|------|--------------|
| Jazz               | 4 doses  | 300¥ | 75¥ per dose |
| Plastic Restraints | 10       | 50¥  | Pack of 10   |

**Misc Subtotal:** 350¥

## Vehicles

| Vehicle                  | Handling | Speed | Accel | Body | Armor | Pilot | Sensor | Cost    |
|--------------------------|----------|-------|-------|------|-------|-------|--------|---------|
| Harley-Davidson Scorpion | 4/3      | 4     | 2     | 8    | 6     | 1     | 2      | 12,000¥ |

**Vehicles Subtotal:** 12,000¥

## Lifestyle

| Type | Duration | Cost/Month | Total  |
|------|----------|------------|--------|
| Low  | 2 months | 2,000¥     | 4,000¥ |

**Lifestyle Subtotal:** 4,000¥

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## Weapons

### Ranged Weapons

| Weapon           | Type         | Acc | DV | AP | Mode | RC | Ammo  | Cost |
|------------------|--------------|-----|----|----|------|----|-------|------|
| Colt America L36 | Light Pistol | 7   | 7P | —  | SA   | —  | 11(c) | 320¥ |

### Colt America L36 Accessories:

| Accessory           | Cost |
|---------------------|------|
| Concealable Holster | 150¥ |
| Spare Clip ×2       | 10¥  |

### Colt America L36 Ammunition:

| Ammo Type      | Quantity | Cost |
|----------------|----------|------|
| Regular Rounds | 110      | 220¥ |

**Colt Subtotal:** 700¥

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| Weapon              | Type         | Acc | DV | AP | Mode | RC | Ammo  | Cost |
|---------------------|--------------|-----|----|----|------|----|-------|------|
| Ruger Super Warhawk | Heavy Pistol | 5   | 9P | -2 | SS   | —  | 6(cy) | 400¥ |

#### Ruger Super Warhawk Accessories:

| Accessory       | Cost |
|-----------------|------|
| Speed Loader x2 | 50¥  |

#### Ruger Super Warhawk Ammunition:

| Ammo Type      | Quantity | Cost |
|----------------|----------|------|
| Regular Rounds | 60       | 120¥ |

**Ruger Subtotal:** 570¥

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| Weapon             | Type    | Acc | DV | AP | Mode | RC | Ammo | Cost |
|--------------------|---------|-----|----|----|------|----|------|------|
| Streetline Special | Holdout | 4   | 6P | —  | SA   | —  | 6(c) | 120¥ |

#### Streetline Special Accessories:

| Accessory         | Cost | Notes                  |
|-------------------|------|------------------------|
| Concealed history | —    | Narrative (not costed) |

#### Streetline Special Ammunition:

| Ammo Type      | Quantity | Cost |
|----------------|----------|------|
| Regular Rounds | 30       | 60¥  |

**Streetline Subtotal:** 180¥

#### Melee Weapons

| Weapon           | Type  | Reach | Acc | DV  | AP | Cost |
|------------------|-------|-------|-----|-----|----|------|
| Combat axe       | Blade | 2     | 4   | 12P | -4 | 500¥ |
| Extendable Baton | Club  | 1     | 5   | 7S  | —  | 100¥ |
| Knife            | Blade | —     | 5   | 7P  | -1 | 10¥  |

**Melee Subtotal:** 610¥

**Total Weapons:** 2,060¥

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#### Resource Summary

| Category           | Cost           |
|--------------------|----------------|
| Cyberware          | 11,250¥        |
| Armor              | 2,500¥         |
| Electronics        | 1,175¥         |
| Tools              | 700¥           |
| Medical            | 800¥           |
| IDs/Licenses       | 8,100¥         |
| Miscellaneous      | 350¥           |
| Vehicles           | 12,000¥        |
| Lifestyle          | 4,000¥         |
| Weapons            | 2,060¥         |
| <b>Grand Total</b> | <b>42,935¥</b> |

**Budget:** 50,000¥ (Priority D) **Remaining:** 7,065¥

**Note:** Remaining nuyen exceeds 5,000¥ carryover limit. Either additional gear is missing or 2,065¥+ should be converted back (not allowed) or spent.

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## Karma Expenditure Validation

**Starting Karma:** 25 (Standard level)

| Category              | Items  | Karma     | Running |
|-----------------------|--|-----------|---------|
| Positive Qualities    | Guts (10), Home Ground (10)                              | 20        | 20      |
| Negative Qualities    | Dependents (-6), Distinctive Style (-5), Prejudiced (-5) | -16       | 4       |
| Contact Pool (excess) | 15 contact karma - 12 free pool                          | 3         | 7       |
| Skill Specialization  | Etiquette (Street)                                       | 7         | 14      |
| Skills (excess)       | 8 points needed at 2 karma each (worst case)             | 16        | 30      |
| <b>Total Spent</b>    |  | <b>46</b> |         |
| <b>Net Karma</b>      | 25 - 46 + 16 (negatives)                                 | <b>-5</b> | ×       |

**Issue:** Character appears to be 5 karma over budget. Possible explanations:

1. Skill points miscounted in source material
2. Edge was provided by metatype priority (Ork at C = 0 special, so Edge 1 may cost karma)
3. Some skills should be at lower ratings

### Edge Consideration:

- Ork at Priority C provides 0 special attribute points
- Edge 1 would cost 5 karma to purchase
- This makes the deficit worse: -10 karma

**Alternative Interpretation (if some skills are purchased with karma):** Using karma-optimal allocation (buying rating-1 skills with karma):

- Buy First Aid 1 (2 karma), Throwing Weapons 1 (2 karma), Navigation 1 (2 karma), Armorer 1 (2 karma) = 8 karma for 4 points

This would still exceed budget. The archetype may have errata or uses house rules.

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## Derived Stats

### Limits

| Limit    | Value | Calculation  |
|----------|-------|--|
| Physical | 9     | $[(\text{STR } 7 \times 2) + \text{BOD } 7 + \text{REA } 4] / 3 = 8.33 \rightarrow 9$    |
| Mental   | 5     | $[(\text{LOG } 4 \times 2) + \text{INT } 3 + \text{WIL } 4] / 3 = 5$                     |
| Social   | 6     | $[(\text{CHA } 4 \times 2) + \text{WIL } 4 + \text{ESS } 4.75] / 3 = 5.58 \rightarrow 6$ |

### Initiative

| Type     | Value | Dice |
|----------|-------|------|
| Physical | 7     | 1D6  |

**Calculation:** REA 4 + INT 3 = 7

**Note:** Stat block shows "8 + 1D6" which would require REA + INT = 8. With REA 4 and INT 3 = 7, this is inconsistent.

### Condition Monitors

| Type     | Boxes | Calculation  |
|----------|-------|--|
| Physical | 13    | $8 + (\text{BOD } 7 / 2) = 8 + 3.5 \rightarrow 12$ |
| Stun     | 10    | $8 + (\text{WIL } 4 / 2) = 8 + 2 = 10$             |

**Note:** Stat block shows "13 / 10" for Physical/Stun. Physical should be 12 based on BOD 7, but the cyberarm may add +1 CM box (total 13). ✓

### Armor

| Rating | Source                 |
|--------|------------------------|
| 12     | Armor Jacket (12 base) |

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## Priority Inference

### Summary

| Priority | Category   | Confidence | Evidence                         |
|----------|------------|------------|----------------------------------|
| A        | Attributes | 100%       | 24 points exact match            |
| B        | Skills     | 85%        | 36/5 with karma-purchased extras |
| C        | Metatype   | 100%       | Ork with Edge 1 (0 special)      |
| D        | Resources  | 95%        | ~43K spent of 50K budget         |
| E        | Magic      | 100%       | Mundane                          |

### Notes

The character as written slightly exceeds standard creation limits. This is common in published archetypes which sometimes use simplified or approximated builds.

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## Validation Report

### Matched Items (Database Verification)

| Item                     | Database Name            | Status |
|--------------------------|--------------------------|--------|
| Colt America L36         | Colt America L36         | ✓      |
| Ruger Super Warhawk      | Ruger Super Warhawk      | ✓      |
| Streetline Special       | Streetline Special       | ✓      |
| Combat axe               | Combat axe               | ✓      |
| Extendable Baton         | Extendable Baton         | ✓      |
| Knife                    | Knife                    | ✓      |
| Armor Jacket             | Armor Jacket             | ✓      |
| Nonconductivity          | Nonconductivity          | ✓      |
| Renraku Sensei           | Renraku Sensei           | ✓      |
| Ear Buds                 | Ear Buds                 | ✓      |
| Glasses                  | Glasses                  | ✓      |
| Image Link               | Image Link               | ✓      |
| Harley-Davidson Scorpion | Harley-Davidson Scorpion | ✓      |
| Fake SIN                 | Fake SIN                 | ✓      |
| Fake License             | Fake License             | ✓      |

|                     |                         |   |
|---------------------|-------------------------|---|
| Medkit              | Medkit                  | ✓ |
| Respirator          | Respirator              | ✓ |
| Survival Kit        | Survival Kit            | ✓ |
| Plastic Restraints  | Plastic Restraints (10) | ✓ |
| Jazz                | Jazz                    | ✓ |
| Regular Rounds      | Regular Rounds          | ✓ |
| Spare Clip          | Spare Clip              | ✓ |
| Speed Loader        | Speed Loader            | ✓ |
| Concealable Holster | Concealable Holster     | ✓ |
| Obvious Cyberarm    | Obvious Cyberarm        | ✓ |
| Guts                | Guts                    | ✓ |
| Home Ground         | Home Ground             | ✓ |
| Dependents          | Dependents              | ✓ |
| Distinctive Style   | Distinctive Style       | ✓ |
| Prejudiced          | Prejudiced              | ✓ |
| Low (Lifestyle)     | Low                     | ✓ |
| Armorer Toolkit     | Armorer Toolkit         | ✓ |

### Close Matches (Auto-corrected)

| Stat Block Name   | Database Name       | Correction |
|-------------------|---------------------|------------|
| Armored jacket    | Armor Jacket        | Spacing    |
| earbuds           | Ear Buds            | Split word |
| concealed holster | Concealable Holster | Form       |

### Missing from Database

| Item                     | Type    | Notes                             |
|--------------------------|---------|-----------------------------------|
| Automotive Mechanics Kit | Toolkit | Not separate item; use profession |
| Cybertechnology Kit      | Toolkit | Not in database                   |
| Industrial Mechanic Kit  | Toolkit | Not separate item; use profession |

### Calculation Discrepancies

| Calculation | Expected | Actual | Notes |
|-------------|----------|--------|-------|
|             |          |        |       |

|              |       |       |                                       |
|--------------|-------|-------|---------------------------------------|
| Essence      | 4.8   | 4.75  | Used grade = 1.25, stat shows 4.8     |
| Initiative   | 8+1D6 | 7+1D6 | REA 4 + INT 3 = 7, not 8              |
| Physical CM  | 13    | 12    | BOD 7 = 12 boxes (cyberarm +1 = 13) ✓ |
| Skill Points | 36    | 44    | 8 points excess (karma needed)        |

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## Notes

- Natural low-light vision (ork racial trait)
  - Home Ground quality provides +2 dice on social tests in home territory
  - High Dependent karma burden reflects family obligations to several brothers and sisters
  - Distinctive Style makes character recognizable (gang colors/tattoos)
  - Prejudice against elves causes -2 dice penalty on social tests with elves
  - Used cyberarm shows visible wear but functions normally
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## Starting Nuyen

**Formula:**  $1,500 + (3D6 \times 60)\text{¥}$

| Roll | Minimum | Average | Maximum |
|------|---------|---------|---------|
| 3D6  | 1,680¥  | 2,130¥  | 2,580¥  |