

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.

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

Metatype

Ork

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

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
Total			24

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

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
Subtotal		44

Skill Groups:

Group	Rating	Points (×5)
Athletics	2	10
Mechanics	1	5
Stealth	2	10
Subtotal		25

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) × 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	-
Total	11		

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
Total	20	

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
Total	16	

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
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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.

Contacts

Free Contact Karma: CHA 4 × 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
Total			15	

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

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¥
Total	6	1,500¥

Armor Subtotal: 2,500¥

Electronics

Item	Rating	Cost	Notes
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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¥

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 x2	10¥

Colt America L36 Ammunition:

Ammo Type	Quantity	Cost
Regular Rounds	110	220¥

Colt Subtotal: 700¥

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¥

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¥

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¥
Grand Total	42,935¥

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.

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
Total Spent		46	
Net Karma	25 - 46 + 16 (negatives)	-5	×

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.

Derived Stats

Limits

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

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	$8 + (BOD\ 7 / 2) = 8 + 3.5 \rightarrow 12$
Stun	10	$8 + (WIL\ 4 / 2) = 8 + 2 = 10$

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)

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.

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
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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)

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: $1,500 + (3D6 \times 60)¥$

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