

NAME/ALIAS: Rakesh Malakar (Lum the Mad)				PLAYER: GlassEye				MOVEMENT: 10/20	
METATYPE: Human				AGE:	22	SEX:	Male	NUYEN:	4970
HEIGHT:	5 ft 7 in	WEIGHT:	140 lbs	HAIR:	Black	EYES:	Brown	SKIN:	Brown
KARMA:	0	TOTAL KARMA:	0	STREET CRED:	0	NOTORIETY:	0	PUBLIC AWARE:	0
COMPOSURE:	4	JUDGE INTENTIONS:	5	LIFT/CARRY:	6	LIFT/CARRY WEIGHT:	45 kg/30 kg	MEMORY:	6
PERSONAL DATA									

PERSONAL DATA

PHYSICAL ATTRIBUTES	MENTAL ATTRIBUTES	SPECIAL ATTRIBUTES	INITIATIVE
BODY: 3	CHARISMA: 2	EDGE: 5	INITIATIVE: 8 + 2d6
AGILITY: 4 (5)	INTUITION: 3	CURRENT EDGE POINTS:	
REACTION: 4 (5)	LOGIC: 4	ESSENCE: 1.00	RIGGER INIT: 8 + 2d6
STRENGTH: 3	WILLPOWER: 2		MATRIX AR: 8 + 2d6 MATRIX COLD: 3 + DP + 3d6 MATRIX HOT: 3 + DP + 4d6

ATTRIBUTES

ACTIVE SKILLS					ACTIVE SKILLS					KNOWLEDGE SKILLS				
SKILL NAME	POOL	RTG	ATT	MOD	SKILL NAME	POOL	RTG	ATT	MOD	SKILL NAME	POOL	RTG	ATT	MOD
Aeronautics	6	2	4 (LOG)	0	Impersonation	1	0	2 (CHA)	0	Language: English	N	N	N	N
Mechanic					Industrial Mechanic	6	2	4 (LOG)	0	Area Knowledge:	6	3	3 (INT)	0
Animal Handling	1	0	2 (CHA)	0	Instruction	1	0	2 (CHA)	0	Neighborhood				
Archery	4	0	5 (AGI)	0	Intimidation	1	0	2 (CHA)	0	Gangs	6	3	3 (INT)	0
Armorer	3	0	4 (LOG)	0	Leadership	1	0	2 (CHA)	0	News (UCAS)	4 (6)	1	3 (INT)	0
Automatics	4	0	5 (AGI)	0	Longarms	4	0	5 (AGI)	0	Shadow Community	4 (6)	1	3 (INT)	0
Automotive	6	2	4 (LOG)	0	Nautical Mechanic	6	2	4 (LOG)	0	(Rumours)				
Mechanic					Navigation	4	1	3 (INT)	0	Sports (Combat	4 (6)	1	3 (INT)	0
Blades	4	0	5 (AGI)	0	Negotiation	1	0	2 (CHA)	0	Biking)				
Clubs	4	0	5 (AGI)	0	Perception	5	2	3 (INT)	0	Sprawl Life	4 (6)	1	3 (INT)	0
Computer	7	3	4 (LOG)	0	Performance	1	0	2 (CHA)	0	(Scavenging)				
Con (Fast Talk)	3 (5)	1	2 (CHA)	0	Pilot Aircraft	9 (11)	4	5 (REA)	0					
Cybercombat	3	0	4 (LOG)	0	(Remote Operation)									
Demolitions	3	0	4 (LOG)	0	Pilot Ground Craft	9 (11)	4	5 (REA)	0					
Disguise	2	0	3 (INT)	0	(Wheeled)									
Diving	2	0	3 (BOD)	0	Pilot Walker	6	1	5 (REA)	0					
Electronic Warfare	10	6	4 (LOG)	0	Pilot Watercraft	4	0	5 (REA)	0					
(Sensor Operations)	(12)				Pistols (Semi-	7 (9)	2	5 (AGI)	0					
Escape Artist	4	0	5 (AGI)	0	Automatics)									
Etiquette (Street)	3 (5)	1	2 (CHA)	0	Running	2	0	3 (STR)	0					
First Aid	3	0	4 (LOG)	0	Sneaking (Urban)	7 (9)	2	5 (AGI)	0					
Forgery	3	0	4 (LOG)	0	Software	7	3	4 (LOG)	0					
Free-Fall	2	0	3 (BOD)	0	Survival	1	0	2 (WIL)	0					
Gunnery (Ballistic)	11	6	5 (AGI)	0	Swimming	2	0	3 (STR)	0					
	(13)				Throwing Weapons	4	0	5 (AGI)	0					
Gymnastics	6	1	5 (AGI)	0	Tracking	2	0	3 (INT)	0					
Hacking	3	0	4 (LOG)	0	Unarmed Combat	4	0	5 (AGI)	0					
Hardware	7	3	4 (LOG)	0										
Heavy Weapons	4	0	5 (AGI)	0										

SKILLS

PHYSICAL LIMIT: 5			MENTAL LIMIT: 5			SOCIAL LIMIT: 3			ASTRAL LIMIT: 5		
LIMITS											
NAME	LOCATION	ARCHETYPE	TYPE	CONNECTION	LOYALTY	PHYSICAL DAMAGE TRACK			STUN DAMAGE TRACK		
Grindhouse		Mechanic	Contact	3	3			-1			-1
Grindhouse is a retired combat biker who used to frequent Flakk's shop. He retired from the circuit and opened his own shop a few years before Flakk died. Once Rakesh was on his own and needed money, he sold many of the shops fittings to Grindhouse. Grindhouse has better connections than Rakesh so when Rakesh needs a special part or piece of equipment or a bit of work done when he doesn't have the time to do it, he goes to Grindhouse.								-2			-2
								-3			Down
						Down	OVR	OVR			
CONTACTS & ENEMIES											

QUALITY NAME											
Dependent (Nuisance)		SR5 80									
Gearhead		SR5 74									
QUALITIES											
ARMOR		VALUE									
TOTAL		14									
Armor Jacket		12		SR5 437							
Chemical Protection 3; Nonconductivity 3											
Clothing		0		SR5 437							
Helmet		2		SR5 438							
Image Link; Micro-Transceiver; Motion Sensor											
ARMOR											
WEAPON		POOL		ACCURACY		DAMAGE		AP		MODE	
Ares Predator V		7 (9)		7		8P		-1		SA	
Concealable Holster; Smartgun System, Internal; Spare Clip; Spare Clip; Spare Clip; Spare Clip		S: 0-5		M: 6-20		L: 21-40		E: 41-60			
RANGED WEAPONS											
WEAPON		POOL		ACCURACY		DAMAGE		AP		REACH	
Unarmed Attack		4		5		3S		-		0	
MELEE WEAPONS											
IMPLANT				ESSENCE				GRADE			
Control Rig Rating 2				2.50				Used		SR5 452	
Datajack				0.1				Standard		SR5 452	
Muscle Toner Rating 1				0.2				Standard		SR5 459	
Smartlink				0.2				Standard		SR5 453	
Wired Reflexes Rating 1				2				Standard		SR5 455	
CYBERWARE/BIOWARE											
VEHICLE		HANDLING		ACCEL		SPEED		PILOT		BODY	
GMC Bulldog Step-Van (Van)		3/3		1		3		1		16	
Morphing License Plate; Rigger Interface; Spoof Chips											
Satellite Link; Sensor Array Rating 6 (Atmosphere Sensor; Camera; Laser Range Finder; Motion Sensor)											
VEHICLE/DRONE											
VEHICLE		HANDLING		ACCEL		SPEED		PILOT		BODY	
Hyundai Shin-Hyung (Sport Sedan)		5/4		3		6		1		10	
Morphing License Plate; Rigger Interface; Spoof Chips											
Sensor Array Rating 6 (Atmosphere Sensor; Camera; Laser Range Finder; Motion Sensor)											
VEHICLE/DRONE											
VEHICLE		HANDLING		ACCEL		SPEED		PILOT		BODY	
Lockheed Optic-X2 (Small)		4		3		4		3		2	
Sensor Array Rating 3 (Camera Rating 6; Microphone, Directional Rating 3 [Audio Enhancement 1; Select Sound Filter 2] ; Microphone, Laser Rating 3 [Audio Enhancement 1; Select Sound Filter 2])											
VEHICLE/DRONE											
VEHICLE		HANDLING		ACCEL		SPEED		PILOT		BODY	
MCT Fly-Spy (Minidrone)		4		2		3		3		1	
Sensor Array Rating 3 (Camera [Low Light; Vision Enhancement 1; Vision Magnification] ; Laser Microphone [Audio Enhancement 1; Select Sound Filter 1] ; Motion Sensor)											
VEHICLE/DRONE											
VEHICLE		HANDLING		ACCEL		SPEED		PILOT		BODY	
MCT Fly-Spy (Minidrone)		4		2		3		3		1	
Sensor Array Rating 3 (Camera [Low Light; Vision Enhancement 1; Vision Magnification] ; Laser Microphone [Audio Enhancement 1; Select Sound Filter 1] ; Motion Sensor)											
VEHICLE/DRONE											
VEHICLE		HANDLING		ACCEL		SPEED		PILOT		BODY	
MCT-Nissan Roto-drone (Medium)		4		2		4		3		4	
Weapon Mount											
Ammo: APDS (Sniper Rifles) x50; Ammo: Explosive Rounds (Sniper Rifles) x50; Ammo: Gel Rounds (Assault Rifles) x130; Ammo: Regular Ammo (Assault Rifles) x120; Ammo: Regular Ammo (Sniper Rifles) x150; Sensor Array Rating 4 (Camera [Flare Compensation; Low											

Light; Smartlink; Vision Magnification] ; Camera [Thermographic Vision; Vision Enhancement 2; Vision Magnification] ; Laser Microphone [Audio Enhancement 1; Spatial Recognizer] ; Olfactory Sensor; Ultrasound)

WEAPON	POOL	ACCURACY	DAMAGE	AP	MODE	RC	AMMO	
Ares Desert Strike	4	7	13P	-4	SA	2	14(c)	SR5 428
Imaging Scope; Shock Pad; Stock								
	S: 0-50	M: 51-350	L: 351-800	E: 801-1500				
Shiawase Arms Monsoon	4	7	10P	-1	SA/FA	2	6x20(ml)	GH3 13
Advanced Safety System, Basic; Smartgun System, Internal								
	S: 0-25	M: 26-150	L: 151-350	E: 351-550				

RANGED WEAPONS**VEHICLE/DRONE**

VEHICLE	HANDLING	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR	CM	SEATS	DEVICE
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MCT-Nissan Roto-drone (Medium)	4	2	4	3	4	4	3 (0)	10	0	3	SR5 466
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Weapon Mount

Ammo: Gel Rounds (Assault Rifles) x130; Ammo: Regular Ammo (Assault Rifles) x120; Sensor Array Rating 3 (Camera; Laser Microphone; Olfactory Sensor; Ultrasound)

WEAPON	POOL	ACCURACY	DAMAGE	AP	MODE	RC	AMMO	
Shiawase Arms Monsoon	4	7	10P	-1	SA/FA	2	6x20(ml)	GH3 13
Advanced Safety System, Basic; Smartgun System, Internal								
	S: 0-25	M: 26-150	L: 151-350	E: 351-550				

RANGED WEAPONS**VEHICLE/DRONE**

VEHICLE	HANDLING	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR	CM	SEATS	DEVICE
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Shiawase Kanmushi (Microdrone)	4	1	2	3	0	0	3 (0)	8	0	3	SR5 465
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Sensor Array Rating 3 (Camera [Low Light; Vision Enhancement 1; Vision Magnification] ; Laser Microphone [Audio Enhancement 1; Select Sound Filter 2] ; Motion Sensor)

VEHICLE/DRONE

DEVICE	DEVICE RATING	ATTACK	SLEAZE	DATA PROC.	FIREWALL	
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Transys Avalon (Commlink)	6	0	0	6	6	SR5 438
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ACCESSORIES

Electronic Paper; Satellite Link; Sim Module, Hot; Simrig; Subvocal Mic; Trid Projector

Vulcan Liegelord (Rigger Command Console)	5	0	0	5	6	SR5 266
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ACCESSORIES

Agent 3; Armor; Autosoft 6 (ClearSight); Autosoft 6 (Roto-Drone Maneuvering); Autosoft 6 (SA Monsoon Targeting); Autosoft 6 (Ares Desert Strike Targeting); Biofeedback Filter; Configurator; Encryption; Shell; Signal Scrub; Sneak; Stealth; Toolbox; Track; Virtual Machine; Wrapper

DEVICES/PROGRAMS

LIFESTYLE	MONTHS
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Infernal Machine Shop	3	SR5 373
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Lifestyle: Low

Qualities: Special Work Area [1000]

LIFESTYLE

NAME	RTG.	QTY.		NAME	RTG.	QTY.		NAME	RTG.	QTY.	
Contacts	3	1	SR5 443	Jammer, Area	4	1	SR5 441	Tool Kit (Automotive Mechanic)	-	1	SR5 443
Flare Compensation; Image Link; Low Light				Jammer, Directional	6	1	SR5 441	Tool Kit (Hardware)	-	1	SR5 443
Fake SIN (Jamie Kahn)	4	1	SR5 442	Tag Eraser	-	1	SR5 441	Tool Shop (Aeronautic Mechanic)	-	1	SR5 443
Fake License 4 (Firearms License); Fake License 4 (Driver's License); Fake License 4 (Matrix Software License); Fake License 4 (Restricted Cyberware License)				Tool Kit (Aeronautic Mechanic)	-	1	SR5 443				
Glasses	4	1	SR5 443								
Radio Signal Scanner; Vision Enhancement 2; Vision Magnification											
Headphones	5	1	SR5 445								

Audio Enhancement 2; Select Sound Filter
1; Spatial Recognizer

GEAR

When he was seven years old, Rakesh Malakar's novacoke-addicted mother sold him to Orson James, aka Flakk, former drone pilot in the UCAS military, so she could purchase her next hit. Flakk, retired from the military and from shadowrunning, ran a body shop in the [Low, dangerous section] of the New York Sprawl that catered to the combat bike circuit, subscribed to an astounding number of conspiracy theories, and occasionally held closeted meetings with a number of presumably ex-military personnel.

Rakesh grew up listening to Flakk rant, either about his work or bizarre theories, fetching tools, cleaning the floor, and serving as general shop boy. Eventually he learned a portion of Flakk's trade, enough for Flakk to affectionately call him Grease Monkey.

When Flakk died of some new illness sweeping the streets of the sprawl, Rakesh took over the shop. He renamed it 'Infernal Machine' with a faded piece of lined paper taped to the inside window, but was forced to sell off the lion's share of the equipment to pay bribes. With only a few drones and a small reserve of equipment and cash left, Rakesh took the 'runner name 'Lum the Mad' and turned to the shadows.

BACKGROUND

Dependent: Rakesh's mother Indira sometimes shows up on Rakesh's doorstep alternately needing cash for her next hit or trying to convert Rakesh to the latest street cult that managed to get her (temporarily) clean.

NOTES