

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

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
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LIMITS

NAME	LOCATION	ARCHETYPE	TYPE	CONNECTION	LOYALTY	PHYSICAL DAMAGE TRACK	STUN DAMAGE TRACK																					
Grindhouse		Mechanic	Contact	3	3	<table border="1"> <tr><td></td><td></td><td>-1</td></tr> <tr><td></td><td></td><td>-2</td></tr> <tr><td></td><td></td><td>-3</td></tr> <tr><td>Down</td><td>OVR</td><td>OVR</td></tr> </table>			-1			-2			-3	Down	OVR	OVR	<table border="1"> <tr><td></td><td></td><td>-1</td></tr> <tr><td></td><td></td><td>-2</td></tr> <tr><td></td><td></td><td>Down</td></tr> </table>			-1			-2			Down
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<p>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.</p>																												

CONTACTS & ENEMIES

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

RANGED WEAPONS

VEHICLE/DRONE

VEHICLE	HANDLING	ACCEL	SPEED	PILOT	BODY	ARM	MORSE	SENSOR	CM	SEATS	DEVICE
MCT-Nissan Roto-drone (Medium)	4	2	4	3	4	4	3	(0)	10	0	3 SR5 466
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 Advanced Safety System, Basic; Smartgun System, Internal	4	7	10P	-1	SA/FA	2	6x20(ml)	GH3 13
	S: 0-25	M: 26-150	L: 151-350	E: 351-550				

RANGED WEAPONS

VEHICLE/DRONE

VEHICLE	HANDLING	ACCEL	SPEED	PILOT	BODY	ARM	MORSE	SENSOR	CM	SEATS	DEVICE
Shiawase Kanmushi (Microdrone)	4	1	2	3	0	0	3	(0)	8	0	3 SR5 465
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	
Transys Avalon (Commlink)	6	0	0	6	6	SR5 438
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
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	
Infernal Machine Shop Lifestyle: Low Qualities: Special Work Area [1000]	3	SR5 373

LIFESTYLE

NAME	RTG.	QTY.	NAME	RTG.	QTY.	NAME	RTG.	QTY.
Contacts	3	1	Jammer, Area	4	1	Tool Kit (Automotive Mechanic)	-	1
		SR5 443			SR5 441			SR5 443
Flare Compensation; Image Link; Low Light			Jammer, Directional	6	1	Tool Kit (Hardware)	-	1
					SR5 441			SR5 443
Fake SIN (Jamie Kahn)	4	1	Tag Eraser	-	1	Tool Shop (Aeronautic Mechanic)	-	1
		SR5 442			SR5 441			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