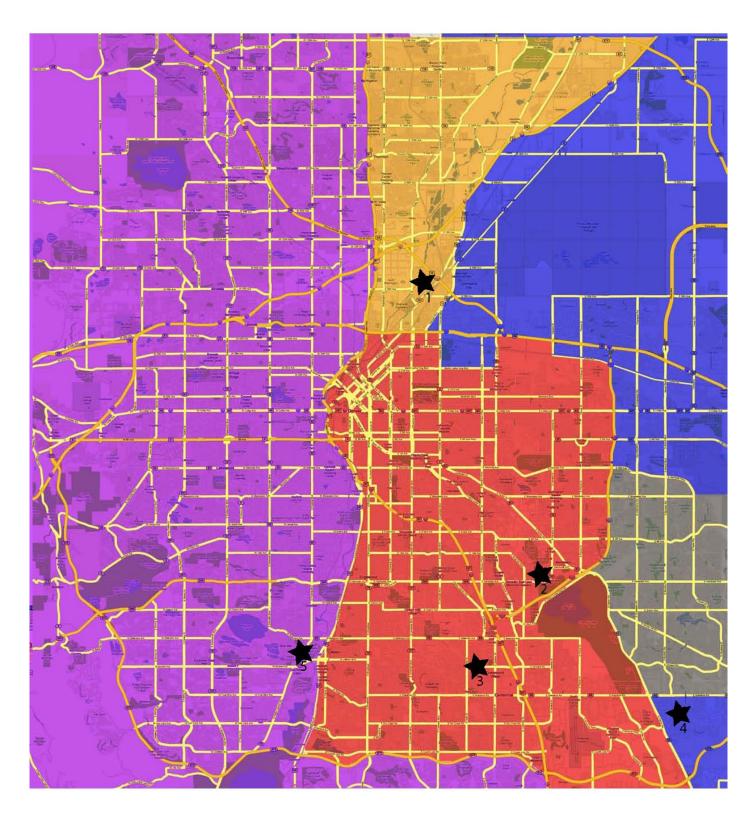


Rising SinPlayer Handouts

Rising Sin is an adventure for the Shadowrun game system and the Shadowrun Missions campaign setting. It may be used for players and characters of all experience levels. For use with Shadowrun, Fourth Edition TM







1. Marcels

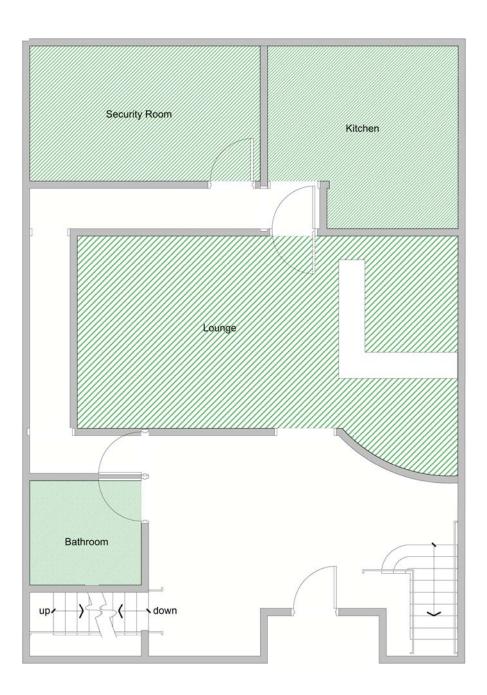
2. Aikiwa

3. Geisha house

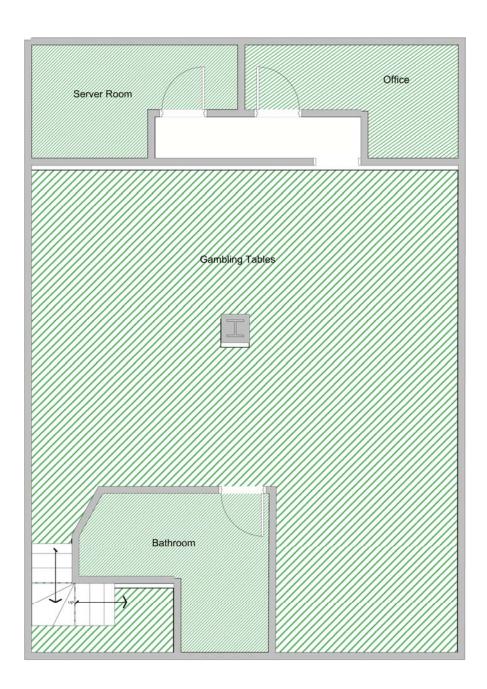
4. Lucky Eight's

5. Yakuza Casino/Brothel

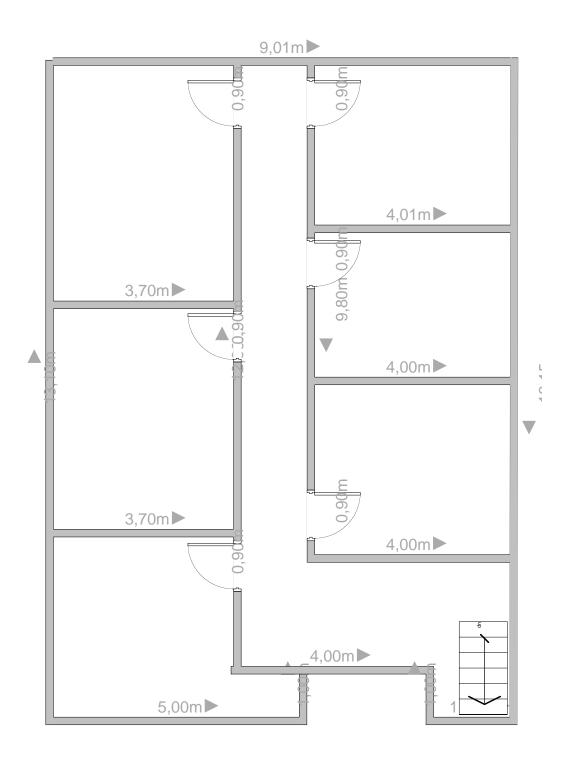
3 miles



Ground level



Basement/Casino



Upper floors (2)

Tabby is a changeling human female, 5'6" (1.7m) who weighs in at 135 lbs (62 kg). Athletic and furry are two of the first words to come to mind when describing her. She has tawny two toned fur and cat slit eyes.

With SURGE came a need to reinvent herself. On the surface, she's playful and to the point. Underneath, is a woman who had her sense of self-identity stripped away from her by a random surge of ambient mana.

Specializing in Corporate politics, Tabby tries to avoid dealing directly with the syndicates whenever possible. She is based primarily in the CAS sector and does occasional work in the Hub or outlying sectors of Denver when a favor is called in from her associates.

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Tabitha "Tabby" Morgan

Corporate Fixer Changeling Female

Connection Rating: 3

B A R S C I L W IF

Key Active Skills: Con: 4, Dodge: 2, Electronics Skill Group: 2, Etiquette: 5, Intimidation: 3, Negotiation: 5, Perception: 3, Pistols: 2

Key Knowledge Skills: Corporate Politics: 4; Area Knowledge Denver (CAS Sector): 4(6); Shadowrunner Teams: 3

Cyberware/Bioware: None

Gear: 2 Ares Sliverguns (Smartguns, in Quick-Draw Holsters); Lined Coat; Smartlink Contacts **Uses**: Corporate Procedures, Shadowrunner Haunts, Identifying affiliations

Places to Meet: CAS Sector Clubs
Contact: Commlink

Tabitha "Tabby" Morgan

Corporate Fixer Changeling Female

Connection Rating: 3

B A R S C I L W IP

Key Active Skills: Con: 4, Dodge: 2, Electronics Skill Group: 2, Etiquette: 5, Intimidation: 3, Negotiation: 5, Perception: 3, Pistols: 2

Key Knowledge Skills: Corporate Politics: 4; Area Knowledge Denver (CAS Sector): 4(6); Shadowrunner Teams: 3

Cvberware/Bioware: None

Gear: 2 Ares Sliverguns (Smartguns, in Quick-Draw Holsters); Lined Coat; Smartlink Contacts **Uses**: Corporate Procedures, Shadowrunner Haunts, Identifying affiliations

Places to Meet: CAS Sector Clubs
Contact: Commlink

Tabitha "Tabby" Morgan

Corporate Fixer Changeling Female Connection Rating: 3

B A R S C I L W

? ? ? ? 5 5 4 5 1

Key Active Skills: Con: 4, Dodge: 2, Electronics Skill Group: 2, Etiquette: 5, Intimidation: 3, Negotiation: 5, Perception: 3, Pistols: 2

Key Knowledge Skills: Corporate Politics: 4; Area Knowledge Denver (CAS Sector): 4(6); Shadowrunner Teams: 3

Cyberware/Bioware: None

Gear: 2 Ares Sliverguns (Smartguns, in Quick-Draw Holsters); Lined Coat; Smartlink Contacts **Uses**: Corporate Procedures, Shadowrunner

Haunts, Identifying affiliations

Places to Meet: CAS Sector Clubs

Contact: Commlink







Sunshine Yakuza is а prostitute in her mid-twenties. She's half Japanese. half and looking Chinese. good enough. She wears too much makeup, especially glossy cherryred lipstick. With the bright yellow plastic fabric clothing she wears, this gives her a look that she compliments with a cheerful demeanor.

Sunshine has had a tough, unloving life. She cares only about herself and the almighty dollar. She'll do anything for money. Everything about her is an act to get you to give her more money, or something she can sell.

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Sunshine

Yakuza Joygirl Human Female

Connection Rating: 2

B A R S C I L W IP ? ? ? 3 3 1 2 1

Key Active Skills: Con: 4; Negotiation: 2;

Etiquette: 1;

Cyberware/Bioware: None

Gear: Streetline Special, CMT Clip running

Vector Xim

Uses: Information on street rumors, especially

Yakuza activities.

Places to Meet: Family restaurants, Shopping

Malls, Stuffer Shacks Contact: Commlink

Sunshine

Yakuza Joygirl Human Female

Connection Rating: 2

B A R S C I L W IP ? ? ? ? 3 3 1 2 1

Key Active Skills: Con: 4; Negotiation: 2;

Etiquette: 1;

Cyberware/Bioware: None

Gear: Streetline Special, CMT Clip running

Vector Xim

Uses: Information on street rumors, especially

Yakuza activities.

Places to Meet: Family restaurants, Shopping

Malls, Stuffer Shacks Contact: Commlink

Sunshine

Yakuza Joygirl Human Female

Connection Rating: 2

B A R S C I L W IF ? ? ? ? 3 3 1 2 1

Key Active Skills: Con: 4; Negotiation: 2;

Etiquette: 1;

Cyberware/Bioware: None

Gear: Streetline Special, CMT Clip running

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Uses: Information on street rumors, especially

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| Player | | | | Year | | | n Missions |
|-----------|----------|-----|-----------|------|-----|------------|----------------------|
| Character | | | | | | Yearly Sum | Yearly Summary Sheet |
| SAMPLE | <u> </u> | NAU | FEB | MAR | APR | MAY | Z N |
| SRM00-01 | · | | | | | | |
| | \sim | | | | | | |
| SRM00-02 | m | | | | | | |
| Healing | 4 | | | | | | |
| | | | Free Week | | | Free Week | |

| Player Character | | | | Year | | Shadowru Yearly Sum | Shadowrun Missions Yearly Summary Sheet |
|---------------------|---------------|-----|-----------|------|-----|------------------------|--|
| SAMPLE | \Rightarrow | TNF | AUG | SEP | OCT | >ON | DEC |
| SRM00-01 | <u> </u> | | | | | | |
| | \sim | | | | | | |
| SRM00-02 | M | | | | | | |
| Healing | 4 | | | | | | |
| | | | Free Week | | | Free Week | |



| Player: Character: | Date: er: Location: Professional Table Level Green Streetwise Prime | | | | | |
|--|---|--|--|---|--|--|
| Synopsis Who said you story, the runners hit a casin gambling and spend some ti | | le. So, get read | dy to indulge in | a little high-stakes | | |
| Mission Results Mayuri was liberated. was killed. The file was recovered an Other Notes on Reverse: | | | Mafia Casquilho Yakuza | Faction Enemy accessariance Ally Enemy accessariance Ally Enemy accessariance Ally | | |
| Player / Character | tler Player / Player / | Character Character Character Character | Koshari Kirillov Vory Fomin Vory Godz | Enemy and an analy Enemy and an analy Enemy and an analy Enemy and an analy Enemy and an analy Enemy and an analy Enemy and an analy Enemy and an analy | | |
| Karma Previous Available Earned Spent Remaining Available New Career Total | | Adv Ability Gained | ancement | Karma Cost | | |
| Nuyen Previous Available Earned Spent Remaining Street Cred Notoriety Public Awareness Contacts/Special Items Gained or Lost Sunshine Tabby | | | | | | |
| GM's Name: IPRINTI GM's Signature: | | | | | | |