



Mission Briefing

Player Aids

Mission Briefing is intended as an introduction/demonstration game for the *Shadowrun* game system and the *Shadowrun Missions* campaign setting in particular. It may also be used for players and characters of all experience levels. For use with *Shadowrun, Third Edition*™



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MISSION BRIEFING CREDITS

MISSION BRIEFING MAPS

Mark Somers &
Chris Maxfield

MISSION BRIEFING PLAYER HANDOUTS

Rich Osterhout

SHADOWRUN MISSIONS

CAMPAIGN DIRECTOR

Rich Osterhout

SHADOWRUN LINE DEVELOPER

Rob Boyle

EDITING

Rich Osterhout

Rob Boyle

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Find us online:

info@shadowrunrpg.com

(Shadowrun questions)

<http://www.shadowrunrpg.com>

(official Shadowrun website)

<http://www.fanpro.com>

(FanPro website)

<http://www.commandohq.com>

(FanPro Commando website)

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SPECIAL INSTRUCTIONS

This is the Player Aids package for the Shadowrun Missions adventure entitled Mission Briefing. These handouts have been separated from the main adventure because a) the adventure package was getting large enough already and b) the handouts were a large package by themselves. This also makes it easier for you to print only the copies of the adventure that you need for actually running the event, usually one per judge, and multiple copies of these handouts. Note, however, that these handouts will be required in different amounts—you may want to print a few extra pages of some sheets in advance in order to save time and confusion during the event.

MAPS

The Maps section contains those maps which can be referenced by both the GM and players during the running of the adventure. It is suggested that the gamemaster have a fresh copy of the maps for each session, since the players will probably desire to mark on them for tactical planning.

CONTACTS

The Contacts section contains sheets of the various contacts that may be earned during this adventure. Each contact is on a separate sheet and can be separated and folded according to the instructions to create a baseball card sized reference card for that contact. You may want to print a few extra copies of these sheets in case more than three players somehow end up with the same contact!

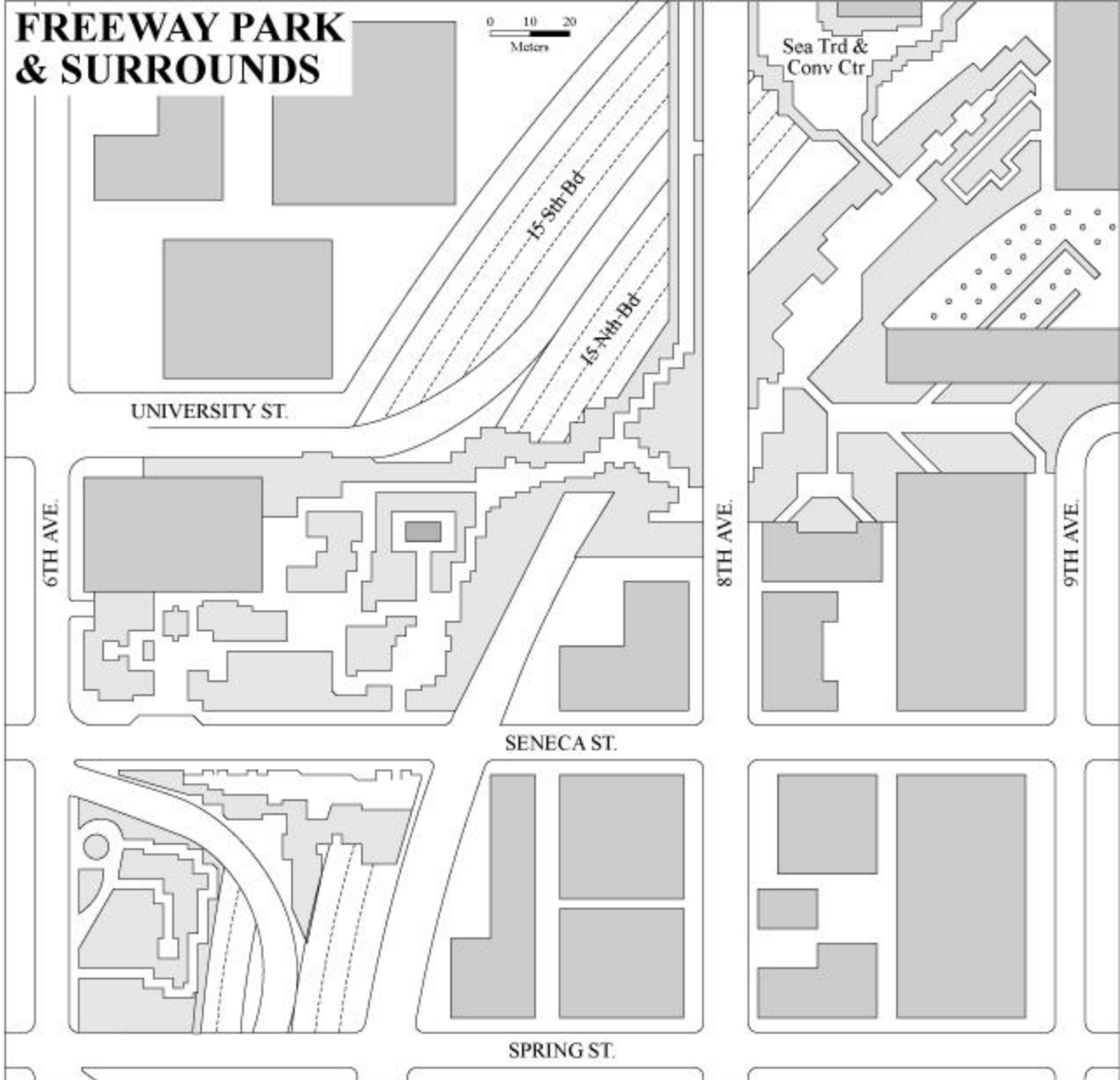
FORMS & LOGS

This last section contains the various forms and logs that the players will need upon completion of this adventure. In Shadowrun Missions, each player receives a Debriefing Log upon completion of the adventure, and should be filled out according to the instructions in the campaign information package. Try to fill out as much of the sheet as possible, in pen (black or blue preferred), during the adventure, rather than waiting until the last minute. As the characters achieve various goals or critical mission elements, check them off on the sheets. That way, at the end of the adventure, you should only have to worry about filling in the Karma and nuyen awards, plus any special awards, contacts, et cetera.

There is also a pair of sheets for recording a character's yearly activities at-a-glance. These two sheets can be printed back-to-back if desired. The sheets are filled out by the players depending on their individual character's activities to help determine the passage of time and lifestyle maintenance.

The final sheet is an Event Summary sheet. We hope that you, the gamemaster and/or event coordinator will take a few moments to fill this out and send us the results. Events with more than one table / gamemaster can certainly compile the results for easier submission or simply place all reports in an envelope for mailing. You can also email the results, using the same format. If you feel particularly strong about the adventure, the campaign, or any other related aspects, or just wish to share your successes and/or failures, or outstanding players, please do so—the information you provide to us will help in making the campaign a better success!

FREEWAY PARK & SURROUNDS



MAYNARD PAVILION & SURROUNDS

UNIVERSITY ST.

15 5th Bld

15-Nth Bld

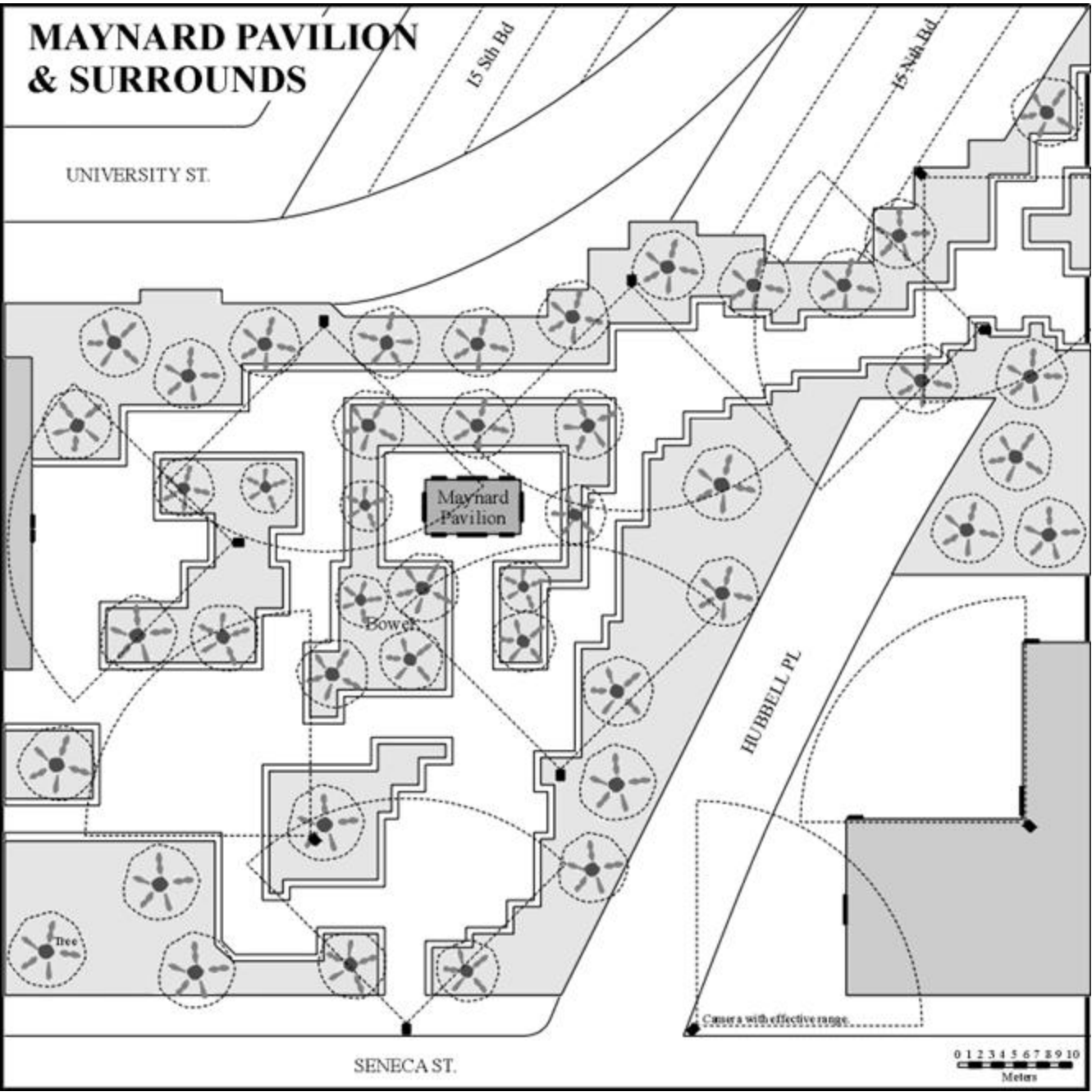
Maynard Pavilion

Bower

HUBBELL PL

SENECA ST.

Camera with effective range.



CONTACT REFERENCE CARDS

The following pages contain the various contacts that can be awarded for this scenario. Each page has three copies of the contact, and should be carefully separated and trimmed. We recommend that event organizers print these pages on a heavier card stock or weight paper (approximately 60 lbs, normal printer paper is 20 lbs), and certainly the use of colors will help them stand out.

Note that each contact “card” consists of three regions: a background, game statistics, and contact name and type. Once separated into individual contacts, they should be folded so that the result is a baseball sized card that can be easily stored in common collectable card carriers or plastic notebook inserts (these inserts commonly hold up to nine standard card sized forms).

The background portion should be folded back to back against the game statistics panel, and then the contact name panel folded down over the top of the background information. When finished, the “front” of the card will show the contact’s name and title, and general information, the “back” will contain the relevant and known game mechanics information, and the inside (under the contact name “flap”) will contain the contact’s background and/or further information.

Please destroy and dispose of any contact cards not used to help prevent misuse.

<p>Fox's background is unknown, almost as if he were a shadowrunner, but the way he treats his runners would contradict that idea. Fox is a very accomplished fixer, but knows the score – his role is to facilitate the hiring of “expendable assets”, and that is just how he feels about most of them. They are tools to be used. Granted, one must take care of one's tools, lest they get broken, but beyond that, Fox only cares about his reputation.</p> <p>While Fox may treat his talent like scum, he is known to be fair in his dealings and can get most hard-to-obtain items. The corporate world respects him as well, for he always seems to find the right people for the right job. His success rate in the shadows over the years has been phenomenal.</p> <p>Fox normally wears a standard grey business suit, one befitting mid level sararimen. His confident swagger and penchant for cigars are the only things that identify him as something other than corporate. When Fox responds to a situation, he is always in control.</p> <p>Preferred Runners: All – as long as they have talent and can do the job!</p>	<p>Fox's background is unknown, almost as if he were a shadowrunner, but the way he treats his runners would contradict that idea. Fox is a very accomplished fixer, but knows the score – his role is to facilitate the hiring of “expendable assets”, and that is just how he feels about most of them. They are tools to be used. Granted, one must take care of one's tools, lest they get broken, but beyond that, Fox only cares about his reputation.</p> <p>While Fox may treat his talent like scum, he is known to be fair in his dealings and can get most hard-to-obtain items. The corporate world respects him as well, for he always seems to find the right people for the right job. His success rate in the shadows over the years has been phenomenal.</p> <p>Fox normally wears a standard grey business suit, one befitting mid level sararimen. His confident swagger and penchant for cigars are the only things that identify him as something other than corporate. When Fox responds to a situation, he is always in control.</p> <p>Preferred Runners: All – as long as they have talent and can do the job!</p>	<p>Fox's background is unknown, almost as if he were a shadowrunner, but the way he treats his runners would contradict that idea. Fox is a very accomplished fixer, but knows the score – his role is to facilitate the hiring of “expendable assets”, and that is just how he feels about most of them. They are tools to be used. Granted, one must take care of one's tools, lest they get broken, but beyond that, Fox only cares about his reputation.</p> <p>While Fox may treat his talent like scum, he is known to be fair in his dealings and can get most hard-to-obtain items. The corporate world respects him as well, for he always seems to find the right people for the right job. His success rate in the shadows over the years has been phenomenal.</p> <p>Fox normally wears a standard grey business suit, one befitting mid level sararimen. His confident swagger and penchant for cigars are the only things that identify him as something other than corporate. When Fox responds to a situation, he is always in control.</p> <p>Preferred Runners: All – as long as they have talent and can do the job!</p>
<p>Attributes B Q S I W C E R ? ? ? 6 5 3 ? ?</p> <p>Initiative: Unknown Karma Pool/Pro Rating: 8/3 Active Skills (Relevant): Etiquette 6 (Street 8), Negotiation 9 Knowledge Skills (Relevant): Corporate Rumors 4, Fences 6, Gear Value 8, Shadowrunners 6, Black Market Goods 5, Organized Crime 4 Cyber/Bioware (Known): Datajacks (2) Talents/Abilities/Spells (Relevant): Equipment acquisition Gear (Relevant): Pocket Secretary</p>	<p>Attributes B Q S I W C E R ? ? ? 6 5 3 ? ?</p> <p>Initiative: Unknown Karma Pool/Pro Rating: 8/3 Active Skills (Relevant): Etiquette 6 (Street 8), Negotiation 9 Knowledge Skills (Relevant): Corporate Rumors 4, Fences 6, Gear Value 8, Shadowrunners 6, Black Market Goods 5, Organized Crime 4 Cyber/Bioware (Known): Datajacks (2) Talents/Abilities/Spells (Relevant): Equipment acquisition Gear (Relevant): Pocket Secretary</p>	<p>Attributes B Q S I W C E R ? ? ? 6 5 3 ? ?</p> <p>Initiative: Unknown Karma Pool/Pro Rating: 8/3 Active Skills (Relevant): Etiquette 6 (Street 8), Negotiation 9 Knowledge Skills (Relevant): Corporate Rumors 4, Fences 6, Gear Value 8, Shadowrunners 6, Black Market Goods 5, Organized Crime 4 Cyber/Bioware (Known): Datajacks (2) Talents/Abilities/Spells (Relevant): Equipment acquisition Gear (Relevant): Pocket Secretary</p>
<p>(Real Name ?) “Fox”</p> <p>Independent Fixer Human Male</p> <p>Uses: Jobs and cred, information, gear, additional contacts Places to Meet: Anywhere the fixer desires; typical places include local bars or clubs, coffee shops, crowded street corners where surveillance is next to impossible. Contact: Phone, Email Available: Always</p>	<p>(Real Name ?) “Fox”</p> <p>Independent Fixer Human Male</p> <p>Uses: Jobs and cred, information, gear, additional contacts Places to Meet: Anywhere the fixer desires; typical places include local bars or clubs, coffee shops, crowded street corners where surveillance is next to impossible. Contact: Phone, Email Available: Always</p>	<p>(Real Name ?) “Fox”</p> <p>Independent Fixer Human Male</p> <p>Uses: Jobs and cred, information, gear, additional contacts Places to Meet: Anywhere the fixer desires; typical places include local bars or clubs, coffee shops, crowded street corners where surveillance is next to impossible. Contact: Phone, Email Available: Always</p>

<p>This white-haired, gravel-voiced old ork was born to British parents, immigrants hoping to start a new life in the then United States. For over twenty years Willis has worked as a fixer in the Underground. He has been careful to keep his activities low key, and to not get involved in overly ambitious activities.</p> <p>He doesn't have a particularly high powered contact base, he doesn't set up big time jobs, and he doesn't have access to the really wiz cutting-edge gear. But he does the bread-and-butter work of a fixer extremely well – his contact base, for all that it's small fry, is very broad and also very loyal – and there isn't much going down in the Underground that he doesn't know about.</p> <p>In the last few years Willis has developed cataracts and has gone partially blind. His distrust of surgery has led to his refusal to have treatment or cyber replacements.</p> <p>Willis is a popular figure in the Underground and, through his extensive family, is related to a large number of its inhabitants. Many ork and troll shadowrunners got their first jobs through Willis and they don't forget that they owe him...</p> <p>Preferred Runners: Meta-humans (Orks and trolls in particular), "Straight shooters"</p>	<p>This white-haired, gravel-voiced old ork was born to British parents, immigrants hoping to start a new life in the then United States. For over twenty years Willis has worked as a fixer in the Underground. He has been careful to keep his activities low key, and to not get involved in overly ambitious activities.</p> <p>He doesn't have a particularly high powered contact base, he doesn't set up big time jobs, and he doesn't have access to the really wiz cutting-edge gear. But he does the bread-and-butter work of a fixer extremely well – his contact base, for all that it's small fry, is very broad and also very loyal – and there isn't much going down in the Underground that he doesn't know about.</p> <p>In the last few years Willis has developed cataracts and has gone partially blind. His distrust of surgery has led to his refusal to have treatment or cyber replacements.</p> <p>Willis is a popular figure in the Underground and, through his extensive family, is related to a large number of its inhabitants. Many ork and troll shadowrunners got their first jobs through Willis and they don't forget that they owe him...</p> <p>Preferred Runners: Meta-humans (Orks and trolls in particular), "Straight shooters"</p>	<p>This white-haired, gravel-voiced old ork was born to British parents, immigrants hoping to start a new life in the then United States. For over twenty years Willis has worked as a fixer in the Underground. He has been careful to keep his activities low key, and to not get involved in overly ambitious activities.</p> <p>He doesn't have a particularly high powered contact base, he doesn't set up big time jobs, and he doesn't have access to the really wiz cutting-edge gear. But he does the bread-and-butter work of a fixer extremely well – his contact base, for all that it's small fry, is very broad and also very loyal – and there isn't much going down in the Underground that he doesn't know about.</p> <p>In the last few years Willis has developed cataracts and has gone partially blind. His distrust of surgery has led to his refusal to have treatment or cyber replacements.</p> <p>Willis is a popular figure in the Underground and, through his extensive family, is related to a large number of its inhabitants. Many ork and troll shadowrunners got their first jobs through Willis and they don't forget that they owe him...</p> <p>Preferred Runners: Meta-humans (Orks and trolls in particular), "Straight shooters"</p>
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<p style="text-align: center;">Willis Daltree “Willy”</p> <p style="text-align: center;">Independent Fixer Ork Male</p> <p>Uses: Jobs and cred, information, gear, additional contacts Places to Meet: Anywhere the fixer desires; typical places include local bars or clubs, coffee shops, crowded street corners where surveillance is next to impossible. Contact: Phone Available: Always</p>	<p style="text-align: center;">Willis Daltree “Willy”</p> <p style="text-align: center;">Independent Fixer Ork Male</p> <p>Uses: Jobs and cred, information, gear, additional contacts Places to Meet: Anywhere the fixer desires; typical places include local bars or clubs, coffee shops, crowded street corners where surveillance is next to impossible. Contact: Phone Available: Always</p>	<p style="text-align: center;">Willis Daltree “Willy”</p> <p style="text-align: center;">Independent Fixer Ork Male</p> <p>Uses: Jobs and cred, information, gear, additional contacts Places to Meet: Anywhere the fixer desires; typical places include local bars or clubs, coffee shops, crowded street corners where surveillance is next to impossible. Contact: Phone Available: Always</p>

<p>Michelle Rampling is an elf who was born and raised in a quiet middle class suburb of Marseilles. She has lived in Seattle since 2046 and has found a comfortable niche in the shadows. Her first love is music and to all outside appearances she seems to be an unassuming piano teacher. A bland looking soft-spoken woman with an extreme aversion to violence, she keeps her hand in information brokerage for her own reasons. It is largely due to the fact that she seems nothing like a successful (if low end) fixer that she remains as such.</p> <p>Michelle's contacts are mostly ordinary folk from various walks of life, but she is familiar with some influential music personalities and maintains a constant Matrix presence. Though not a decker in the true sense, she know many folk who are, and she is quite the data broker. Michelle has many overseas friends, much of who were clients of her legal business.</p> <p>Preferred Runners: Deckers, "Quiet" types</p>	<p>Michelle Rampling is an elf who was born and raised in a quiet middle class suburb of Marseilles. She has lived in Seattle since 2046 and has found a comfortable niche in the shadows. Her first love is music and to all outside appearances she seems to be an unassuming piano teacher. A bland looking soft-spoken woman with an extreme aversion to violence, she keeps her hand in information brokerage for her own reasons. It is largely due to the fact that she seems nothing like a successful (if low end) fixer that she remains as such.</p> <p>Michelle's contacts are mostly ordinary folk from various walks of life, but she is familiar with some influential music personalities and maintains a constant Matrix presence. Though not a decker in the true sense, she know many folk who are, and she is quite the data broker. Michelle has many overseas friends, much of who were clients of her legal business.</p> <p>Preferred Runners: Deckers, "Quiet" types</p>	<p>Michelle Rampling is an elf who was born and raised in a quiet middle class suburb of Marseilles. She has lived in Seattle since 2046 and has found a comfortable niche in the shadows. Her first love is music and to all outside appearances she seems to be an unassuming piano teacher. A bland looking soft-spoken woman with an extreme aversion to violence, she keeps her hand in information brokerage for her own reasons. It is largely due to the fact that she seems nothing like a successful (if low end) fixer that she remains as such.</p> <p>Michelle's contacts are mostly ordinary folk from various walks of life, but she is familiar with some influential music personalities and maintains a constant Matrix presence. Though not a decker in the true sense, she know many folk who are, and she is quite the data broker. Michelle has many overseas friends, much of who were clients of her legal business.</p> <p>Preferred Runners: Deckers, "Quiet" types</p>
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<p style="text-align: center;">Michelle Rampling</p> <p style="text-align: center;">Independent Fixer Elf Female</p> <p>Uses: Jobs and cred, information, gear, additional contacts Places to Meet: Anywhere the fixer desires; typical places include local bars or clubs, coffee shops, crowded street corners where surveillance is next to impossible. Contact: Phone, Email, Matrix, Residence Available: Always. Note that Michelle has a real life as a piano instructor.</p>	<p style="text-align: center;">Michelle Rampling</p> <p style="text-align: center;">Independent Fixer Elf Female</p> <p>Uses: Jobs and cred, information, gear, additional contacts Places to Meet: Anywhere the fixer desires; typical places include local bars or clubs, coffee shops, crowded street corners where surveillance is next to impossible. Contact: Phone, Email, Matrix, Residence Available: Always. Note that Michelle has a real life as a piano instructor.</p>	<p style="text-align: center;">Michelle Rampling</p> <p style="text-align: center;">Independent Fixer Elf Female</p> <p>Uses: Jobs and cred, information, gear, additional contacts Places to Meet: Anywhere the fixer desires; typical places include local bars or clubs, coffee shops, crowded street corners where surveillance is next to impossible. Contact: Phone, Email, Matrix, Residence Available: Always. Note that Michelle has a real life as a piano instructor.</p>

<p>Over the years, Manny has used his charisma and social talents to cultivate many friendships and contacts throughout Seattle and has established his shadow rep as a reliable fixer and as an information miner and trader. He knows some good shadow talent, particularly in the field of magic.</p> <p>Manny has an easy smile, a sharp wit and is a good conversationalist. He is a person around whom people feel relaxed and enjoy sharing a joke and a drink but, after a while, some become uncomfortable as a sardonic, even sarcastic, edge appears in Manny's conversation. Manny enjoys jokes of all sorts although his humor can be a bit black at times.</p> <p>Manny is not up in the lofty heights of Seattle's top fixers but he's good at what he does. He knows some experienced, proven runners and has many contacts on the streets and in the magical circles of Seattle. He also has a few contacts in Seattle's tribal and corporate cultures and is known as an expert in the city's unwritten street history. Anyone seeking street or magical information or solid runner talent should seek Manny.</p> <p>Preferred Runners: Magicians, Street folk</p>	<p>Over the years, Manny has used his charisma and social talents to cultivate many friendships and contacts throughout Seattle and has established his shadow rep as a reliable fixer and as an information miner and trader. He knows some good shadow talent, particularly in the field of magic.</p> <p>Manny has an easy smile, a sharp wit and is a good conversationalist. He is a person around whom people feel relaxed and enjoy sharing a joke and a drink but, after a while, some become uncomfortable as a sardonic, even sarcastic, edge appears in Manny's conversation. Manny enjoys jokes of all sorts although his humor can be a bit black at times.</p> <p>Manny is not up in the lofty heights of Seattle's top fixers but he's good at what he does. He knows some experienced, proven runners and has many contacts on the streets and in the magical circles of Seattle. He also has a few contacts in Seattle's tribal and corporate cultures and is known as an expert in the city's unwritten street history. Anyone seeking street or magical information or solid runner talent should seek Manny.</p> <p>Preferred Runners: Magicians, Street folk</p>	<p>Over the years, Manny has used his charisma and social talents to cultivate many friendships and contacts throughout Seattle and has established his shadow rep as a reliable fixer and as an information miner and trader. He knows some good shadow talent, particularly in the field of magic.</p> <p>Manny has an easy smile, a sharp wit and is a good conversationalist. He is a person around whom people feel relaxed and enjoy sharing a joke and a drink but, after a while, some become uncomfortable as a sardonic, even sarcastic, edge appears in Manny's conversation. Manny enjoys jokes of all sorts although his humor can be a bit black at times.</p> <p>Manny is not up in the lofty heights of Seattle's top fixers but he's good at what he does. He knows some experienced, proven runners and has many contacts on the streets and in the magical circles of Seattle. He also has a few contacts in Seattle's tribal and corporate cultures and is known as an expert in the city's unwritten street history. Anyone seeking street or magical information or solid runner talent should seek Manny.</p> <p>Preferred Runners: Magicians, Street folk</p>
<p>Attributes B Q S I W C E R ? ? ? 4 4 5 ? ?</p> <p>Initiative: Unknown Karma Pool/Pro Rating: 6/3 Active Skills (Relevant): Etiquette 4 (Street 6)(Tribal 5)(Magic 6), Negotiation 6, Sorcery 2, Conjuring 2 Knowledge Skills (Relevant): Corporate Rumors 3, Fences 4, Gear Value 4, Shadowrunners 4, Policlubs 5, Seattle History 6, Magic Background 6, Talismongers 4 Cyber/Bioware (Known): None Talents/Abilities/Spells (Relevant): Tribal contacts, Corporate contacts, Acquire/Sell Magical Gear/Spells Gear (Relevant): None</p>	<p>Attributes B Q S I W C E R ? ? ? 4 4 5 ? ?</p> <p>Initiative: Unknown Karma Pool/Pro Rating: 6/3 Active Skills (Relevant): Etiquette 4 (Street 6)(Tribal 5)(Magic 6), Negotiation 6, Sorcery 2, Conjuring 2 Knowledge Skills (Relevant): Corporate Rumors 3, Fences 4, Gear Value 4, Shadowrunners 4, Policlubs 5, Seattle History 6, Magic Background 6, Talismongers 4 Cyber/Bioware (Known): None Talents/Abilities/Spells (Relevant): Tribal contacts, Corporate contacts, Acquire/Sell Magical Gear/Spells Gear (Relevant): None</p>	<p>Attributes B Q S I W C E R ? ? ? 4 4 5 ? ?</p> <p>Initiative: Unknown Karma Pool/Pro Rating: 6/3 Active Skills (Relevant): Etiquette 4 (Street 6)(Tribal 5)(Magic 6), Negotiation 6, Sorcery 2, Conjuring 2 Knowledge Skills (Relevant): Corporate Rumors 3, Fences 4, Gear Value 4, Shadowrunners 4, Policlubs 5, Seattle History 6, Magic Background 6, Talismongers 4 Cyber/Bioware (Known): None Talents/Abilities/Spells (Relevant): Tribal contacts, Corporate contacts, Acquire/Sell Magical Gear/Spells Gear (Relevant): None</p>
<p>(Real Name ?) “Manny”</p> <p>Independent Fixer Human Male</p> <p>Uses: Jobs and cred, information, gear, additional contacts Places to Meet: Anywhere the fixer desires; typical places include local bars or clubs, coffee shops, crowded street corners where surveillance is next to impossible. Contact: Phone, Email Available: Always</p>	<p>(Real Name ?) “Manny”</p> <p>Independent Fixer Human Male</p> <p>Uses: Jobs and cred, information, gear, additional contacts Places to Meet: Anywhere the fixer desires; typical places include local bars or clubs, coffee shops, crowded street corners where surveillance is next to impossible. Contact: Phone, Email Available: Always</p>	<p>(Real Name ?) “Manny”</p> <p>Independent Fixer Human Male</p> <p>Uses: Jobs and cred, information, gear, additional contacts Places to Meet: Anywhere the fixer desires; typical places include local bars or clubs, coffee shops, crowded street corners where surveillance is next to impossible. Contact: Phone, Email Available: Always</p>

<p>A handsome, charming young man in his early twenties, Lyle Green was once a child simsense star. His was a meteoric rise to nova-stardom followed quickly by burnout, breakdown and a return to anonymity.</p> <p>Lyle's specialty is putting people in touch with the right folk for what is needed. Whilst he handles the basics of the fixer's bread-and-butter work – getting gear and information – with competence, where this young guy excels is in making friends and linking them with other talent.</p> <p>Lyle is cool, witty and confident. He has a relaxed manner bordering on arrogance, but carries it off with good humor and sheer charm and chutzpah. Always on the lookout for new talent and associates, he is naturally drawn to the young and the beautiful. Lyle is extremely well-connected in the media and entertainment industries and always seems to have invitations to the right events and the hippest parties. A sharp dresser who usually does his business in private corners of the city's hottest nightspots, Lyle is the man to know for those looking for a way inside the glitzy world of celebrity and high society.</p> <p>Preferred Runners: Faces, "Smooth" types</p>	<p>A handsome, charming young man in his early twenties, Lyle Green was once a child simsense star. His was a meteoric rise to nova-stardom followed quickly by burnout, breakdown and a return to anonymity.</p> <p>Lyle's specialty is putting people in touch with the right folk for what is needed. Whilst he handles the basics of the fixer's bread-and-butter work – getting gear and information – with competence, where this young guy excels is in making friends and linking them with other talent.</p> <p>Lyle is cool, witty and confident. He has a relaxed manner bordering on arrogance, but carries it off with good humor and sheer charm and chutzpah. Always on the lookout for new talent and associates, he is naturally drawn to the young and the beautiful. Lyle is extremely well-connected in the media and entertainment industries and always seems to have invitations to the right events and the hippest parties. A sharp dresser who usually does his business in private corners of the city's hottest nightspots, Lyle is the man to know for those looking for a way inside the glitzy world of celebrity and high society.</p> <p>Preferred Runners: Faces, "Smooth" types</p>	<p>A handsome, charming young man in his early twenties, Lyle Green was once a child simsense star. His was a meteoric rise to nova-stardom followed quickly by burnout, breakdown and a return to anonymity.</p> <p>Lyle's specialty is putting people in touch with the right folk for what is needed. Whilst he handles the basics of the fixer's bread-and-butter work – getting gear and information – with competence, where this young guy excels is in making friends and linking them with other talent.</p> <p>Lyle is cool, witty and confident. He has a relaxed manner bordering on arrogance, but carries it off with good humor and sheer charm and chutzpah. Always on the lookout for new talent and associates, he is naturally drawn to the young and the beautiful. Lyle is extremely well-connected in the media and entertainment industries and always seems to have invitations to the right events and the hippest parties. A sharp dresser who usually does his business in private corners of the city's hottest nightspots, Lyle is the man to know for those looking for a way inside the glitzy world of celebrity and high society.</p> <p>Preferred Runners: Faces, "Smooth" types</p>
<p>Attributes B Q S I W C E R ? ? ? 6 6 7 ? ?</p> <p>Initiative: Unknown Karma Pool/Pro Rating: 7/3 Active Skills (Relevant): Etiquette 6 (Corporate 8), Negotiation 6 Knowledge Skills (Relevant): Corporate Rumors 6, Fences 4, Entertainment Industry 8, Shadowrunners 4, Seattle Glitterati 5, Seattle Nightlife 6 Cyber/Bioware (Known): None Talents/Abilities/Spells (Relevant): High Society contacts, Entertainment contacts Gear (Relevant): None</p>	<p>Attributes B Q S I W C E R ? ? ? 6 6 7 ? ?</p> <p>Initiative: Unknown Karma Pool/Pro Rating: 7/3 Active Skills (Relevant): Etiquette 6 (Corporate 8), Negotiation 6 Knowledge Skills (Relevant): Corporate Rumors 6, Fences 4, Entertainment Industry 8, Shadowrunners 4, Seattle Glitterati 5, Seattle Nightlife 6 Cyber/Bioware (Known): None Talents/Abilities/Spells (Relevant): High Society contacts, Entertainment contacts Gear (Relevant): None</p>	<p>Attributes B Q S I W C E R ? ? ? 6 6 7 ? ?</p> <p>Initiative: Unknown Karma Pool/Pro Rating: 7/3 Active Skills (Relevant): Etiquette 6 (Corporate 8), Negotiation 6 Knowledge Skills (Relevant): Corporate Rumors 6, Fences 4, Entertainment Industry 8, Shadowrunners 4, Seattle Glitterati 5, Seattle Nightlife 6 Cyber/Bioware (Known): None Talents/Abilities/Spells (Relevant): High Society contacts, Entertainment contacts Gear (Relevant): None</p>
<p style="text-align: center;">Lyle Green</p> <p style="text-align: center;">Independent Fixer Human Male</p> <p>Uses: Jobs and cred, information, gear, additional contacts Places to Meet: Anywhere the fixer desires; typical places include nightclubs or private parties. Contact: Phone Available: Noon—4 AM</p>	<p style="text-align: center;">Lyle Green</p> <p style="text-align: center;">Independent Fixer Human Male</p> <p>Uses: Jobs and cred, information, gear, additional contacts Places to Meet: Anywhere the fixer desires; typical places include nightclubs or private parties. Contact: Phone Available: Noon—4 AM</p>	<p style="text-align: center;">Lyle Green</p> <p style="text-align: center;">Independent Fixer Human Male</p> <p>Uses: Jobs and cred, information, gear, additional contacts Places to Meet: Anywhere the fixer desires; typical places include nightclubs or private parties. Contact: Phone Available: Noon—4 AM</p>

<p>Joeli Gibson is a dwarf born and raised in Fiji. She has been a successful Seattle fixer for a few years now. Joeli has an extensive trid and simsense collection and loves attending the Seattle trid festivals.</p> <p>Joeli is quiet and undemonstrative, sometimes mistakenly interpreted as cold. She has many contacts amongst smugglers and within Seattle nautical circles. She knows many fences, and many suppliers of serious technical hardware. Anyone wishing to move, buy or sell hardware should speak with Joeli.</p> <p>Preferred Runners: Riggers, “Geek” types</p>	<p>Joeli Gibson is a dwarf born and raised in Fiji. She has been a successful Seattle fixer for a few years now. Joeli has an extensive trid and simsense collection and loves attending the Seattle trid festivals.</p> <p>Joeli is quiet and undemonstrative, sometimes mistakenly interpreted as cold. She has many contacts amongst smugglers and within Seattle nautical circles. She knows many fences, and many suppliers of serious technical hardware. Anyone wishing to move, buy or sell hardware should speak with Joeli.</p> <p>Preferred Runners: Riggers, “Geek” types</p>	<p>Joeli Gibson is a dwarf born and raised in Fiji. She has been a successful Seattle fixer for a few years now. Joeli has an extensive trid and simsense collection and loves attending the Seattle trid festivals.</p> <p>Joeli is quiet and undemonstrative, sometimes mistakenly interpreted as cold. She has many contacts amongst smugglers and within Seattle nautical circles. She knows many fences, and many suppliers of serious technical hardware. Anyone wishing to move, buy or sell hardware should speak with Joeli.</p> <p>Preferred Runners: Riggers, “Geek” types</p>
<p>Attributes B Q S I W C E R ? ? ? 4 5 2 ? ?</p> <p>Initiative: Unknown Karma Pool/Pro Rating: 12/4 Active Skills (Relevant): Etiquette 4 (Street 6)(Mercenary 8) (Smugglers 8), Negotiation 8 Knowledge Skills (Relevant): Smugglers 3, Fences 4, Gear Value 4, Shadowrunners 4, Mercenary Groups 5, Puget Sound 8, Smuggler Networks 6, Acquiring Vehicles/Drones and Support Gear 6 Cyber/Bioware (Known): Vehicle Control Rig Talents/Abilities/Spells (Relevant): Mercenary Contacts, Oversees Contacts (Pacific Rim), Smuggler Network Contacts, Gear (Relevant): Private yacht</p>	<p>Attributes B Q S I W C E R ? ? ? 4 5 2 ? ?</p> <p>Initiative: Unknown Karma Pool/Pro Rating: 12/4 Active Skills (Relevant): Etiquette 4 (Street 6)(Mercenary 8) (Smugglers 8), Negotiation 8 Knowledge Skills (Relevant): Smugglers 3, Fences 4, Gear Value 4, Shadowrunners 4, Mercenary Groups 5, Puget Sound 8, Smuggler Networks 6, Acquiring Vehicles/Drones and Support Gear 6 Cyber/Bioware (Known): Vehicle Control Rig Talents/Abilities/Spells (Relevant): Mercenary Contacts, Oversees Contacts (Pacific Rim), Smuggler Network Contacts, Gear (Relevant): Private yacht</p>	<p>Attributes B Q S I W C E R ? ? ? 4 5 2 ? ?</p> <p>Initiative: Unknown Karma Pool/Pro Rating: 12/4 Active Skills (Relevant): Etiquette 4 (Street 6)(Mercenary 8) (Smugglers 8), Negotiation 8 Knowledge Skills (Relevant): Smugglers 3, Fences 4, Gear Value 4, Shadowrunners 4, Mercenary Groups 5, Puget Sound 8, Smuggler Networks 6, Acquiring Vehicles/Drones and Support Gear 6 Cyber/Bioware (Known): Vehicle Control Rig Talents/Abilities/Spells (Relevant): Mercenary Contacts, Oversees Contacts (Pacific Rim), Smuggler Network Contacts, Gear (Relevant): Private yacht</p>
<p style="text-align: center;">Joeli Gibson “Joey”</p> <p style="text-align: center;">Independent Fixer Dwarf Female</p> <p>Uses: Jobs and cred, information, gear, additional contacts, smuggling Places to Meet: Anywhere the fixer desires; typical places include bars/ restaurants near the waterfront, piers, onboard her yacht. Contact: Phone, Email Available: Always—Note that Joey usually stays aboard her yacht in Puget Sound.</p>	<p style="text-align: center;">Joeli Gibson “Joey”</p> <p style="text-align: center;">Independent Fixer Dwarf Female</p> <p>Uses: Jobs and cred, information, gear, additional contacts, smuggling Places to Meet: Anywhere the fixer desires; typical places include bars/ restaurants near the waterfront, piers, onboard her yacht. Contact: Phone, Email Available: Always—Note that Joey usually stays aboard her yacht in Puget Sound.</p>	<p style="text-align: center;">Joeli Gibson “Joey”</p> <p style="text-align: center;">Independent Fixer Dwarf Female</p> <p>Uses: Jobs and cred, information, gear, additional contacts, smuggling Places to Meet: Anywhere the fixer desires; typical places include bars/ restaurants near the waterfront, piers, onboard her yacht. Contact: Phone, Email Available: Always—Note that Joey usually stays aboard her yacht in Puget Sound.</p>

<p>Rolando is a hermetic mage. He has clearly had extensive cosmetic surgery done and visibly has a few implants. He appears to be of Mediterranean extraction and acts so much like a poor trid stereotype that most people think that he's simply watched too many repeats of Godfather IX. He has all of the accent, all of the clothes, gaudy jewelry (including a gold medallion on gold chain dangling about his neck), but none of the class. He is boorish, tactless, and generally only cares about himself. He is festooned with various magical fetishes and other paraphernalia, though one small pin is not magic related, but identifies him as a member of the Puget Sound Sports Fishing Club.</p> <p>Rolando always Masks himself as an ordinary magician. Further, with his Initiation Grade he is able to Mask two of his foci – his retractable hand blade weapon focus and his Increased Reflexes armband sustaining focus. He always has 2 Sorcery and 2 Spell Pool dice allocated to Shielding himself (for a total of 4), plus two bodyguards.</p> <p>Gear: Armband (Sustaining Focus 1 w/ Inc Reflex +3), Ornate gold medallion (Spell Focus 3, Manipulation), Fetishes, Armor Clothing (3/0), Ceska vz120 w/ silencer, Weapon Focus 2 (retractable hand blade)</p>	<p>Rolando is a hermetic mage. He has clearly had extensive cosmetic surgery done and visibly has a few implants. He appears to be of Mediterranean extraction and acts so much like a poor trid stereotype that most people think that he's simply watched too many repeats of Godfather IX. He has all of the accent, all of the clothes, gaudy jewelry (including a gold medallion on gold chain dangling about his neck), but none of the class. He is boorish, tactless, and generally only cares about himself. He is festooned with various magical fetishes and other paraphernalia, though one small pin is not magic related, but identifies him as a member of the Puget Sound Sports Fishing Club.</p> <p>Rolando always Masks himself as an ordinary magician. Further, with his Initiation Grade he is able to Mask two of his foci – his retractable hand blade weapon focus and his Increased Reflexes armband sustaining focus. He always has 2 Sorcery and 2 Spell Pool dice allocated to Shielding himself (for a total of 4), plus two bodyguards.</p> <p>Gear: Armband (Sustaining Focus 1 w/ Inc Reflex +3), Ornate gold medallion (Spell Focus 3, Manipulation), Fetishes, Armor Clothing (3/0), Ceska vz120 w/ silencer, Weapon Focus 2 (retractable hand blade)</p>	<p>Rolando is a hermetic mage. He has clearly had extensive cosmetic surgery done and visibly has a few implants. He appears to be of Mediterranean extraction and acts so much like a poor trid stereotype that most people think that he's simply watched too many repeats of Godfather IX. He has all of the accent, all of the clothes, gaudy jewelry (including a gold medallion on gold chain dangling about his neck), but none of the class. He is boorish, tactless, and generally only cares about himself. He is festooned with various magical fetishes and other paraphernalia, though one small pin is not magic related, but identifies him as a member of the Puget Sound Sports Fishing Club.</p> <p>Rolando always Masks himself as an ordinary magician. Further, with his Initiation Grade he is able to Mask two of his foci – his retractable hand blade weapon focus and his Increased Reflexes armband sustaining focus. He always has 2 Sorcery and 2 Spell Pool dice allocated to Shielding himself (for a total of 4), plus two bodyguards.</p> <p>Gear: Armband (Sustaining Focus 1 w/ Inc Reflex +3), Ornate gold medallion (Spell Focus 3, Manipulation), Fetishes, Armor Clothing (3/0), Ceska vz120 w/ silencer, Weapon Focus 2 (retractable hand blade)</p>
<p>Attributes B Q S I W C E R ? ? ? 5 6 5 ? ?</p> <p>Initiative: Unknown Karma Pool/Pro Rating: 6/2 Magic: 8 (9) Initiate Grade 3 Active Skills (Relevant): Etiquette 5 (Corp 7), Negotiation 6, Sorcery 5, Conjuring 5, Cyber Combat 4, Pistols 3 Knowledge Skills (Relevant): Acquire Gear 2 (Magic Gear 5), Corp Background 4, Mafia 3, Magic Background 5, Italian 5, Fashion 6, Talismongering 4, Shadowrunners 3, Street Background 4 Cyber/Bioware (Known): Datajack, Retractable Hand Blade; Trauma Damper, Clean Metabolism, Skin Pigment Talents/Abilities/Spells (Relevant): Anchoring, Masking, Shielding; Armor 5, Detect Enemies (ER) 3, Fashion 2, Fireball 5, Heal 6, Ice Sheet 2, Increased Reflexes +3, Imp Invis 4, Manaball 4</p>	<p>Attributes B Q S I W C E R ? ? ? 5 6 5 ? ?</p> <p>Initiative: Unknown Karma Pool/Pro Rating: 6/2 Magic: 8 (9) Initiate Grade 3 Active Skills (Relevant): Etiquette 5 (Corp 7), Negotiation 6, Sorcery 5, Conjuring 5, Cyber Combat 4, Pistols 3 Knowledge Skills (Relevant): Acquire Gear 2 (Magic Gear 5), Corp Background 4, Mafia 3, Magic Background 5, Italian 5, Fashion 6, Talismongering 4, Shadowrunners 3, Street Background 4 Cyber/Bioware (Known): Datajack, Retractable Hand Blade; Trauma Damper, Clean Metabolism, Skin Pigment Talents/Abilities/Spells (Relevant): Anchoring, Masking, Shielding; Armor 5, Detect Enemies (ER) 3, Fashion 2, Fireball 5, Heal 6, Ice Sheet 2, Increased Reflexes +3, Imp Invis 4, Manaball 4</p>	<p>Attributes B Q S I W C E R ? ? ? 5 6 5 ? ?</p> <p>Initiative: Unknown Karma Pool/Pro Rating: 6/2 Magic: 8 (9) Initiate Grade 3 Active Skills (Relevant): Etiquette 5 (Corp 7), Negotiation 6, Sorcery 5, Conjuring 5, Cyber Combat 4, Pistols 3 Knowledge Skills (Relevant): Acquire Gear 2 (Magic Gear 5), Corp Background 4, Mafia 3, Magic Background 5, Italian 5, Fashion 6, Talismongering 4, Shadowrunners 3, Street Background 4 Cyber/Bioware (Known): Datajack, Retractable Hand Blade; Trauma Damper, Clean Metabolism, Skin Pigment Talents/Abilities/Spells (Relevant): Anchoring, Masking, Shielding; Armor 5, Detect Enemies (ER) 3, Fashion 2, Fireball 5, Heal 6, Ice Sheet 2, Increased Reflexes +3, Imp Invis 4, Manaball 4</p>
<p style="text-align: center;">Ray Marcello “Rolando”</p> <p style="text-align: center;">Independent Fixer/Mage Human Male</p> <p>Uses: Jobs and cred, information, gear, additional contacts Places to Meet: Anywhere the fixer desires; typical places include local bars or clubs, coffee shops, crowded street corners where surveillance is next to impossible. Contact: Phone Available: Always</p>	<p style="text-align: center;">Ray Marcello “Rolando”</p> <p style="text-align: center;">Independent Fixer/Mage Human Male</p> <p>Uses: Jobs and cred, information, gear, additional contacts Places to Meet: Anywhere the fixer desires; typical places include local bars or clubs, coffee shops, crowded street corners where surveillance is next to impossible. Contact: Phone Available: Always</p>	<p style="text-align: center;">Ray Marcello “Rolando”</p> <p style="text-align: center;">Independent Fixer/Mage Human Male</p> <p>Uses: Jobs and cred, information, gear, additional contacts Places to Meet: Anywhere the fixer desires; typical places include local bars or clubs, coffee shops, crowded street corners where surveillance is next to impossible. Contact: Phone Available: Always</p>

<p>Peter is very attractive and charismatic, and has excellent people skills. He is very smart, suspicious and tenacious.</p> <p>Peter is in his mid-twenties and is extraordinarily good looking. He knows this and uses it to his advantage in following leads and chasing stories. He is dressed in the latest casual fashion which only helps to enhance his appearance. He is always on the lookout for the next big “scoop” to maintain his rep in the cut-throat journalism industry.</p>	<p>Peter is very attractive and charismatic, and has excellent people skills. He is very smart, suspicious and tenacious.</p> <p>Peter is in his mid-twenties and is extraordinarily good looking. He knows this and uses it to his advantage in following leads and chasing stories. He is dressed in the latest casual fashion which only helps to enhance his appearance. He is always on the lookout for the next big “scoop” to maintain his rep in the cut-throat journalism industry.</p>	<p>Peter is very attractive and charismatic, and has excellent people skills. He is very smart, suspicious and tenacious.</p> <p>Peter is in his mid-twenties and is extraordinarily good looking. He knows this and uses it to his advantage in following leads and chasing stories. He is dressed in the latest casual fashion which only helps to enhance his appearance. He is always on the lookout for the next big “scoop” to maintain his rep in the cut-throat journalism industry.</p>
<p>Attributes B Q S I W C E R 4 4 3 6 5 7 5.8 5</p> <p>Initiative: 5 + 1D6 Pools: Combat 7 Karma Pool/Pro Rating: 3/2 Active Skills (Relevant): Etiquette 6, Negotiation 5, Computer 3 (Searches 5), Pistols 3, Unarmed Combat 4, Japanese 5, Interrogation 4 (Verbal 6) Knowledge Skills (Relevant): Information Searching 4, Interview Techniques 4, Parabiology 2, Political Gossip 2, VIPs 6, Shadows Who’s Who 2, Street Sources 3 Cyber/Bioware (Known): Datajack; Clean Metabolism, Mnemonic Enhancer 3, Tailored Pheromones 2 Gear (Relevant): Armor Clothing (3/0), Pocket Secretary, SA Puzzler light pistol</p>	<p>Attributes B Q S I W C E R 4 4 3 6 5 7 5.8 5</p> <p>Initiative: 5 + 1D6 Pools: Combat 7 Karma Pool/Pro Rating: 3/2 Active Skills (Relevant): Etiquette 6, Negotiation 5, Computer 3 (Searches 5), Pistols 3, Unarmed Combat 4, Japanese 5, Interrogation 4 (Verbal 6) Knowledge Skills (Relevant): Information Searching 4, Interview Techniques 4, Parabiology 2, Political Gossip 2, VIPs 6, Shadows Who’s Who 2, Street Sources 3 Cyber/Bioware (Known): Datajack; Clean Metabolism, Mnemonic Enhancer 3, Tailored Pheromones 2 Gear (Relevant): Armor Clothing (3/0), Pocket Secretary, SA Puzzler light pistol</p>	<p>Attributes B Q S I W C E R 4 4 3 6 5 7 5.8 5</p> <p>Initiative: 5 + 1D6 Pools: Combat 7 Karma Pool/Pro Rating: 3/2 Active Skills (Relevant): Etiquette 6, Negotiation 5, Computer 3 (Searches 5), Pistols 3, Unarmed Combat 4, Japanese 5, Interrogation 4 (Verbal 6) Knowledge Skills (Relevant): Information Searching 4, Interview Techniques 4, Parabiology 2, Political Gossip 2, VIPs 6, Shadows Who’s Who 2, Street Sources 3 Cyber/Bioware (Known): Datajack; Clean Metabolism, Mnemonic Enhancer 3, Tailored Pheromones 2 Gear (Relevant): Armor Clothing (3/0), Pocket Secretary, SA Puzzler light pistol</p>
<p style="text-align: center;">Peter Sprent</p> <p style="text-align: center;">Investigative Reporter Human Male</p> <p>Uses: Information Places to Meet: Anywhere he desires; typical places include local bars or clubs, coffee shops, crowded street corners where surveillance is next to impossible. Contact: Phone, Email Available: Always</p>	<p style="text-align: center;">Peter Sprent</p> <p style="text-align: center;">Investigative Reporter Human Male</p> <p>Uses: Information Places to Meet: Anywhere he desires; typical places include local bars or clubs, coffee shops, crowded street corners where surveillance is next to impossible. Contact: Phone, Email Available: Always</p>	<p style="text-align: center;">Peter Sprent</p> <p style="text-align: center;">Investigative Reporter Human Male</p> <p>Uses: Information Places to Meet: Anywhere he desires; typical places include local bars or clubs, coffee shops, crowded street corners where surveillance is next to impossible. Contact: Phone, Email Available: Always</p>

<p>Petra is very attractive and charismatic, and has excellent people skills. She is very smart, suspicious and tenacious.</p> <p>Petra is in her mid-twenties and is extraordinarily good looking. She knows this and uses it to her advantage in following leads and chasing stories. She is dressed in the latest casual fashion which only helps to enhance her appearance. She is always on the lookout for the next big "scoop" to maintain her rep in the cut-throat journalism industry.</p>	<p>Petra is very attractive and charismatic, and has excellent people skills. She is very smart, suspicious and tenacious.</p> <p>Petra is in her mid-twenties and is extraordinarily good looking. She knows this and uses it to her advantage in following leads and chasing stories. She is dressed in the latest casual fashion which only helps to enhance her appearance. She is always on the lookout for the next big "scoop" to maintain her rep in the cut-throat journalism industry.</p>	<p>Petra is very attractive and charismatic, and has excellent people skills. She is very smart, suspicious and tenacious.</p> <p>Petra is in her mid-twenties and is extraordinarily good looking. She knows this and uses it to her advantage in following leads and chasing stories. She is dressed in the latest casual fashion which only helps to enhance her appearance. She is always on the lookout for the next big "scoop" to maintain her rep in the cut-throat journalism industry.</p>
<p>Attributes B Q S I W C E R 4 4 3 6 5 7 5.8 5</p> <p>Initiative: 5 + 1D6 Pools: Combat 7 Karma Pool/Pro Rating: 3/2 Active Skills (Relevant): Etiquette 6, Negotiation 5, Computer 3 (Searches 5), Pistols 3, Unarmed Combat 4, Japanese 5, Interrogation 4 (Verbal 6) Knowledge Skills (Relevant): Information Searching 4, Interview Techniques 4, Parabiology 2, Political Gossip 2, VIPs 6, Shadows Who's Who 2, Street Sources 3 Cyber/Bioware (Known): Datajack; Clean Metabolism, Mnemonic Enhancer 3, Tailored Pheromones 2 Gear (Relevant): Armor Clothing (3/0), Pocket Secretary, SA Puzzler light pistol</p>	<p>Attributes B Q S I W C E R 4 4 3 6 5 7 5.8 5</p> <p>Initiative: 5 + 1D6 Pools: Combat 7 Karma Pool/Pro Rating: 3/2 Active Skills (Relevant): Etiquette 6, Negotiation 5, Computer 3 (Searches 5), Pistols 3, Unarmed Combat 4, Japanese 5, Interrogation 4 (Verbal 6) Knowledge Skills (Relevant): Information Searching 4, Interview Techniques 4, Parabiology 2, Political Gossip 2, VIPs 6, Shadows Who's Who 2, Street Sources 3 Cyber/Bioware (Known): Datajack; Clean Metabolism, Mnemonic Enhancer 3, Tailored Pheromones 2 Gear (Relevant): Armor Clothing (3/0), Pocket Secretary, SA Puzzler light pistol</p>	<p>Attributes B Q S I W C E R 4 4 3 6 5 7 5.8 5</p> <p>Initiative: 5 + 1D6 Pools: Combat 7 Karma Pool/Pro Rating: 3/2 Active Skills (Relevant): Etiquette 6, Negotiation 5, Computer 3 (Searches 5), Pistols 3, Unarmed Combat 4, Japanese 5, Interrogation 4 (Verbal 6) Knowledge Skills (Relevant): Information Searching 4, Interview Techniques 4, Parabiology 2, Political Gossip 2, VIPs 6, Shadows Who's Who 2, Street Sources 3 Cyber/Bioware (Known): Datajack; Clean Metabolism, Mnemonic Enhancer 3, Tailored Pheromones 2 Gear (Relevant): Armor Clothing (3/0), Pocket Secretary, SA Puzzler light pistol</p>
<p style="text-align: center;">Petra Sprent</p> <p style="text-align: center;">Investigative Reporter Human Female</p> <p>Uses: Information Places to Meet: Anywhere she desires; typical places include local bars or clubs, coffee shops, crowded street corners where surveillance is next to impossible. Contact: Phone, Email Available: Always</p>	<p style="text-align: center;">Petra Sprent</p> <p style="text-align: center;">Investigative Reporter Human Female</p> <p>Uses: Information Places to Meet: Anywhere she desires; typical places include local bars or clubs, coffee shops, crowded street corners where surveillance is next to impossible. Contact: Phone, Email Available: Always</p>	<p style="text-align: center;">Petra Sprent</p> <p style="text-align: center;">Investigative Reporter Human Female</p> <p>Uses: Information Places to Meet: Anywhere she desires; typical places include local bars or clubs, coffee shops, crowded street corners where surveillance is next to impossible. Contact: Phone, Email Available: Always</p>

<p>Special Agent Barnaby Mason is new to his position and wants to go places. Through various contacts he learns of things happening in the city, usually before official notice comes down through channels.</p> <p>Mason has no interest in getting into a fight and he will retreat if such looks likely. He is willing to negotiate with anyone who seems reasonable and keen to do so. His interest is in establishing sources of information for his ever growing network of contacts which he hopes will aid him in solving crimes faster than his fellow agents and make him look good in the bureau.</p> <p>If you need information from Mason about what is going on in the metroplex, criminal organizations, or anything that the Feds or Lone Star are working on, or if you just need that little "indiscretion" removed from your file, then he's your man. Just make sure that you have some tidbit of information or tipoff that will balance out the value of what you're asking for...</p>	<p>Special Agent Barnaby Mason is new to his position and wants to go places. Through various contacts he learns of things happening in the city, usually before official notice comes down through channels.</p> <p>Mason has no interest in getting into a fight and he will retreat if such looks likely. He is willing to negotiate with anyone who seems reasonable and keen to do so. His interest is in establishing sources of information for his ever growing network of contacts which he hopes will aid him in solving crimes faster than his fellow agents and make him look good in the bureau.</p> <p>If you need information from Mason about what is going on in the metroplex, criminal organizations, or anything that the Feds or Lone Star are working on, or if you just need that little "indiscretion" removed from your file, then he's your man. Just make sure that you have some tidbit of information or tipoff that will balance out the value of what you're asking for...</p>	<p>Special Agent Barnaby Mason is new to his position and wants to go places. Through various contacts he learns of things happening in the city, usually before official notice comes down through channels.</p> <p>Mason has no interest in getting into a fight and he will retreat if such looks likely. He is willing to negotiate with anyone who seems reasonable and keen to do so. His interest is in establishing sources of information for his ever growing network of contacts which he hopes will aid him in solving crimes faster than his fellow agents and make him look good in the bureau.</p> <p>If you need information from Mason about what is going on in the metroplex, criminal organizations, or anything that the Feds or Lone Star are working on, or if you just need that little "indiscretion" removed from your file, then he's your man. Just make sure that you have some tidbit of information or tipoff that will balance out the value of what you're asking for...</p>
<p>Attributes B Q S I W C E R 3 4 3 5 4 5 5.4 4</p> <p>Initiative: 4 + 1D6 Pools: Combat 6 Karma Pool/Pro Rating: 3/3 Active Skills (Relevant): Unarmed Combat 3, Etiquette 4 (Street 5), Interrogation 3, Intimidation 2, Negotiation 4, Pistols 4, Stealth 3, Car 2 Knowledge Skills (Relevant): Criminal Orgs 3, Forensics 3, Law 3, Police Procedures 3, Spanish 3, Street Background 4, Corp Background 3 Cyber/Bioware (Known): Datajack, Smartlink II Gear (Relevant): Armor Jacket (5/3), Ares Predator III, Wristphone, Plasteel Restraints (BR 15)</p>	<p>Attributes B Q S I W C E R 3 4 3 5 4 5 5.4 4</p> <p>Initiative: 4 + 1D6 Pools: Combat 6 Karma Pool/Pro Rating: 3/3 Active Skills (Relevant): Unarmed Combat 3, Etiquette 4 (Street 5), Interrogation 3, Intimidation 2, Negotiation 4, Pistols 4, Stealth 3, Car 2 Knowledge Skills (Relevant): Criminal Orgs 3, Forensics 3, Law 3, Police Procedures 3, Spanish 3, Street Background 4, Corp Background 3 Cyber/Bioware (Known): Datajack, Smartlink II Gear (Relevant): Armor Jacket (5/3), Ares Predator III, Wristphone, Plasteel Restraints (BR 15)</p>	<p>Attributes B Q S I W C E R 3 4 3 5 4 5 5.4 4</p> <p>Initiative: 4 + 1D6 Pools: Combat 6 Karma Pool/Pro Rating: 3/3 Active Skills (Relevant): Unarmed Combat 3, Etiquette 4 (Street 5), Interrogation 3, Intimidation 2, Negotiation 4, Pistols 4, Stealth 3, Car 2 Knowledge Skills (Relevant): Criminal Orgs 3, Forensics 3, Law 3, Police Procedures 3, Spanish 3, Street Background 4, Corp Background 3 Cyber/Bioware (Known): Datajack, Smartlink II Gear (Relevant): Armor Jacket (5/3), Ares Predator III, Wristphone, Plasteel Restraints (BR 15)</p>
<p style="text-align: center;">Barnaby Mason “Mason”</p> <p style="text-align: center;">UCAS Federal Agent (FBI) Human Male</p> <p>Uses: Information, File Access (police and related government records) Places to Meet: Anywhere the person desires; typical places include local bars or clubs, coffee shops, crowded street corners where surveillance is next to impossible. Contact: Phone Available: Always</p>	<p style="text-align: center;">Barnaby Mason “Mason”</p> <p style="text-align: center;">UCAS Federal Agent (FBI) Human Male</p> <p>Uses: Information, File Access (police and related government records) Places to Meet: Anywhere the person desires; typical places include local bars or clubs, coffee shops, crowded street corners where surveillance is next to impossible. Contact: Phone Available: Always</p>	<p style="text-align: center;">Barnaby Mason “Mason”</p> <p style="text-align: center;">UCAS Federal Agent (FBI) Human Male</p> <p>Uses: Information, File Access (police and related government records) Places to Meet: Anywhere the person desires; typical places include local bars or clubs, coffee shops, crowded street corners where surveillance is next to impossible. Contact: Phone Available: Always</p>

<p>Once a shadowrunner himself, the elderly Mouse shaman called Scarper now seems little more than a homeless drunk living it rough in Freeway Park. There is some truth that Scarper is a drunk, but he still functions quite well nonetheless. He lives in Freeway Park through choice, because that is where he feels closest to Mouse. That does not mean he lives rough, for his spells and affinity with the local spirits allow him to live comfortably enough.</p> <p>The local authorities allow Scarper free access to the park and don't bother him, for he keeps it safe and clean in his own way. In a sense, he is an unpaid park attendant. A chronic neatness freak, Scarper likes everything just so and he is very house proud. His clothes may be out of fashion and a little strange, but they are clean and well kept. Such is the same with the corner of the park that he squats in at nights – a cluttered space that nevertheless has its own special order.</p> <p>Scarper is a short thin fellow with tufts of balding grey hair. His eyes dart nervously here and there and he almost always seems to be quivering, torn between curiosity and flight. A smile always seems to want to make its way to his lips, revealing his general good humor.</p>	<p>Once a shadowrunner himself, the elderly Mouse shaman called Scarper now seems little more than a homeless drunk living it rough in Freeway Park. There is some truth that Scarper is a drunk, but he still functions quite well nonetheless. He lives in Freeway Park through choice, because that is where he feels closest to Mouse. That does not mean he lives rough, for his spells and affinity with the local spirits allow him to live comfortably enough.</p> <p>The local authorities allow Scarper free access to the park and don't bother him, for he keeps it safe and clean in his own way. In a sense, he is an unpaid park attendant. A chronic neatness freak, Scarper likes everything just so and he is very house proud. His clothes may be out of fashion and a little strange, but they are clean and well kept. Such is the same with the corner of the park that he squats in at nights – a cluttered space that nevertheless has its own special order.</p> <p>Scarper is a short thin fellow with tufts of balding grey hair. His eyes dart nervously here and there and he almost always seems to be quivering, torn between curiosity and flight. A smile always seems to want to make its way to his lips, revealing his general good humor.</p>	<p>Once a shadowrunner himself, the elderly Mouse shaman called Scarper now seems little more than a homeless drunk living it rough in Freeway Park. There is some truth that Scarper is a drunk, but he still functions quite well nonetheless. He lives in Freeway Park through choice, because that is where he feels closest to Mouse. That does not mean he lives rough, for his spells and affinity with the local spirits allow him to live comfortably enough.</p> <p>The local authorities allow Scarper free access to the park and don't bother him, for he keeps it safe and clean in his own way. In a sense, he is an unpaid park attendant. A chronic neatness freak, Scarper likes everything just so and he is very house proud. His clothes may be out of fashion and a little strange, but they are clean and well kept. Such is the same with the corner of the park that he squats in at nights – a cluttered space that nevertheless has its own special order.</p> <p>Scarper is a short thin fellow with tufts of balding grey hair. His eyes dart nervously here and there and he almost always seems to be quivering, torn between curiosity and flight. A smile always seems to want to make its way to his lips, revealing his general good humor.</p>
<p>Attributes B Q S I W C E R 3 3 2 5 6 6 6.0 4</p> <p>Initiative: 4 + 1D6 Karma Pool/Pro Rating: 5/3 Magic: 8 (Initiate 2) Active Skills (Relevant): Aura Reading 6, Biotech 3, Conjuring 8, Etiquette 4 (Street 6), Negotiation 4, Sorcery 8, Stealth 8 Knowledge Skills (Relevant): Downtown Seattle 5, Magic Background 6, Spirits 4, Street Background 6 Cyber/Bioware (Known): None Talents/Abilities/Spells (Relevant): Masking, Shielding, Antidote 6, Armor 5, Barrier 6, Detox 6, Diagnose 4, Heal 4, Control Thoughts 6, Control Actions 6, Fix 5, Fashion 3, Silence 4, Treat 6 Gear (Relevant): Long Coat (4/2)</p>	<p>Attributes B Q S I W C E R 3 3 2 5 6 6 6.0 4</p> <p>Initiative: 4 + 1D6 Karma Pool/Pro Rating: 5/3 Magic: 8 (Initiate 2) Active Skills (Relevant): Aura Reading 6, Biotech 3, Conjuring 8, Etiquette 4 (Street 6), Negotiation 4, Sorcery 8, Stealth 8 Knowledge Skills (Relevant): Downtown Seattle 5, Magic Background 6, Spirits 4, Street Background 6 Cyber/Bioware (Known): None Talents/Abilities/Spells (Relevant): Masking, Shielding, Antidote 6, Armor 5, Barrier 6, Detox 6, Diagnose 4, Heal 4, Control Thoughts 6, Control Actions 6, Fix 5, Fashion 3, Silence 4, Treat 6 Gear (Relevant): Long Coat (4/2)</p>	<p>Attributes B Q S I W C E R 3 3 2 5 6 6 6.0 4</p> <p>Initiative: 4 + 1D6 Karma Pool/Pro Rating: 5/3 Magic: 8 (Initiate 2) Active Skills (Relevant): Aura Reading 6, Biotech 3, Conjuring 8, Etiquette 4 (Street 6), Negotiation 4, Sorcery 8, Stealth 8 Knowledge Skills (Relevant): Downtown Seattle 5, Magic Background 6, Spirits 4, Street Background 6 Cyber/Bioware (Known): None Talents/Abilities/Spells (Relevant): Masking, Shielding, Antidote 6, Armor 5, Barrier 6, Detox 6, Diagnose 4, Heal 4, Control Thoughts 6, Control Actions 6, Fix 5, Fashion 3, Silence 4, Treat 6 Gear (Relevant): Long Coat (4/2)</p>
<p>(Real Name ?) “Scarper”</p> <p>Mouse Shaman Human Male</p> <p>Uses: Magical instruction, information, healing Places to Meet: Freeway Park only Contact: In Person Only Available: Always</p>	<p>(Real Name ?) “Scarper”</p> <p>Mouse Shaman Human Male</p> <p>Uses: Magical instruction, information, healing Places to Meet: Freeway Park only Contact: In Person Only Available: Always</p>	<p>(Real Name ?) “Scarper”</p> <p>Mouse Shaman Human Male</p> <p>Uses: Magical instruction, information, healing Places to Meet: Freeway Park only Contact: In Person Only Available: Always</p>

Player _____
Character _____

Year _____

Shadowrun Missions
Yearly Summary Sheet

SAMPLE	WK	JAN	FEB	MAR	APR	MAY	JUN
SRM00-01	1						
	2						
SRM00-02	3						
Healing	4						
		Free Week				Free Week	

Player _____

Year _____

Shadowrun Missions
Yearly Summary Sheet

Character _____

SAMPLE	WK	JUL	AUG	SEP	OCT	NOV	DEC
SRM00-01	1						
	2						
SRM00-02	3						
Healing	4						
		Free Week			Free Week		

Codename: *Mission Briefing*

Table Level

Date:

- Green
- Streetwise
- Professional
- Veteran
- Elite
- Prime

Location:

Synopsis: Your chance at the big time – a friend has tipped you off about a job opportunity to do some bodyguard work for a group of exclusive clientele. You have been trying to break into the Seattle shadow scene, and these are just the kind of people that can help. All you have to do is make sure that their meeting doesn't get interrupted. It's a simple walk in the park, natch!

Mission Results:

- Discovered Bomb (without help)
- Disabled Bomb (safely)
- Meeting was not interrupted
- Character was filmed performing illegal activity (Snoop, security camera, eyewitness, etc.)
- Bomb Detonated
- Meeting was disrupted/interrupted

Other Notes on Reverse

Team Members

Primary Lifestyle Street Squatter Low Middle High Luxury

Player: _____

Character: _____

Metatype: _____ Rep: _____

Total Career Good Karma

Good Karma

Initial + Earned = New Career Total

^A

SIN (SRC#): _____

- Spent = Available

Human: Every 10th point
Meta: Every 20th point

Copy to A on next sheet

Karma Pool

Initial + Earned - Spent = Total

Nuyen

Initial + Earned - Spent = Total

Contacts Gained/Lost

- Fox
- Willis Daltree
- Michelle Rampling
- Manny
- Lyle Green
- Joeli Gibson
- Rolando
- Pete / Petra Sprent
- Barnaby Mason
- Scarper

Special Items / Notes

Mr. Johnson (GM)

SIN (SRC #)

Signature

*SHADOWRUN MISSIONS
EVENT SUMMARY REPORT*

PERSONAL INFORMATION

Name _____ Email _____

City _____ State/Region _____ Country _____

Commando # _____

EVENT INFORMATION

Event Name _____ Location _____

Dates _____ Slot Length _____

How many total tables were scheduled for this event time? _____

How many tables actually played? _____

How many players were at your table? _____

What level did your table perform at?

Green Streetwise Professional Veteran Elite Prime Runner

How would you rate the following: Poor Weak Fair Good Excellent

Adventure	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Balance	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Non-player characters	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Player handouts (if any)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Overall package	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

What comments (good/bad) do you have for the adventure?

Unforeseen Outcomes / Results / Player Stories