



## *A Fork in Fate's Path*

### **Player Aids**

*A Fork in Fate's Path* is Chapter Four in the Rose Croix story arc 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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#### **A FORK IN FATE’S PATH CREDITS**

##### **A FORK IN FATE’S PATH MAPS**

Rich Osterhout

##### **A FORK IN FATE’S PATH 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](mailto:info@shadowrunrpg.com)

(Shadowrun questions)

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## **SPECIAL INSTRUCTIONS**

This is the Player Aids package for the Shadowrun Missions adventure entitled *A Fork in Fate's Path*. 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.

### **FORMS & LOGS**

This 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!

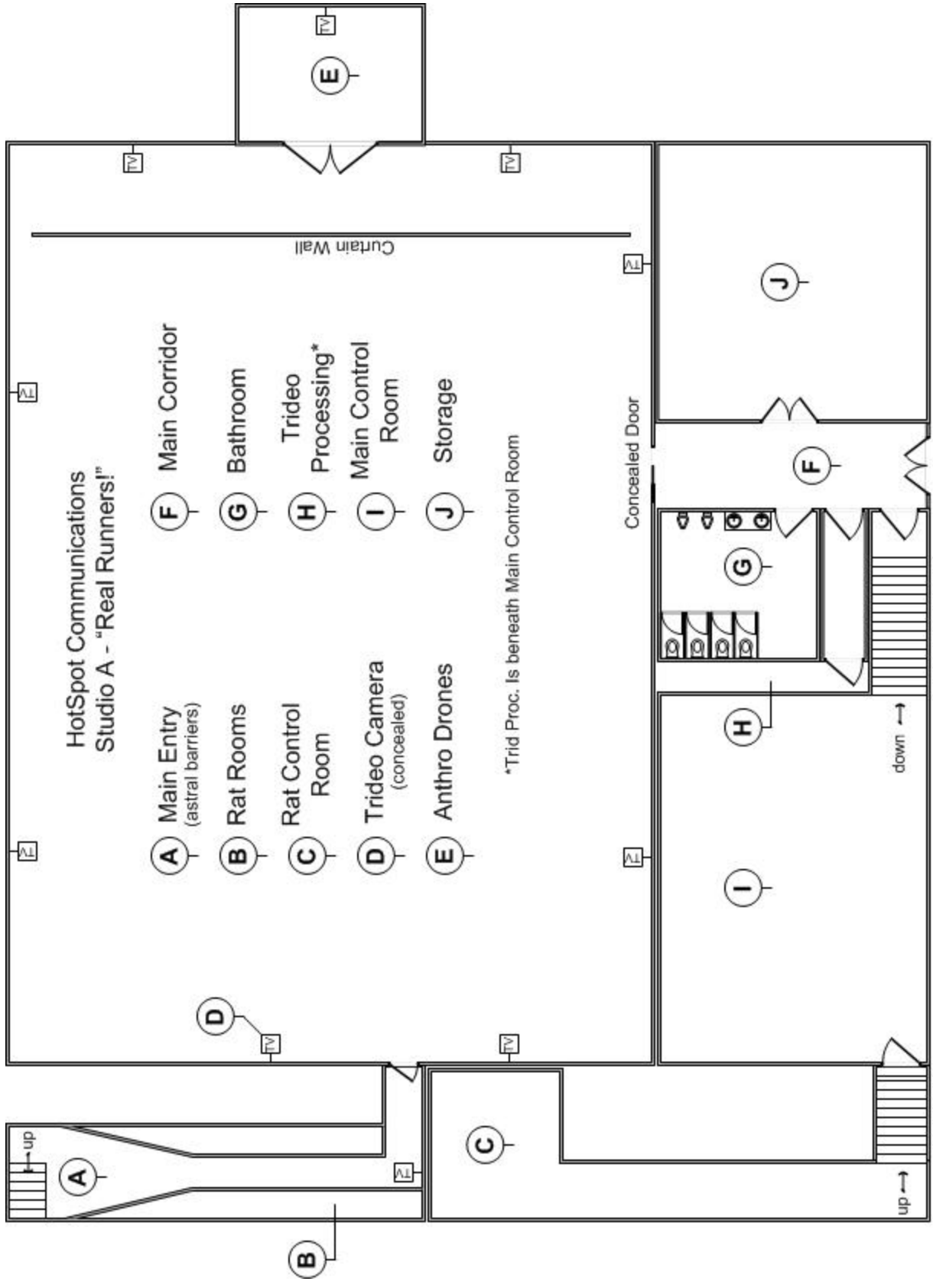
### **CONTACT/ENEMY REFERENCE CARDS**

These pages contain the various contacts/enemies that can be awarded for this scenario. Each page has three copies of the contact/enemy, 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/enemy "card" consists of three regions: a background, game statistics, and contact name and type. Once separated into individual contacts/enemies, 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/enemy name panel folded down over the top of the background information. When finished, the "front" of the card will show the contact's (enemy'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 unused materials to help prevent misuse.



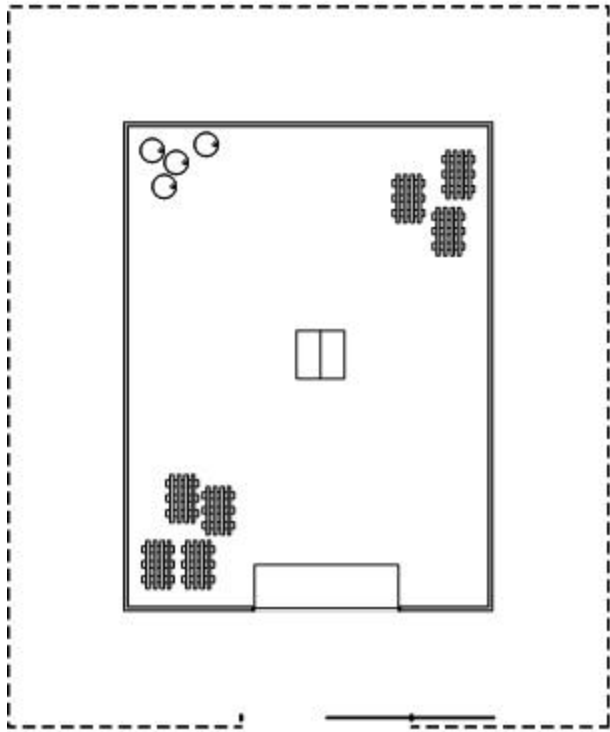
HotSpot Communications  
Studio A - "Real Runners!"

- (A) Main Entry (astral barriers)
- (B) Rat Rooms
- (C) Rat Control Room
- (D) Trideo Camera (concealed)
- (E) Anthro Drones

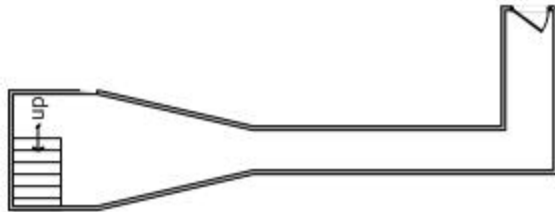
- (F) Main Corridor
- (G) Bathroom
- (H) Trideo Processing\*
- (I) Main Control Room
- (J) Storage

\*Trid Proc. Is beneath Main Control Room

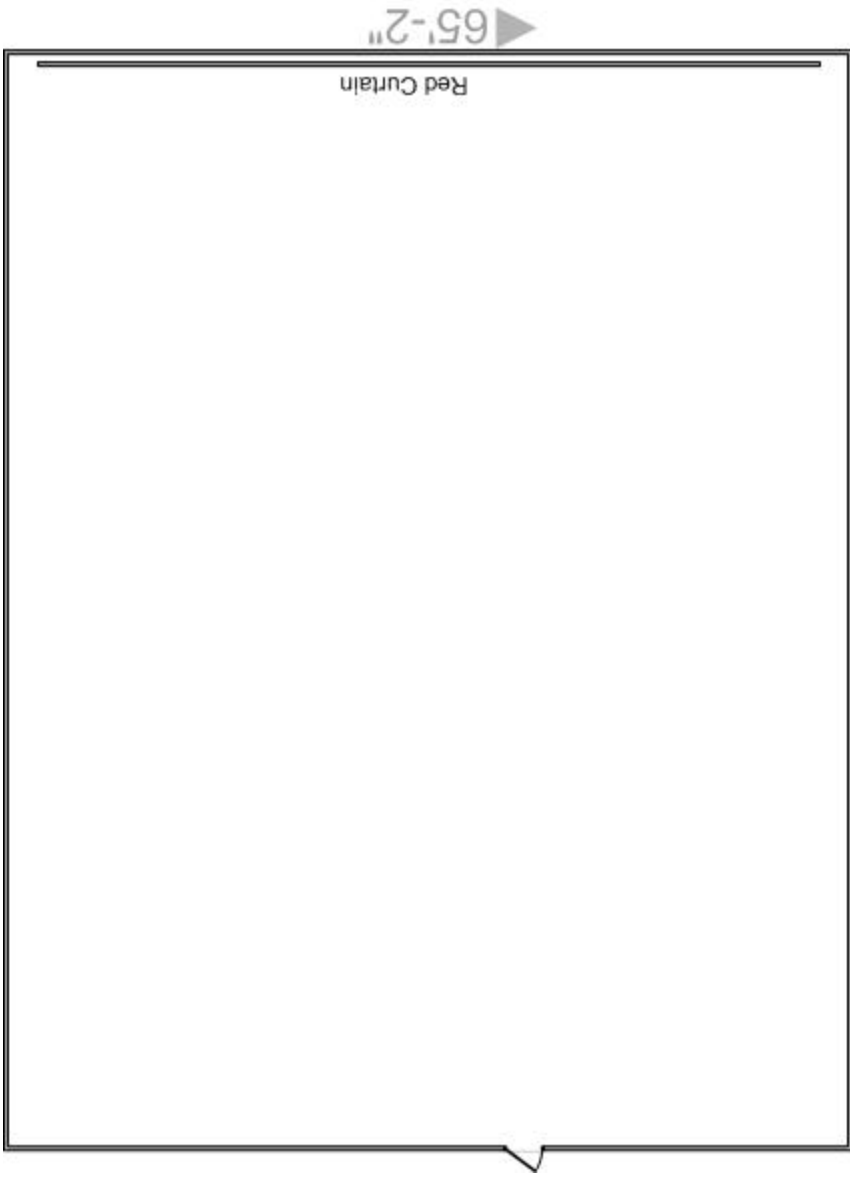
Outside  
(note that some anthro drones are here for final scene)



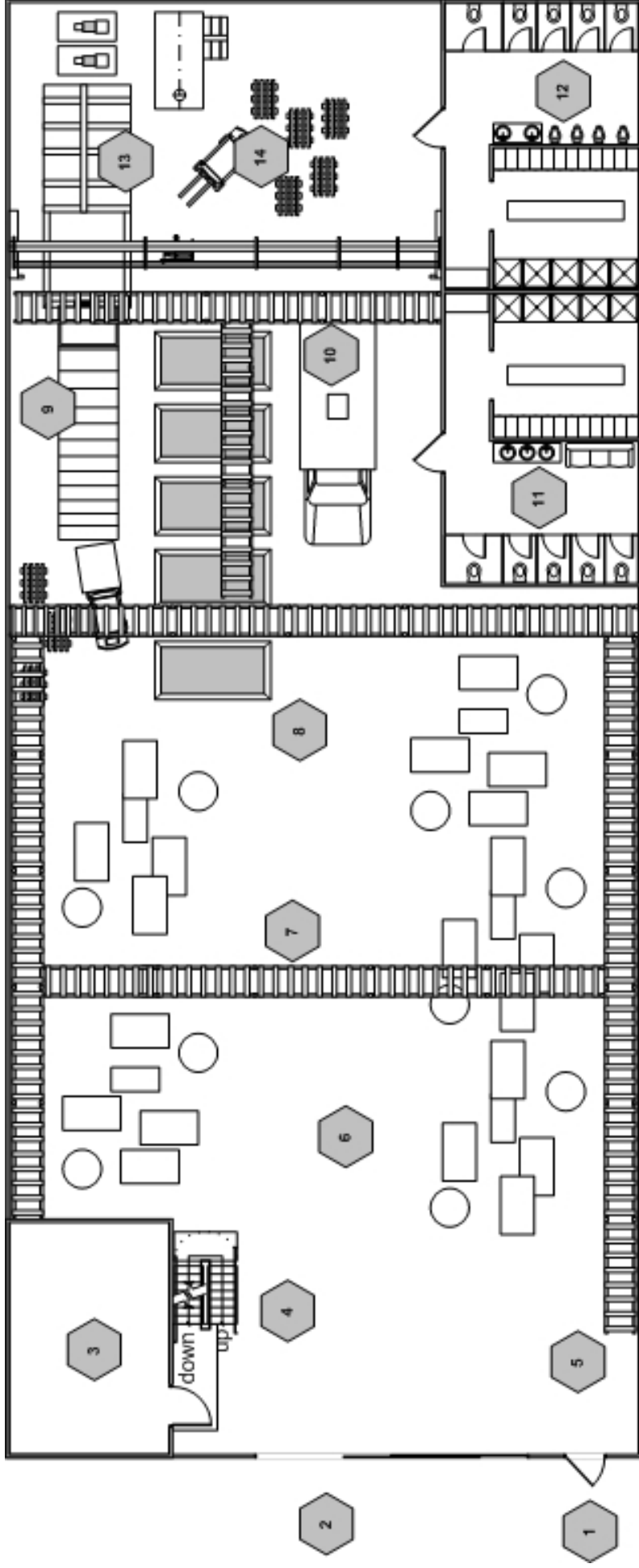
Mr. Johnson's  
Warehouse



Stairs Down  
(from center of warehouse)

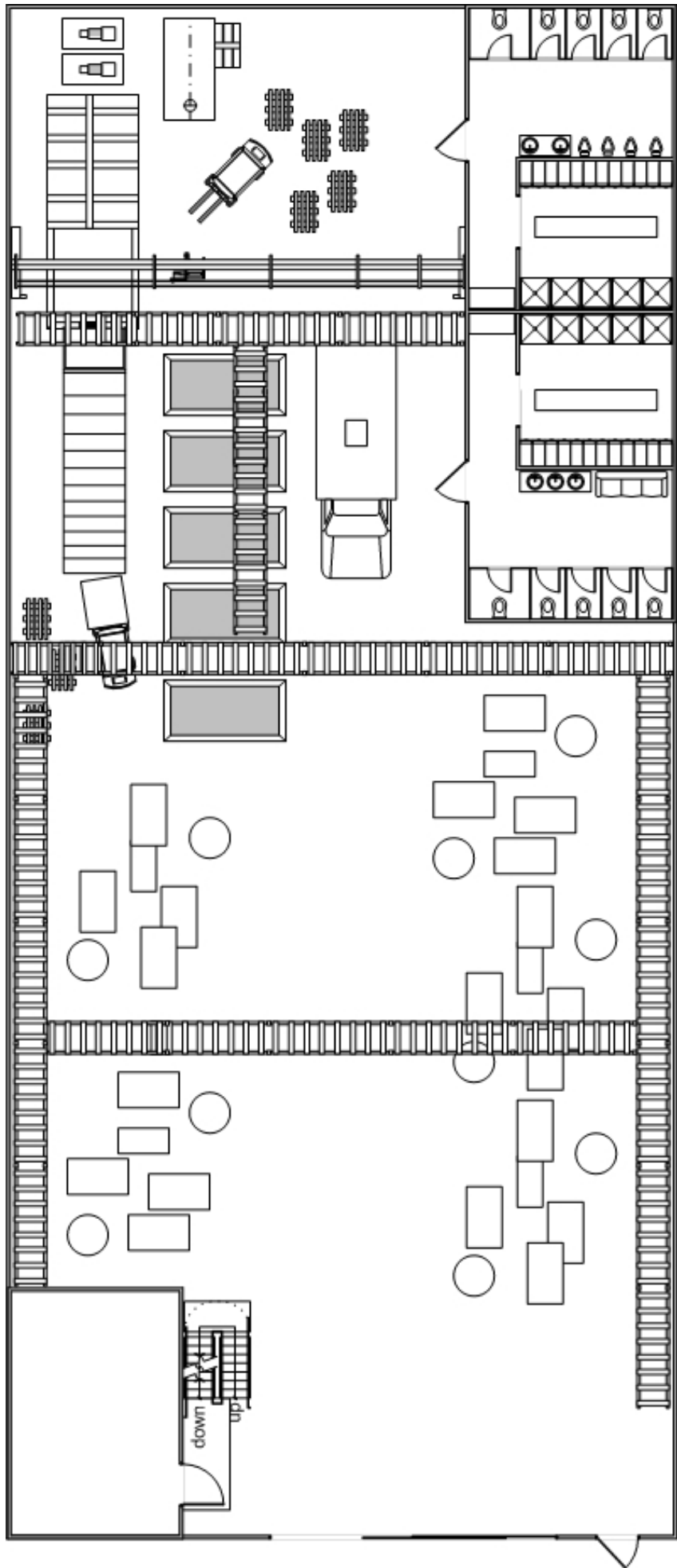


Great Stone Room  
(2 stories high)



1. Front Entry (Personal)
2. Sliding Entry Door (Vehicle)
3. Office (2<sup>nd</sup> Floor)
4. Stairs up to Office
5. Ladder to Catwalks
6. Main Warehouse / Metal Debris
7. Catwalks (upper areas)

8. Sorting Hoppers
9. Conveyor Lift Ramp
10. Repair Truck (tools)
11. Women's Locker Room
12. Men's Locker Room
13. Compactor and generators
14. Forklift and fuel tank, crane above





<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><b>Preferred Runners:</b> 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><b>Preferred Runners:</b> 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><b>Preferred Runners:</b> Riggers, “Geek” types</p>
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<p style="text-align: center;"><b>Joeli Gibson</b>  <b>“Joey”</b></p> <p style="text-align: center;">Independent Fixer  Dwarf Female</p> <p><b>Uses:</b> Jobs and cred, information, gear,  additional contacts, smuggling  <b>Places to Meet:</b> Anywhere the fixer  desires; typical places include bars/  restaurants near the waterfront, piers,  onboard her yacht.  <b>Contact:</b> Phone, Email  <b>Available:</b> Always—Note that Joey  usually stays aboard her yacht in Puget  Sound.</p>	<p style="text-align: center;"><b>Joeli Gibson</b>  <b>“Joey”</b></p> <p style="text-align: center;">Independent Fixer  Dwarf Female</p> <p><b>Uses:</b> Jobs and cred, information, gear,  additional contacts, smuggling  <b>Places to Meet:</b> Anywhere the fixer  desires; typical places include bars/  restaurants near the waterfront, piers,  onboard her yacht.  <b>Contact:</b> Phone, Email  <b>Available:</b> Always—Note that Joey  usually stays aboard her yacht in Puget  Sound.</p>	<p style="text-align: center;"><b>Joeli Gibson</b>  <b>“Joey”</b></p> <p style="text-align: center;">Independent Fixer  Dwarf Female</p> <p><b>Uses:</b> Jobs and cred, information, gear,  additional contacts, smuggling  <b>Places to Meet:</b> Anywhere the fixer  desires; typical places include bars/  restaurants near the waterfront, piers,  onboard her yacht.  <b>Contact:</b> Phone, Email  <b>Available:</b> Always—Note that Joey  usually stays aboard her yacht in Puget  Sound.</p>

<p>“Finger” is very reclusive, and therefore does not reveal his name to many people. He is an expert weapons specialist and gunsmith, and has worked with many of the megacorps in the fields of weapons development. He has been able to remain a freelancer, selling his skills to the highest bidder. For many years now, that has kept him at the Ares Arms Weapons Testing Facility in Seattle. Events of late, however, have opened his eyes to some of the crimes Ares has committed in the name of “testing.” As a result, he has decided to go deeper into the shadows for a while.</p> <p>He has a teenage daughter that goes by the name of Jennifer Ravenswing. His wife died many years ago, and now just the two of them are living together. They are both of Amerind decent and are proud of their heritage. They are now living at large somewhere in the Salish nation.</p>	<p>“Finger” is very reclusive, and therefore does not reveal his name to many people. He is an expert weapons specialist and gunsmith, and has worked with many of the megacorps in the fields of weapons development. He has been able to remain a freelancer, selling his skills to the highest bidder. For many years now, that has kept him at the Ares Arms Weapons Testing Facility in Seattle. Events of late, however, have opened his eyes to some of the crimes Ares has committed in the name of “testing.” As a result, he has decided to go deeper into the shadows for a while.</p> <p>He has a teenage daughter that goes by the name of Jennifer Ravenswing. His wife died many years ago, and now just the two of them are living together. They are both of Amerind decent and are proud of their heritage. They are now living at large somewhere in the Salish nation.</p>	<p>“Finger” is very reclusive, and therefore does not reveal his name to many people. He is an expert weapons specialist and gunsmith, and has worked with many of the megacorps in the fields of weapons development. He has been able to remain a freelancer, selling his skills to the highest bidder. For many years now, that has kept him at the Ares Arms Weapons Testing Facility in Seattle. Events of late, however, have opened his eyes to some of the crimes Ares has committed in the name of “testing.” As a result, he has decided to go deeper into the shadows for a while.</p> <p>He has a teenage daughter that goes by the name of Jennifer Ravenswing. His wife died many years ago, and now just the two of them are living together. They are both of Amerind decent and are proud of their heritage. They are now living at large somewhere in the Salish nation.</p>																																																
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<p>“Burpie” is one of the newest additions to the Halloweeners. He was reluctantly drafted after they found out that Eddie Falcone had a little brother. Eddie, “Burpie’s” older brother, did nothing to stop the recruitment, as he felt that the gang might be able to protect his little brother as well as teach him to defend himself. “Burpie” has just recently passed his initiation into the gang, and is less of a “punk kid” in his neighborhood in Renton.</p> <p>“Burpie” has dreams of one day becoming a race car driver, and has been saving up for a datajack and vehicle control rig. For now, he works as an outrider for the Halloweeners, scouting ahead on his motorcycle and reporting back to the main group of any problems. Otherwise, he can be found working or hanging out at his brother’s coffee shop in the neighborhood in Renton.</p>	<p>“Burpie” is one of the newest additions to the Halloweeners. He was reluctantly drafted after they found out that Eddie Falcone had a little brother. Eddie, “Burpie’s” older brother, did nothing to stop the recruitment, as he felt that the gang might be able to protect his little brother as well as teach him to defend himself. “Burpie” has just recently passed his initiation into the gang, and is less of a “punk kid” in his neighborhood in Renton.</p> <p>“Burpie” has dreams of one day becoming a race car driver, and has been saving up for a datajack and vehicle control rig. For now, he works as an outrider for the Halloweeners, scouting ahead on his motorcycle and reporting back to the main group of any problems. Otherwise, he can be found working or hanging out at his brother’s coffee shop in the neighborhood in Renton.</p>	<p>“Burpie” is one of the newest additions to the Halloweeners. He was reluctantly drafted after they found out that Eddie Falcone had a little brother. Eddie, “Burpie’s” older brother, did nothing to stop the recruitment, as he felt that the gang might be able to protect his little brother as well as teach him to defend himself. “Burpie” has just recently passed his initiation into the gang, and is less of a “punk kid” in his neighborhood in Renton.</p> <p>“Burpie” has dreams of one day becoming a race car driver, and has been saving up for a datajack and vehicle control rig. For now, he works as an outrider for the Halloweeners, scouting ahead on his motorcycle and reporting back to the main group of any problems. Otherwise, he can be found working or hanging out at his brother’s coffee shop in the neighborhood in Renton.</p>
<p><b>Attributes</b>  <b>B Q S I W C E R</b>  4 3 3 3 3 2 6 3</p> <p><b>Initiative:</b> 3 + 1D6  <b>Karma Pool/Pro Rating:</b> 4/2  <b>Active Skills (Relevant):</b>  Etiquette 2 (Street 4), Bike 3, Clubs 3, Pistols 2, Stealth 3, Unarmed Combat 3  <b>Knowledge Skills (Relevant):</b>  Gang ID 4, Gang Territories 4, Gang Hangouts 3, BTL Dealers 2, Protection Rackets 2; City Knowledge 4  <b>Cyber/Bioware (Known):</b>  none  <b>Talents/Abilities/Spells (Relevant):</b>  Gang Contacts, Street Contacts  <b>Gear (Relevant):</b>  Abused Yamaha Rapier, Switchblade, Hold-out Pistol, Synth-leathers</p>	<p><b>Attributes</b>  <b>B Q S I W C E R</b>  4 3 3 3 3 2 6 3</p> <p><b>Initiative:</b> 3 + 1D6  <b>Karma Pool/Pro Rating:</b> 4/2  <b>Active Skills (Relevant):</b>  Etiquette 2 (Street 4), Bike 3, Clubs 3, Pistols 2, Stealth 3, Unarmed Combat 3  <b>Knowledge Skills (Relevant):</b>  Gang ID 4, Gang Territories 4, Gang Hangouts 3, BTL Dealers 2, Protection Rackets 2; City Knowledge 4  <b>Cyber/Bioware (Known):</b>  none  <b>Talents/Abilities/Spells (Relevant):</b>  Gang Contacts, Street Contacts  <b>Gear (Relevant):</b>  Abused Yamaha Rapier, Switchblade, Hold-out Pistol, Synth-leathers</p>	<p><b>Attributes</b>  <b>B Q S I W C E R</b>  4 3 3 3 3 2 6 3</p> <p><b>Initiative:</b> 3 + 1D6  <b>Karma Pool/Pro Rating:</b> 4/2  <b>Active Skills (Relevant):</b>  Etiquette 2 (Street 4), Bike 3, Clubs 3, Pistols 2, Stealth 3, Unarmed Combat 3  <b>Knowledge Skills (Relevant):</b>  Gang ID 4, Gang Territories 4, Gang Hangouts 3, BTL Dealers 2, Protection Rackets 2; City Knowledge 4  <b>Cyber/Bioware (Known):</b>  none  <b>Talents/Abilities/Spells (Relevant):</b>  Gang Contacts, Street Contacts  <b>Gear (Relevant):</b>  Abused Yamaha Rapier, Switchblade, Hold-out Pistol, Synth-leathers</p>
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The Eliminators are a team of shadowrunners that specialize in wetwork and kidnapping / unwilling extractions. They are all former members of various security forces so they know all the tricks, standard procedures, and traps that they can run into. They are all male, but of various metatypes.

Known Team Members:

- White-Out, former Corporate Security Specialist, Human. Favorite Weapon: M-23 assault rifle
- Shredder, former Lone Star SWAT member, Ork. Favorite Weapon: Ranger Arms SM-3 sniper rifle
- Eraser, former government Covert Ops Specialist, Elf. Favorite Weapon: Predator III
- Burn-Bag, former UCAS Army Green Beret, Human. Favorite Weapon: Ingram Valiant LMG
- Degauss, former Corporate Security Decker, Ork. Favorite Weapon: Predator III
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### The Eliminators

**Initial Rating:** 1

**Power:** 1  
**Motivation:** 2  
**Knowledge:** 1

**Modified Points:** \_\_\_/\_\_\_/\_\_\_

**Current Rating:** \_\_\_\_

Rating	Total Points
0	0
1	4
2	6
3	8
4	11
5	14
6	17

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## The Eliminators

Rival Shadowrunner Team

**Basics:** All former security operatives  
**Location:** Seattle Metroplex

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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: *A Fork in Fate's Path*

Table Level

Date:

- Green  Veteran
- Streetwise  Elite
- Professional  Prime

Location:

**Synopsis:** A runner's gotta do what a runner has to do. Or does s/he? For once, you get a choice of two different runs. Time limits your choice to one or the other, but not both. But remember chummer that looks can be deceiving, and that all that glitters is not gold--like the hyper velocity gel round of an angry Lone Star Cop, just as an example...

**Mission Results:**

Team chose to work for  Rolando  Joeli "Joey" Gibson  
 Kevin Kirkpatrick  has a new hit trideo show  escaped, but the show is a bust  has been neutralized  
 Runner volunteered to help Sister Miriam  yes  no  
 Jennifer Ravenwing  was rescued unharmed  was rescued  didn't make it  
 The Eliminators  were eliminated  were exposed  had some survive

Other Notes on Reverse

**Team Members**

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Primary Lifestyle  Street  Squatter  Low  Middle  High  Luxury

Player: \_\_\_\_\_ Character: \_\_\_\_\_

Metatype: \_\_\_\_\_ Rep: \_\_\_\_\_  
 SIN (SRC#): \_\_\_\_\_

Total Career Good Karma

Good Karma Initial  + Earned  - Spent  = Available

A = New Career Total  Human: Every 10th point  
Meta: Every 20th point Copy to A on next sheet

Karma Pool Initial  + Earned  - Spent  = Total

**Contacts Gained/Lost**

- The Eliminators (Enemy)  Eddie
- Joeli "Joey" Gibson  "Burpie"
- "Finger"

**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