

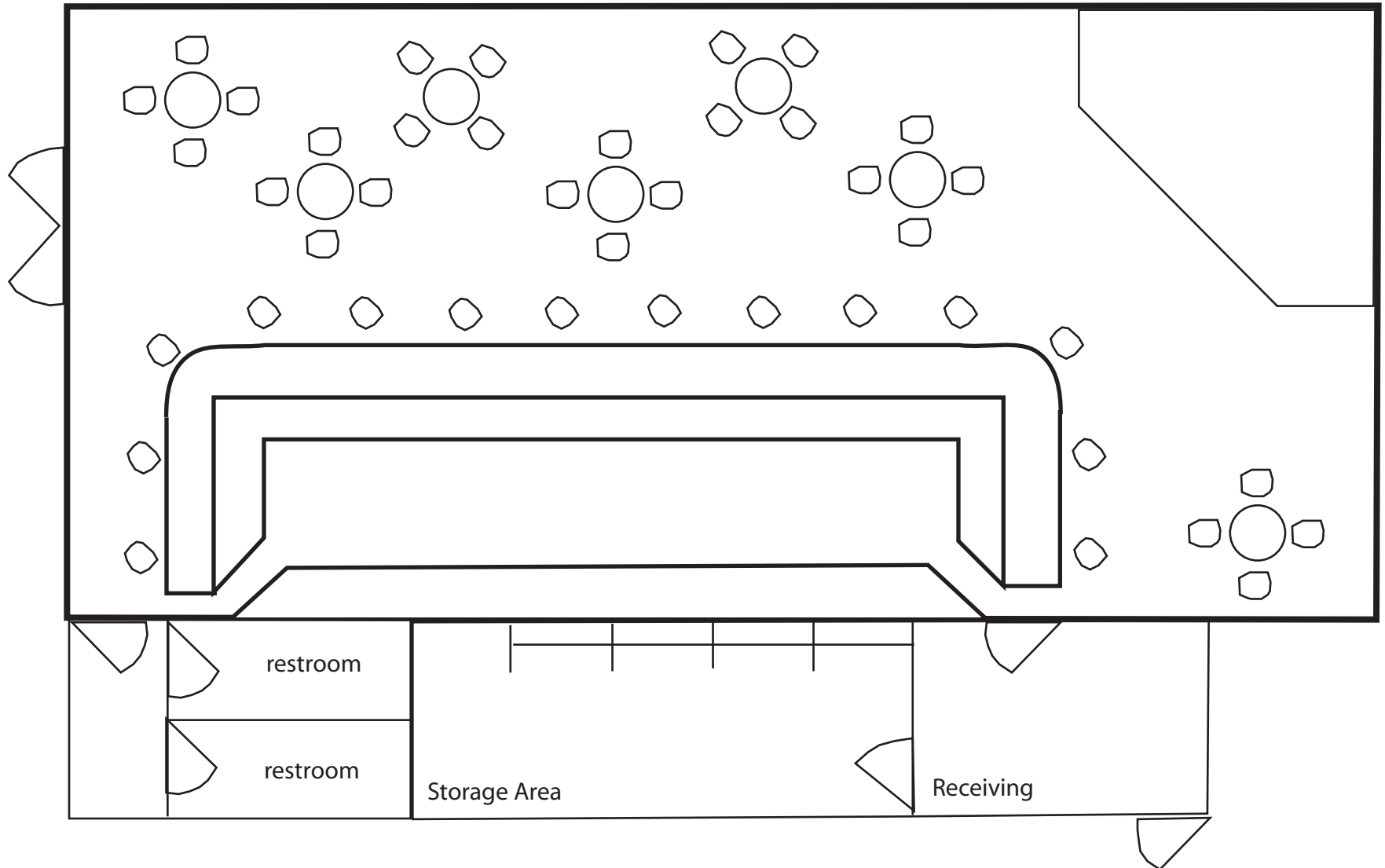


Best Served Cold **Player Handouts**

Best Served Cold 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*™



The Hardpan



DIY Storage and Lodging

| | |
|-----|-----|
| 301 | 320 |
| 302 | |
| 303 | |
| 304 | 321 |
| 305 | |
| 306 | |
| 307 | 322 |
| 308 | |
| 309 | |
| 310 | 323 |
| 311 | |
| 312 | |
| 313 | 324 |
| 314 | |
| 315 | |
| 316 | 325 |
| 317 | |
| 318 | - |
| 319 | |

Third Floor

| | |
|-----|-----|
| 201 | 220 |
| 202 | |
| 203 | |
| 204 | 221 |
| 205 | |
| 206 | |
| 207 | 222 |
| 208 | |
| 209 | |
| 210 | 223 |
| 211 | |
| 212 | |
| 213 | 224 |
| 214 | |
| 215 | |
| 216 | 225 |
| 217 | |
| 218 | - |
| 219 | |

Second Floor

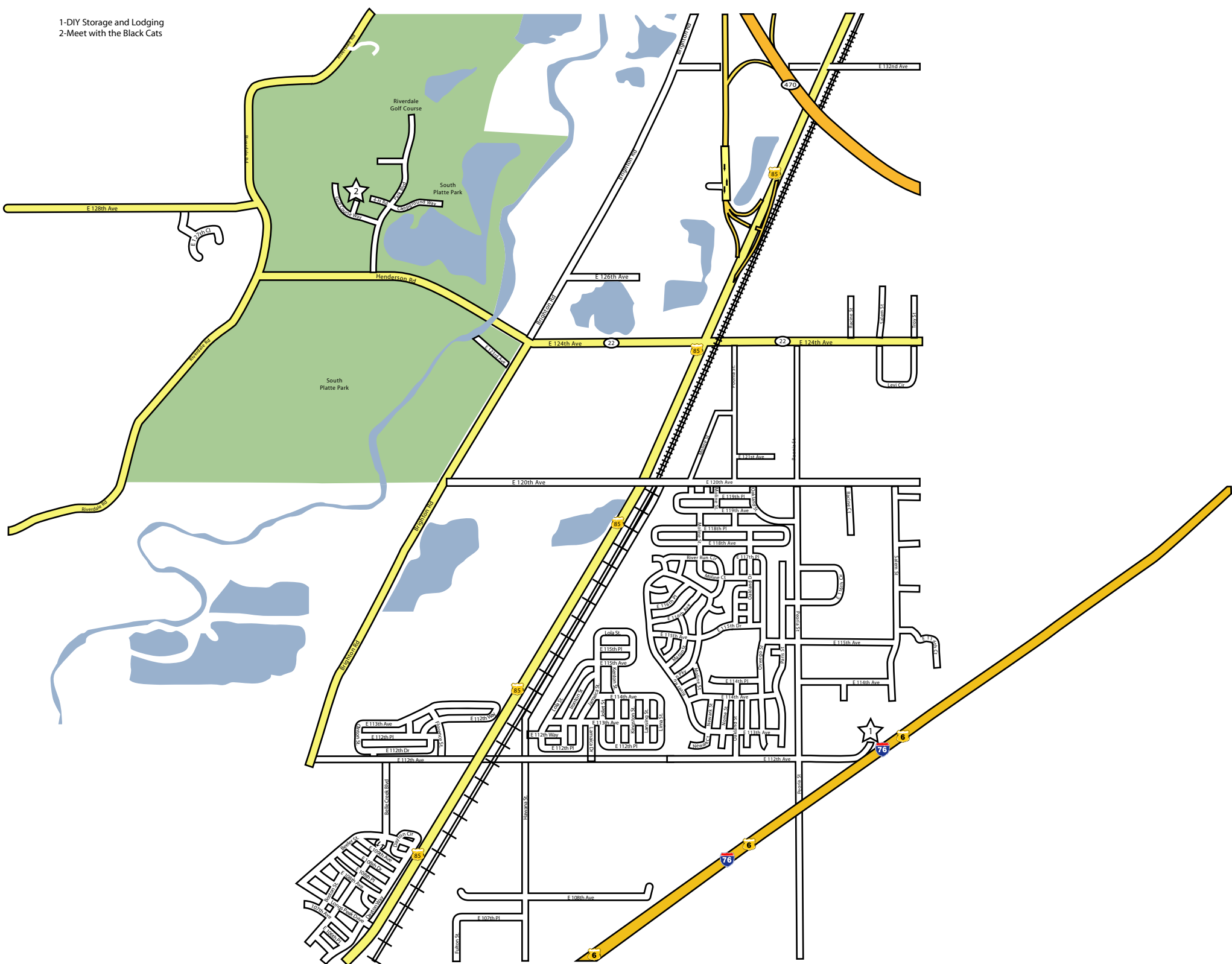
| | |
|-----|-----|
| 101 | 116 |
| 102 | |
| 103 | 117 |
| 104 | |
| 105 | |
| 106 | 118 |
| 107 | |
| | 119 |
| 108 | |
| 109 | 120 |
| 110 | |
| 111 | |
| 112 | 121 |
| 113 | |
| 114 | - |
| 115 | |

First Floor

Location Guide:
1--Belenkiy and the Black Cats
2--Tala Blackfoot sitting watch
3--Ferret and his desk.

Note: grid is in .5m squares

1-DIY Storage and Lodging
2-Meet with the Black Cats



This map is a focused view of the area surrounding South Platte park at the North end of Denver.

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 re-invent 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.

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 re-invent 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.

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 re-invent 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.

Tabitha "Tabby" Morgan

Corporate Fixer
Changeling Female

Connection Rating: 3

B A R S C I L W IP
? ? ? ? 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

Tabitha "Tabby" Morgan

Corporate Fixer
Changeling Female

Connection Rating: 3

B A R S C I L W IP
? ? ? ? 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

Tabitha "Tabby" Morgan

Corporate Fixer
Changeling Female

Connection Rating: 3

B A R S C I L W IP
? ? ? ? 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

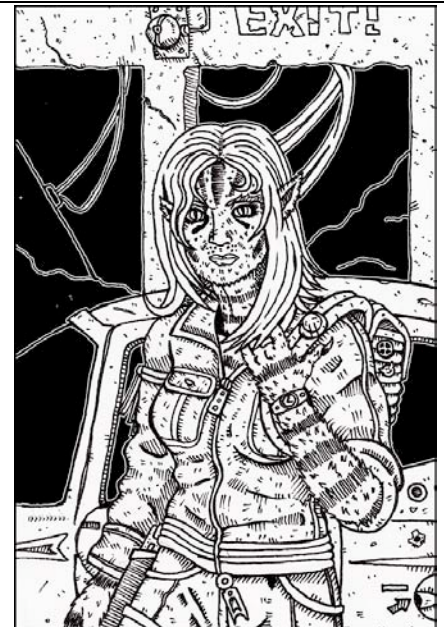
Cyberware/Bioware: None

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



Paralyzed from the waist down, Falcone has a hawk like nose and a touch of gray at his temples. In his late forties, he seems like the kind of man more comfortable in a boardroom than talking with criminals. Jaron gave up being a fixer about five years ago when he was shot by a rogue team working in retaliation against a run he had arranged. Most of his contacts are in the corporate arena due to his current business ventures, though he still remembers the name of a few fixers in the Seattle area where he did most of his shadow work.

Paralyzed from the waist down, Falcone has a hawk like nose and a touch of gray at his temples. In his late forties, he seems like the kind of man more comfortable in a boardroom than talking with criminals. Jaron gave up being a fixer about five years ago when he was shot by a rogue team working in retaliation against a run he had arranged. Most of his contacts are in the corporate arena due to his current business ventures, though he still remembers the name of a few fixers in the Seattle area where he did most of his shadow work.

Paralyzed from the waist down, Falcone has a hawk like nose and a touch of gray at his temples. In his late forties, he seems like the kind of man more comfortable in a boardroom than talking with criminals. Jaron gave up being a fixer about five years ago when he was shot by a rogue team working in retaliation against a run he had arranged. Most of his contacts are in the corporate arena due to his current business ventures, though he still remembers the name of a few fixers in the Seattle area where he did most of his shadow work.

Jaron Falcone

Retired Fixer, Corp Consultant
Human Male

Connection Rating: 4
B A R S C I L W IP
? ? ? ? 5 5 3 4 1

Key Active Skills: Computer 3,Data Search 4,Dodge 2, Etiquette 4 (Street +2), Negotiation 5, Perception 3, Pistols 3
Key Knowledge Skills: Corporate Politics 4, Corporate Rumors 4, Fences 2, Gear Values 6, Shadowrunner Teams 2
Disadvantages: Paraplegic
Cyberware/Bioware: None
Gear: Tres Chic Clothing; Raecor Sting
Uses: Corporate practices; Information on Denver Shadowrunners
Places to Meet: Horse Trot Ranch
Contact: Commlink

Jaron Falcone

Retired Fixer, Corp Consultant
Human Male

Connection Rating: 4
B A R S C I L W IP
? ? ? ? 5 5 3 4 1

Key Active Skills: Computer 3,Data Search 4,Dodge 2, Etiquette 4 (Street +2), Negotiation 5, Perception 3, Pistols 3
Key Knowledge Skills: Corporate Politics 4, Corporate Rumors 4, Fences 2, Gear Values 6, Shadowrunner Teams 2
Disadvantages: Paraplegic
Cyberware/Bioware: None
Gear: Tres Chic Clothing; Raecor Sting
Uses: Corporate practices; Information on Denver Shadowrunners
Places to Meet: Horse Trot Ranch
Contact: Commlink

Jaron Falcone

Retired Fixer, Corp Consultant
Human Male

Connection Rating: 4
B A R S C I L W IP
? ? ? ? 5 5 3 4 1

Key Active Skills: Computer 3,Data Search 4,Dodge 2, Etiquette 4 (Street +2), Negotiation 5, Perception 3, Pistols 3
Key Knowledge Skills: Corporate Politics 4, Corporate Rumors 4, Fences 2, Gear Values 6, Shadowrunner Teams 2
Disadvantages: Paraplegic
Cyberware/Bioware: None
Gear: Tres Chic Clothing; Raecor Sting
Uses: Corporate practices; Information on Denver Shadowrunners
Places to Meet: Horse Trot Ranch
Contact: Commlink



□ Prime

SHADOWRUN Missions

Player:

Date:

Location:

SR4 Character Name:

SR3 Character Name:

Directions Players who participated in third edition Shadowrun Missions events should complete this form before playing fourth edition Shadowrun Missions. GMs should verify Karma earned and play dates from existing debriefing logs, then sign this sheet and initial and annotate the third edition logs as having been transferred. **PLEASE NOTE:** This form must be completed in ink and be kept with your fourth edition debriefing logs.

SR3 Adventure Record

SRM00-01 Mission Briefing

☐ Did not Play

☐ Played, earned ____ Good Karma on ____/____/____

SRM00-02 Demolition Run

☐ Did not Play

☐ Played, earned ____ Good Karma on ____/____/____

SRM00-03 FORCED RECON

☐ Did not Play

☐ Played, earned ____ Good Karma on ____/____/____

SRM00-04 A Fork in Fate's Path

☐ Did not Play

☐ Played, earned ____ Good Karma on ____/____/____

SRM00-05 A Dark and Stormy Night

☐ Did not Play

☐ Played, earned ____ Good Karma on ____/____/____

SRM01-01 Double Cross

☐ Did not Play

☐ Played, earned ____ Good Karma on ____/____/____

SRM01-02 Strings Attached

☐ Did not Play

☐ Played, earned ____ Good Karma on ____/____/____

SRM01-03 Harvest Time

☐ Did not Play

☐ Played, earned ____ Good Karma on ____/____/____

SRM01-04 The Gambler

☐ Did not Play

☐ Played, earned ____ Good Karma on ____/____/____

SRM01-05 A Walk in the Park

☐ Did not Play

☐ Played, earned ____ Good Karma on ____/____/____

SRM01-06 Lost and Found

☐ Did not Play

☐ Played, earned ____ Good Karma on ____/____/____

SRM01-07 Keys to the Asylum

☐ Did not Play

☐ Played, earned ____ Good Karma on ____/____/____

SRM01-08 Duplicity

☐ Did not Play

☐ Played, earned ____ Good Karma on ____/____/____

SRM01-09 For Whom the Bell Tolls

☐ Did not Play

☐ Played, earned ____ Good Karma on ____/____/____

Total Career Good Karma Earned

____ Transferred on ____/____/____



Special Notes

GM's Name: [PRINT]

GM's Signature:

