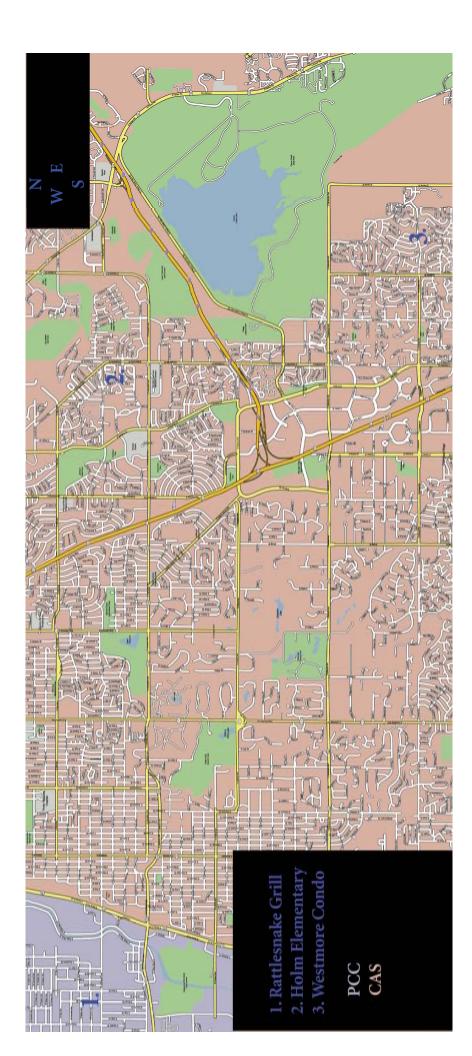


The Grab Player Handouts

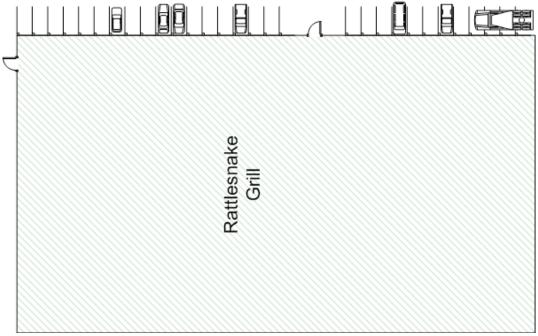
The Grab is an adventure for the *Shadowrun* game system and the *Shadowrun Missions* campaign setting. It may be used for players and characters of all experience levels. For use with *Shadowrun, Fourth Edition* TM



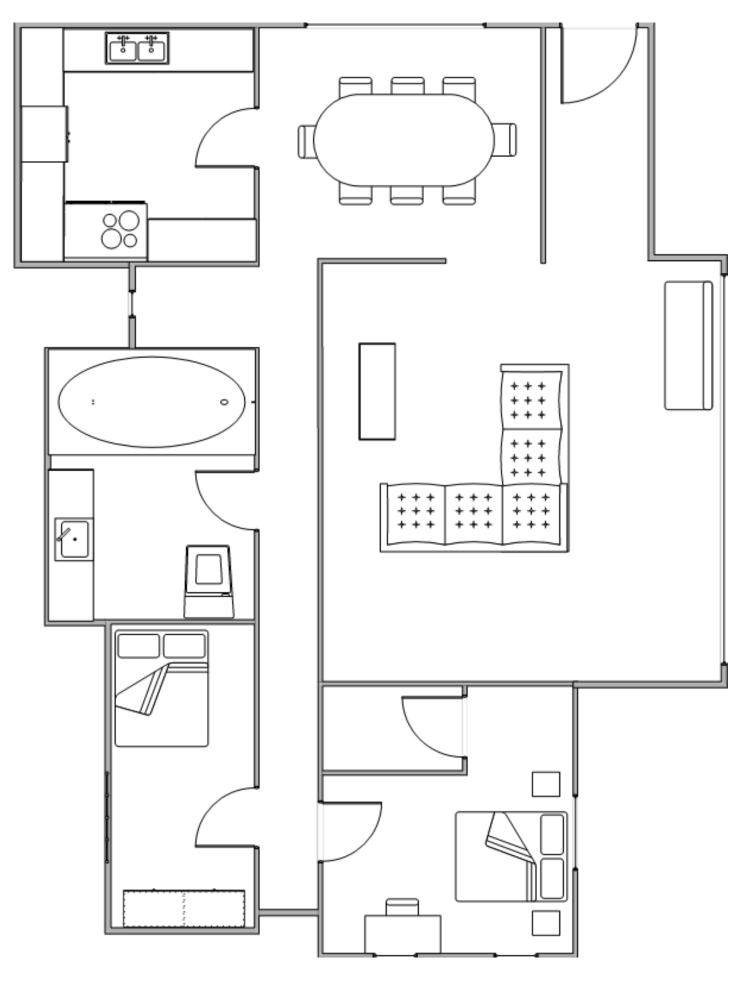












Junko "Lady Jade" Tetsuya	Junko "Lady Jade" Tetsuya	Junko "Lady Jade" Tetsuya		
is one of Denver's most	is one of Denver's most	is one of Denver's most		
powerful independent arms	powerful independent arms	powerful independent arms		
dealers. She is sexy and tough.	dealers. She is sexy and tough.	dealers. She is sexy and tough.		
Her communication skills can	Her communication skills can	Her communication skills can		
rapidly polarize from civilly	rapidly polarize from civilly	rapidly polarize from civilly		
intellectual and delicately	intellectual and delicately	intellectual and delicately		
eloquent to brutish, crass, and	eloquent to brutish, crass, and	eloquent to brutish, crass, and		
brigandine. Lady Jade is loyal	brigandine. Lady Jade is loyal	brigandine. Lady Jade is loyal		
to a fault, but she can make as	to a fault, but she can make as	to a fault, but she can make as		
ruthless of an enemy as she	ruthless of an enemy as she	ruthless of an enemy as she		
does a reliable ally.	does a reliable ally.	does a reliable ally.		
Junko "Lady Jade" Tetsuya	Junko "Lady Jade" Tetsuya	Junko "Lady Jade" Tetsuya		
Arms Dealer; Fixer	Arms Dealer; Fixer	Arms Dealer; Fixer		
Human Female	Human Female	Human Female		
Connection Rating: 3	Connection Rating: 3	Connection Rating: 3		
B A R S C I L W IP	B A R S C I L W IP	B A R S C I L W IP		
? ? ? ? 5(8) 5 4 5 1	? ? ? ? 5(8) 5 4 5 1	? ? ? ? 5(8) 5 4 5 1		
Key Active Skills: Con: 4, Dodge: 2, <i>Close</i>	Key Active Skills: Con: 4, Dodge: 2, <i>Close</i>	Key Active Skills: Con: 4, Dodge: 2, <i>Close</i>		
<i>Combat:</i> 4, Etiquette: 5, Intimidation: 3,	<i>Combat:</i> 4, Etiquette: 5, Intimidation: 3,	<i>Combat:</i> 4, Etiquette: 5, Intimidation: 3,		
Negotiation: 5, Perception: 3, Pistols: 4	Negotiation: 5, Perception: 3, Pistols: 4	Negotiation: 5, Perception: 3, Pistols: 4		
Key Knowledge Skills: Denver Yakuza	Key Knowledge Skills: Denver Yakuza	Key Knowledge Skills: Denver Yakuza		
Operations: 4, Denver Underworld Politics: 4,	Operations: 4, Denver Underworld Politics: 4,	Operations: 4, Denver Underworld Politics: 4,		
Weapon Values: 4	Weapon Values: 4	Weapon Values: 4		
Cyberware/Bioware : Tailored Pheromones	Cyberware/Bioware: Tailored Pheromones	Cyberware/Bioware : Tailored Pheromones		
(Rating 3)	(Rating 3)	(Rating 3)		
Gear : Ares Predator IV, Lined Coat, Suzuki	Gear: Ares Predator IV, Lined Coat, Suzuki	Gear : Ares Predator IV, Lined Coat, Suzuki		
Mirage	Mirage	Mirage		
Uses: Weapons pricing, fencing, and	Uses: Weapons pricing, fencing, and	Uses: Weapons pricing, fencing, and		
acquisition; Information on Denver Yakuza	acquisition; Information on Denver Yakuza	acquisition; Information on Denver Yakuza		
Places to Meet: Matrix, UCAS clubs	Places to Meet: Matrix, UCAS clubs	Places to Meet: Matrix, UCAS clubs		
Contact: Commlink	Contact: Commlink	Contact: Commlink		







A Talismonger who makes modest living in the а international district of Denver's CAS Sector, Zhang Wong is the owner and proprietor of Mystic Curiosities, a shop that specializes in exactly what the implies. He is a name venerable man, a traditionalist in a non-traditional world, whose knowledge of things arcane and keen insight into the ebb and flow of life make him an invaluable source of information in the streets of the Treaty City.

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Zhang Wong

Street Healer; Talismonger Human Male

Connection Rating: 3

Key Active Skills:					Bio	otech	n: 4;	Etiqu	ette:	2;	
	?	?	?	?	3	4	4	5	4	1	
	Б	A	n	3	C		L	vv	IVI	IF	

Negotiation: 2; Spellcasting: 4; Enchanting: 3; Assensing: 3 Key Knowledge Skills: Eastern Mysticism: 4; Underworld Rumors: 3; CAS hospital procedures: 2; Magical Background: 3 Cyberware/Bioware: None Gear: First Aid Kit (Rating 5) Uses: Magical Healing; Telesma; Minor Foci Places to Meet: Mystic Curiosities Contact: Commlink

Zhang Wong

Street Healer; Talismonger Human Male

Connection Rating: 3

 B
 A
 R
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 IP

 ?
 ?
 ?
 ?
 3
 4
 4
 5
 4
 1

Key Active Skills: Biotech: 4; Etiquette: 2; Negotiation: 2; Spellcasting: 4; Enchanting: 3; Assensing: 3 Key Knowledge Skills: Eastern Mysticism: 4; Underworld Rumors: 3; CAS hospital procedures: 2; Magical Background: 3 Cyberware/Bioware: None Gear: First Aid Kit (Rating 5) Uses: Magical Healing; Telesma; Minor Foci Places to Meet: Mystic Curiosities Contact: Commlink

Zhang Wong

Street Healer; Talismonger Human Male

Connection Rating: 3

В	А	R	S	С	Ι	L	W	Μ	IP
?	?	?	?	3	4	4	5	4	1

Key Active Skills: Biotech: 4; Etiquette: 2; Negotiation: 2; Spellcasting: 4; Enchanting: 3; Assensing: 3 Key Knowledge Skills: Eastern Mysticism: 4; Underworld Rumors: 3; CAS hospital procedures: 2; Magical Background: 3 Cyberware/Bioware: None Gear: First Aid Kit (Rating 5) Uses: Magical Healing; Telesma; Minor Foci Places to Meet: Mystic Curiosities Contact: Commlink







THE DENVER DAILY

FRESH NEWS FAST! SINCE 2037

CACTUS LEAGUE UPDATE

Your <u>Denver Ghosts</u> eked out a win in yesterday's spring training performance against the <u>Red Sox</u>. While the final score was 3-2, the key was brilliant pitching by Johnny Carmichael in the 4th, when the bases were loaded, 2 down, and slugger Carmine Thornton at the plate. <u>Trid feed still</u> <u>available for only 2¥!</u>

MORE IN SPORTS:

- BRONCOS SIGN LINEMAN
- FREE AGENCY UPDATES
- THUNDERHEADS CLINCH!
- HIGH SCHOOL UPDATES

ENTERTAINMENT

- This weekend's scene
- NEIL THE ORK BARBARIAN PART 23!
- RESTAURANT REVIEWS
- TONIGHT'S TRID

LOCAL BUSINESS

- LUCOM STOCK SOARS
- Rocky Mountain
 Dynamics under Investigation

INNOCENT LIFE TAKEN

A tragic drama, which began yesterday between kidnappers and law enforcement authorities, came to a tragic end this evening when Catherine Westmore, the handicapped eleven-year-old daughter of Federated Boeing engineer Donna Westmore, was gunned down in the streets of the Aurora Warrens. A group of criminals were holding the girl for ransom over the last forty-eight hours, but ingenious Lone Star investigators succeeded in locating the kidnappers and the girl yesterday afternoon. When authorities descended on the dilapidated house, a standoff ensued. Authorities representing both Lone Star and Federated Boeing spent many hours negotiating for the release of the girl. It seemed headway was being made when the kidnappers agreed to release their hostage under the terms that they be granted deportation from the UCAS Sector instead of being tried under UCAS or corporate sovereignty for their crimes. What authorities were not prepared for, however, was an as yet unidentified sniper who mercilessly executed the girl as she was being passed from the kidnappers into the hands of Lone Star representatives. The killing resulted in chaos. Several officers were wounded, and every member of the kidnapping team was killed, in a gunfight that brought the standoff to its explosive conclusion. Lone Star is currently offering a reward for any information leading to the identity and successful apprehension of the sniper responsible for this tragic turn of events. If you have any information regarding this heist, please follow normal procedures for threat identification.

Shadowrun Missions Yearly Summary Sheet	NUL YAM					Free Week
	APR					
Year	MAR					
	FEB					Free Week
	NAL					
	MK	ς	\geq	\sim	4	
Player Character	SAMPLE	SRM00-01		SRM00-02	Healing	

Player Character				Year		Shadowru Yearly Sum	Shadowrun Missions Yearly Summary Sheet
SAMPLE	WK	JUL	AUG	SEP	OCT	NON	DEC
SRM00-01	τ						
	\sim						
SRM00-02	\sim						
Healing	4						
			Free Week			Free Week	

SHAI				E.					ne Grab M02-03
Player: Character:		ate: ocation:		□Gr □Sti □Pr	reetv			Veteran Elite Prime	
Synopsis The s somehow. When op year-old girl as part some stains can ne	portunity call of an elabora	s, you ans ate and biz	wer. But v	when answe	ering	that call invo	olves extra	cting an el	even-
	vered to the safeh d while under the jured.	PCs' protection adly hurt.		ased.		Mafia Chavez Mafia Casquilho Yakuza Triad	Enemy 🗆 Enemy 🗆		Docally Docally
Player / Player / Player / Player /	Team M Character Character Character Character	embers Player Player Player Player	 	Character Character Character Character		Koshari Kirillov Vory Fomin Vory Godz Fronts	Enemy Enemy Enemy Enemy Enemy		anaAlly anaAlly anaAlly anaAlly
Karma Previous Available Earned Spent Remaining Available New Career Total				Ability Ga	Adva	incement		Karma	Cost
Previous Available ¥ Earned ¥ Spent ¥ Remaining ¥		Street Cred	t 🗌 t	Notoriety		utation Pu	blic Aware	ness	
Contacts/Spec	ial Items	Gained	or Lost						
GM's Name: [PR	INT]			GM's Sig	inati				



Player:

Date:

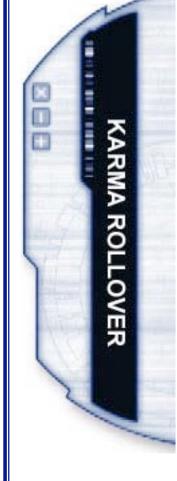
SR4 Character Name:

Location:

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 Reco	rd	
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 Pa	ith	
🗖 Did not Play	Played, earned	_ Good Karma on///
SRM00-05 A Dark and Stormy	v 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		_ Good Karma on//
SRM01-07 Keys to the Asylur		
Did not Play	Played, earned	_ Good Karma on//
SRM01-08 Duplicity		
		_ Good Karma on///
SRM01-09 For Whom the Bell		
Did not Play	Played, earned	_ Good Karma on//
Total Career Good Karma Ear	ned	_ Transferred on//



Special Notes

GM's Name: [PRINT]

GM's Signature: