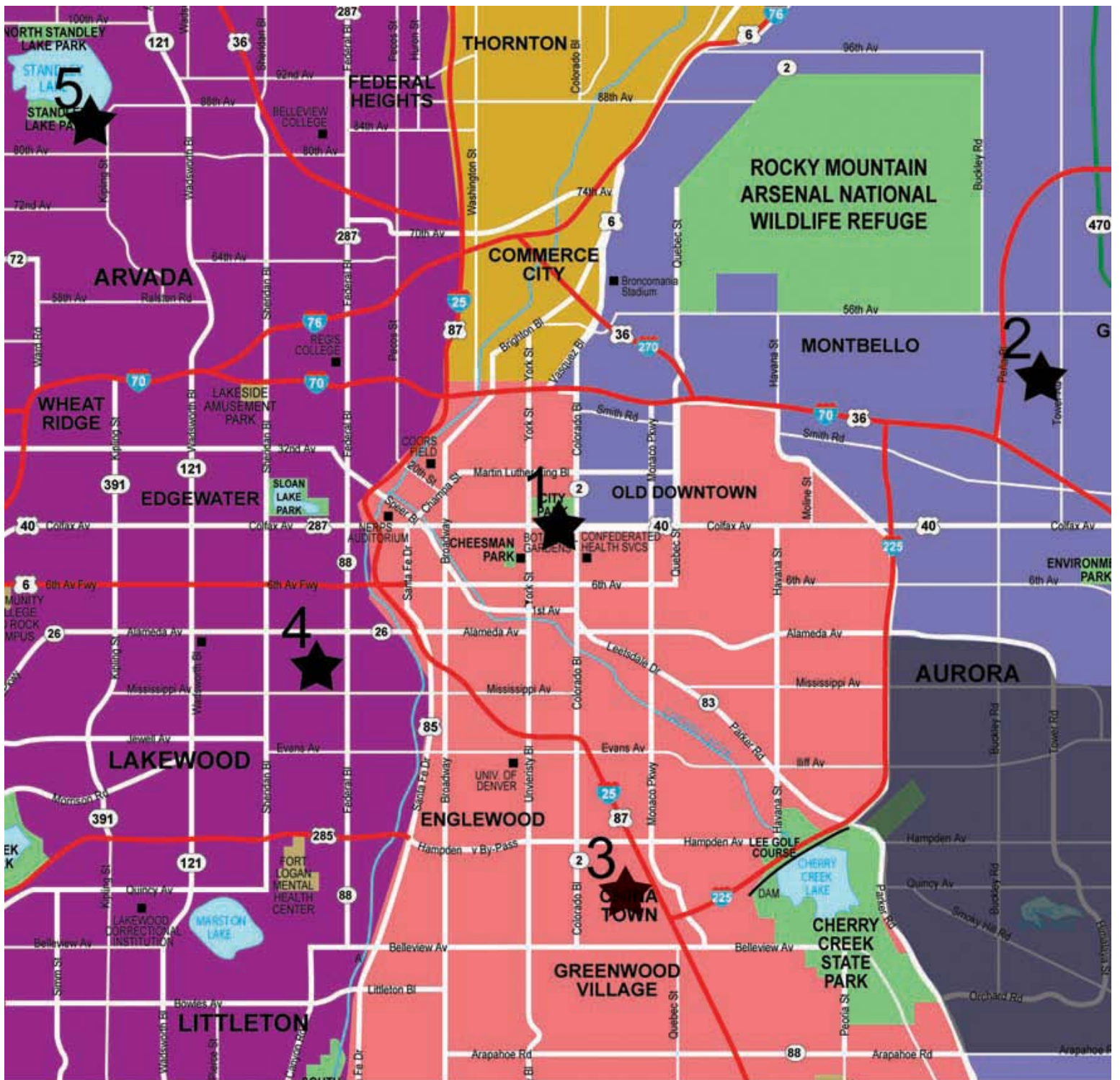


SHADOWRUN Missions

Primal Forces **Player Handouts**

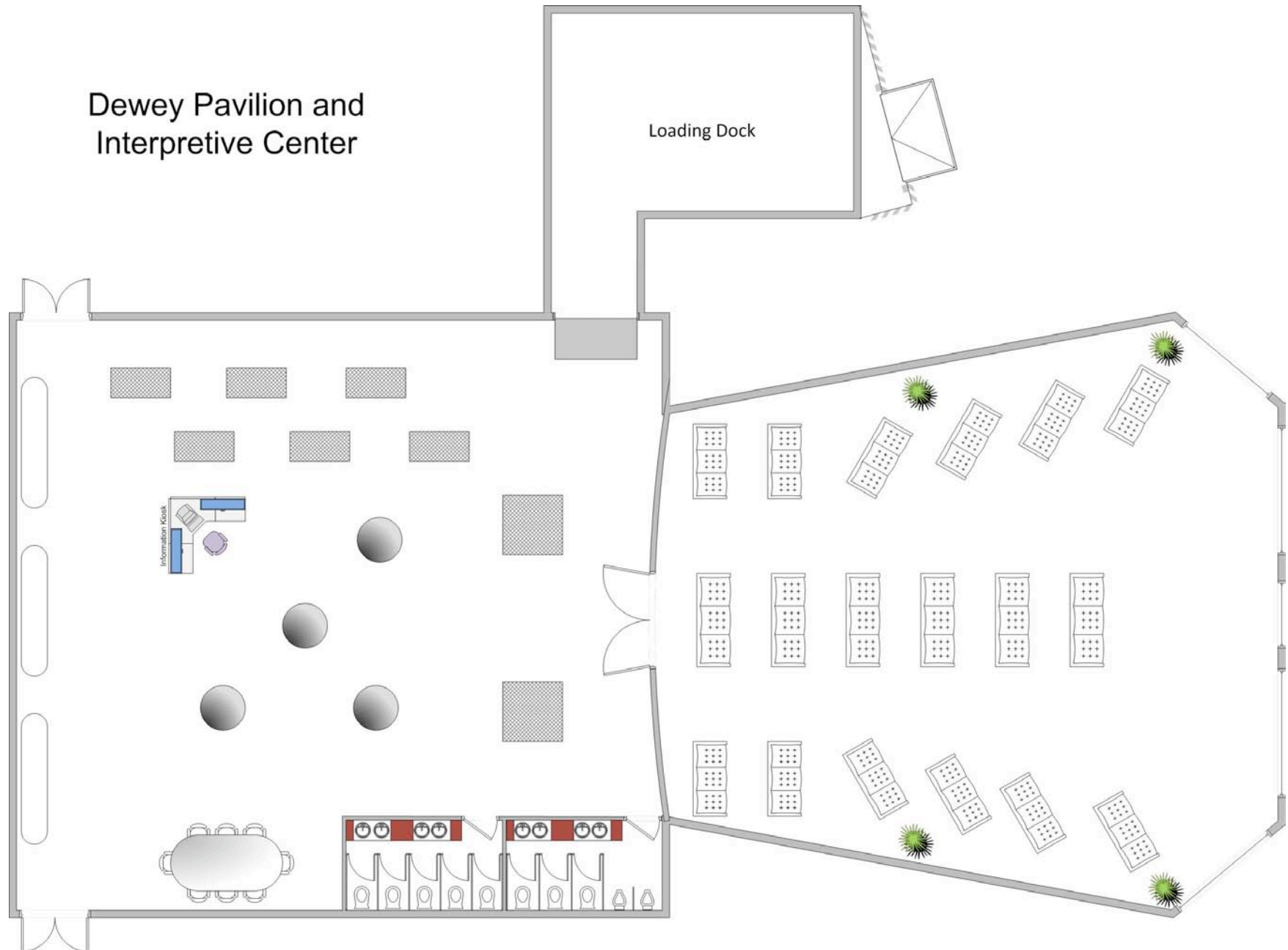
Primal Forces is an adventure for the *Shadowrun* game system and the *Shadowrun Missions* campaign setting. It may be used for players and characters of all experience levels. For use with *Shadowrun, Fourth Edition*™





1. Goodfriends
2. Casquilho Imports
3. Warehouse in Chinatown
4. Kentucky market
5. Dewey Pavillion

Dewey Pavilion and Interpretive Center



Handout One

- > Hello.
 - > I'll be your contact for this mission.
 - > This is the only way you'll be able to communicate with me, so please follow the rules.
 - > This will be a retrieve and deliver job.
 - > The pay for this job is 2500¥ + (TR * 500¥) each.
 - > Consider the contents of the package an added gift.
 - > Are you in? (Y / N)
-

Handout Two

- > Take the key.
 - > Go to 6555 Schneider Way, Arvada, PCC. Parking Space #541.
 - > Contact me then.
-

Handout Three

- > Take the van to the Dewey Pavilion at the Two Ponds Wildlife Refuge in Arvada to the South-East of Standley Lake.



Handout Four

- > Opposition is highly possible, but take care to avoid triggering any alarms.
 - > Once the field is clear, contact me before entering the pavilion.
-

Handout Five

- > Secure the two VIPs.
 - > Then, contact me once you have left the refuge.
-

Handout Six

- > Lay low for the night.
 - > I'll send new instructions after sun-up.
-

Handout Seven

- > Bring the animals to the parking lot of Kentucky Supermarket on W. Kentucky in the PCC immediately.

At 2m and 100kg, Miguel fills most rooms that he walks in. He's loud, brash, and often tries to intimidate those around him if he thinks that he can get away with it. He is the street though down to his badly shaven head and gold plated tusk. The ork understands the pulse and hardship that moves through the squatter life. Since becoming more legit, he has developed a soft spot for some of the untouchable groups—older women and young children. Under his coat, Miguel generally has a couple bucks in hard currency or a few granola bars to pass out.

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Miguel Sanchez

Mafia Fixer
Ork Male

Connection Rating: 3

B A R S C I L W IP
? ? ? ? 3 3 3 4 1

Key Active Skills: Negotiations: 4;
Intimidation: 3; Etiquette: 3 (Street +2);
Survival: 2 (Urban+2)

Key Knowledge Skills: Mafia Run
Establishments: 5; Denver Area Knowledge: 2;
Gang ID: 4

Cyberware/Bioware: Datajack, Muscle Replacement

Gear: Remington Roomsweeper, Harley Davidson Scorpion, Armor Jacket, Sony Emperor Commlink, running Redcap Nix OS
Uses: Mafia activities; BTL smuggling; Hiring muscle for street jobs

Places to Meet: UCAS dive bars; Mafia Fences; Ganger hang-outs

Contact: Commlink

Miguel Sanchez

Mafia Fixer
Ork Male

Connection Rating: 3

B A R S C I L W IP
? ? ? ? 3 3 3 4 1

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Intimidation: 3; Etiquette: 3 (Street +2);
Survival: 2 (Urban+2)

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Ork Male

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Places to Meet: UCAS dive bars; Mafia Fences; Ganger hang-outs

Contact: Commlink



Dean is a late 20-something hacker for the Casquilho family. His good looks and charms, have lead him to seducing corporate secretaries/female wage slaves to gain access to their corporations for schemes of blackmail and extortion. Only once was he caught in a sting operation. That put him away for 5 years, but he gained respect, as he never gave up the family to police. He's moved away from his previous MO, to working money laundering and writing fake licenses for the Don.

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Dean Costello

Mafia Hacker
Human Male

Connection Rating: 2

B A R S C I L W I P
? ? ? ? 4 3 5 4 1

Key Active Skills: Computer: 4; Data Search: 3; Etiquette: 2 (Mob +2); Hacking: 4

Key Knowledge Skills: Mob Politics: 5; Police Procedures: 2

Cyberware/Bioware: None

Gear: Hammerli 620S, Armor Vest, Transys Avalon running Iris Orb

Uses: Hacking jobs and data searches; information on the Casquilho family's activities

Places to Meet: Marcel's; Tower of Babel; Casquilho imports

Contact: Commlink

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Mafia Hacker
Human Male

Connection Rating: 2

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Human Male

Connection Rating: 2

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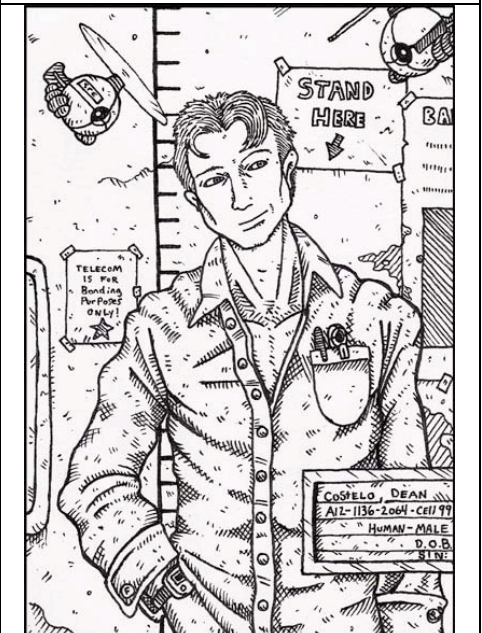
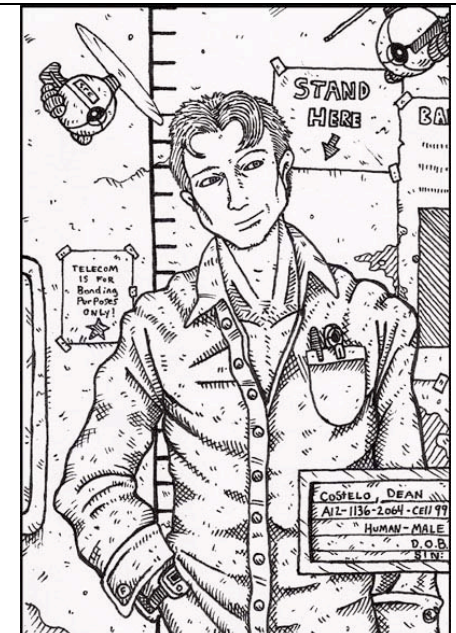
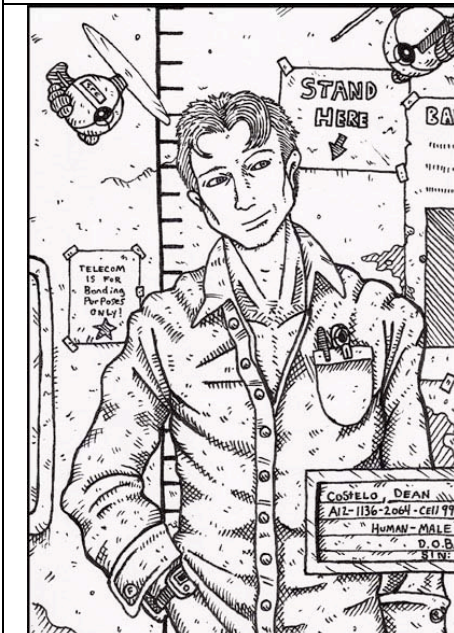
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Uses: Hacking jobs and data searches; information on the Casquilho family's activities

Places to Meet: Marcel's; Tower of Babel; Casquilho imports

Contact: Commlink



The manager of Klub Karma, Lin Yao is a ranking member of the White Lotus Triad. She is a brutally emotionless woman who concerns herself only with the "bottom line." It is her attention to profit and gain, as well as her swift and no nonsense approach, which has attributed to her rapid rise through the Lotus ranks. Few would suspect the soul of a ruthless underworld figure lurks between her quiet, yet firm and businesslike, demeanor. She speaks with a slight Cantonese accent and avoids slang, relying on "business casual" English at all times, and demands that others who speak to her do the same.

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Lin Yao

Triad Bar Manager
Human Female

Connection Rating: 3

B A R S C I L W I P
? ? ? ? 5 5 3 4 1

Key Active Skills: Computers: 2; Leadership: 3; Perception: 3; Data Search: 2; Etiquette: 3 (Triad +2); Negotiation: 3
Key Knowledge Skills: Business: 3; Law: 4; Local Politics: 3; Police Procedures: 2; Psychology: 4; Triad Politics: 5
Cyberware/Bioware: None
Gear: Actioneer armored clothing;
Uses: Information on Triad procedures and activities; Information on Denver politics; Assistance in White Lotus negotiations
Places to Meet: Klub Karma
Contact: Commlink

Lin Yao

Triad Bar Manager
Human Female

Connection Rating: 3

B A R S C I L W I P
? ? ? ? 5 5 3 4 1

Key Active Skills: Computers: 2; Leadership: 3; Perception: 3; Data Search: 2; Etiquette: 3 (Triad +2); Negotiation: 3
Key Knowledge Skills: Business: 3; Law: 4; Local Politics: 3; Police Procedures: 2; Psychology: 4; Triad Politics: 5
Cyberware/Bioware: None
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Uses: Information on Triad procedures and activities; Information on Denver politics; Assistance in White Lotus negotiations
Places to Meet: Klub Karma
Contact: Commlink

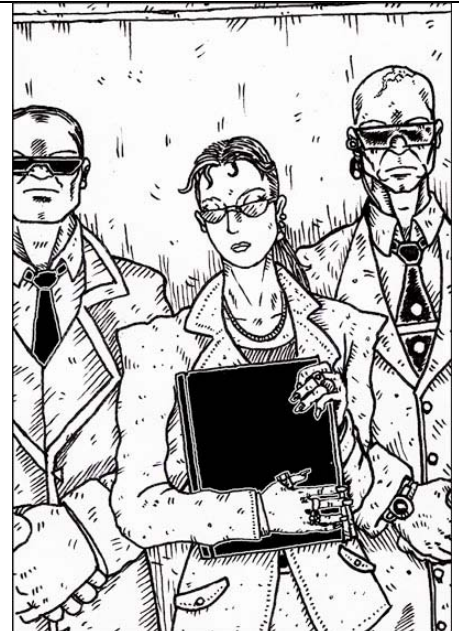
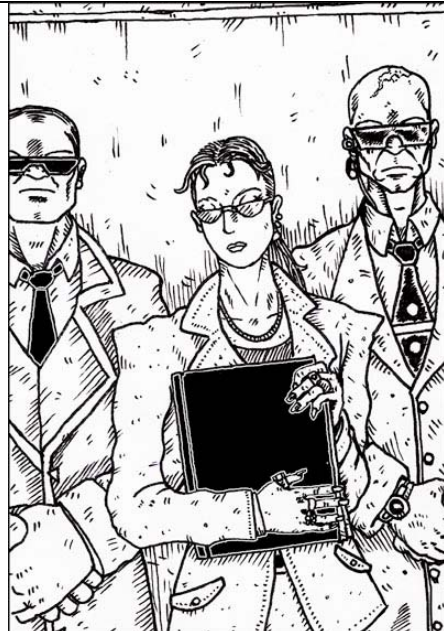
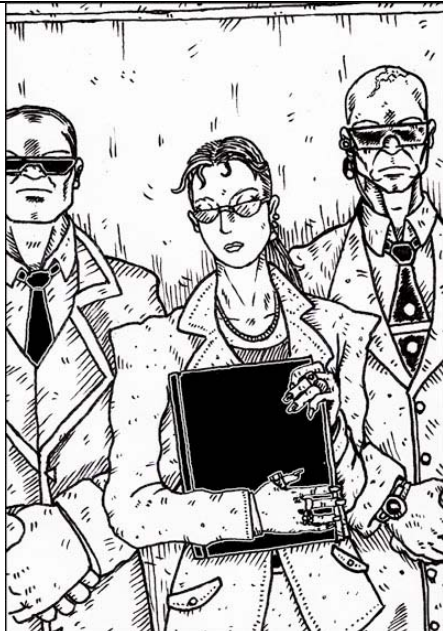
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Human Female

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Key Active Skills: Computers: 2; Leadership: 3; Perception: 3; Data Search: 2; Etiquette: 3 (Triad +2); Negotiation: 3
Key Knowledge Skills: Business: 3; Law: 4; Local Politics: 3; Police Procedures: 2; Psychology: 4; Triad Politics: 5
Cyberware/Bioware: None
Gear: Actioneer armored clothing;
Uses: Information on Triad procedures and activities; Information on Denver politics; Assistance in White Lotus negotiations
Places to Meet: Klub Karma
Contact: Commlink



Gentlemanly on the surface, Mikael is a scorpion in a silk suit. As a high ranking Avtoritey lieutenant, Mikael is always dressed to the nines and appears more suited for a boardroom than meeting with criminals. Cresting six foot with close cropped black hair and dark brown eyes, Mikael speaks with a heavy accent that is only a few years removed from St Petersburg. The Russian disapproves of violence for its own sake and prefers to use the exact amount of force necessary. Enormously patient, Mikael only loses his temper in the face of impatience and violence.

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Mikael Petrov
Avtoritey Lieutenant
Human Male

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

Key Active Skills: *Intimidation:* 3; *Pistols:* 4; *Leadership:* 2; *Perception:* 3;
Key Knowledge Skills: Law Enforcement: 4
Cyberware/Bioware: Reaction Enhancers 2, Cyberarm, Smartlink
Gear: Armor Jacket, Browning Max-Power with Smartlink
Uses: Vory V Zakone information; Street Rumors; Smuggled Goods
Places to Meet: Expensive restaurants; Dark alleys Fences
Contact: Commlink

Mikael Petrov
Avtoritey Lieutenant
Human Male

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

Key Active Skills: *Intimidation:* 3; *Pistols:* 4; *Leadership:* 2; *Perception:* 3;
Key Knowledge Skills: Law Enforcement: 4
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Gear: Armor Jacket, Browning Max-Power with Smartlink
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Human Male

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B A R S C I L W IP
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Uses: Vory V Zakone information; Street Rumors; Smuggled Goods
Places to Meet: Expensive restaurants; Dark alleys Fences
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A hacker with a background in biology, Dalhgren is a local representative of the GenePeace eco-terrorist group. Her strong convictions against all manner of genetic engineering have pushed her more than once to subtly attack the big names in the field. While not a technical prodigy, her mix of technical skills and strong ethical sense has made her an important asset in the eco-terrorist organization.

She considers herself a misunderstood heroine, forced to use unorthodox methods because no one else will do so. She strongly believes that metahumans shouldn't allow the megacorporations to rule what is life. She's an idealist, but she's also a realist. She will pick her fights with cunning, knowing when it's time to retreat and move on to another target.

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Dahlgren

Hacker

Dwarf Female

Connection Rating: 2

B A R S C I L W I P
? ? ? ? 4 5 5 3 1

Key Active Skills: Cybercombat: 3; Dodge: 2; *Electronics*: 3; Electronic Warfare: 4; Etiquette: 2; Perception: 2; Pistols: 2

Key Knowledge Skills: Biology: 4; Data Havens: 3; Radical Groups 4

Languages: English: N

Gear: Fichetti Security 600; Armor Vest; Fairlight Caliban running Novatech Navi

Uses: Information on ecoterrorist groups. Assistance with background on hacking groups.

Places to Meet: Virtual Cafes, Coffee Shops, College Neighborhoods

Contact: Commlink

Dahlgren

Hacker

Dwarf Female

Connection Rating: 2

B A R S C I L W I P
? ? ? ? 4 5 5 3 1

Key Active Skills: Cybercombat: 3; Dodge: 2; *Electronics*: 3; Electronic Warfare: 4; Etiquette: 2; Perception: 2; Pistols: 2

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Hacker

Dwarf Female

Connection Rating: 2

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Player _____

Year _____

Shadowrun Missions
Yearly Summary Sheet

Character _____

| 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 | | |

