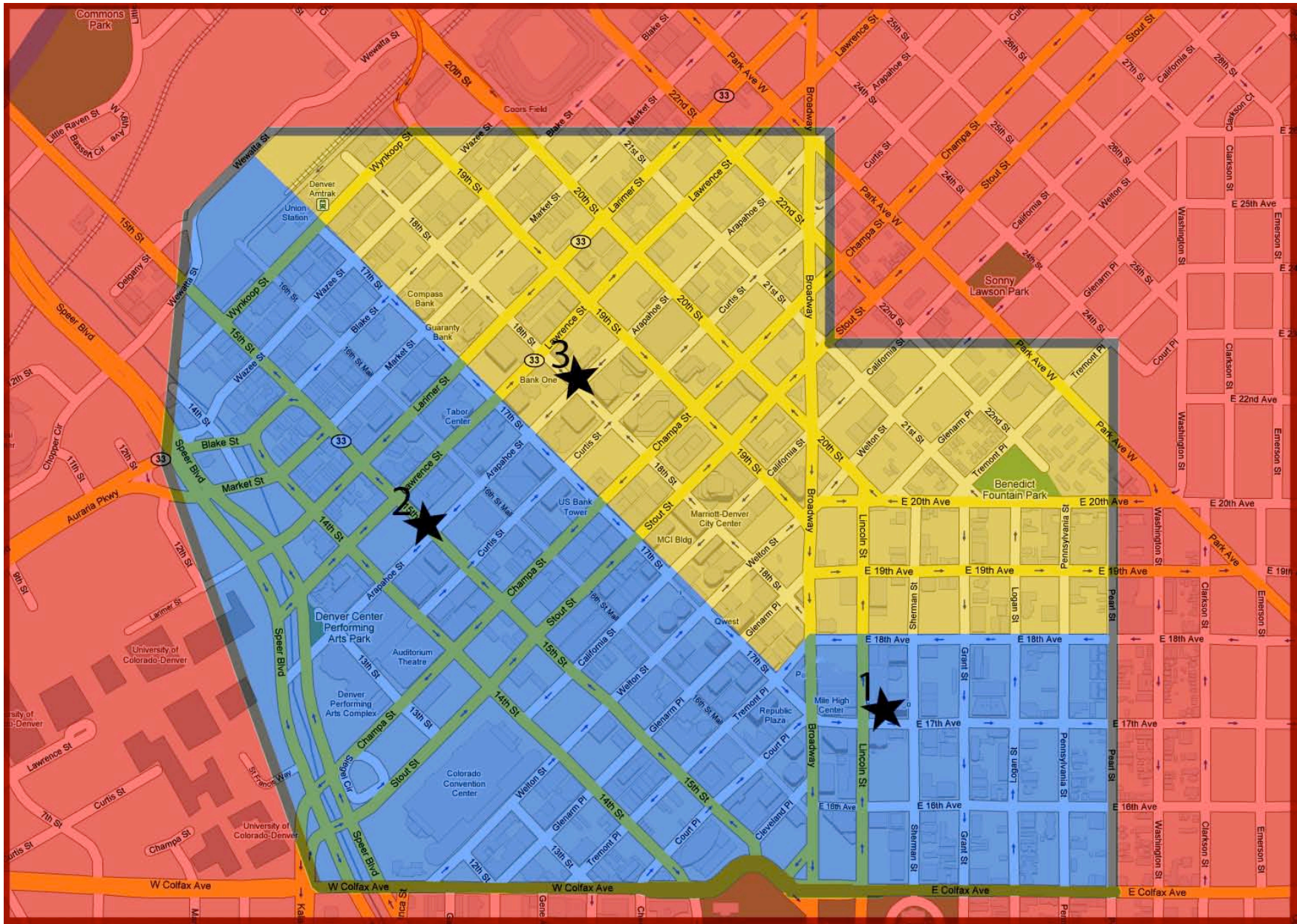


SHADOWRUN Missions

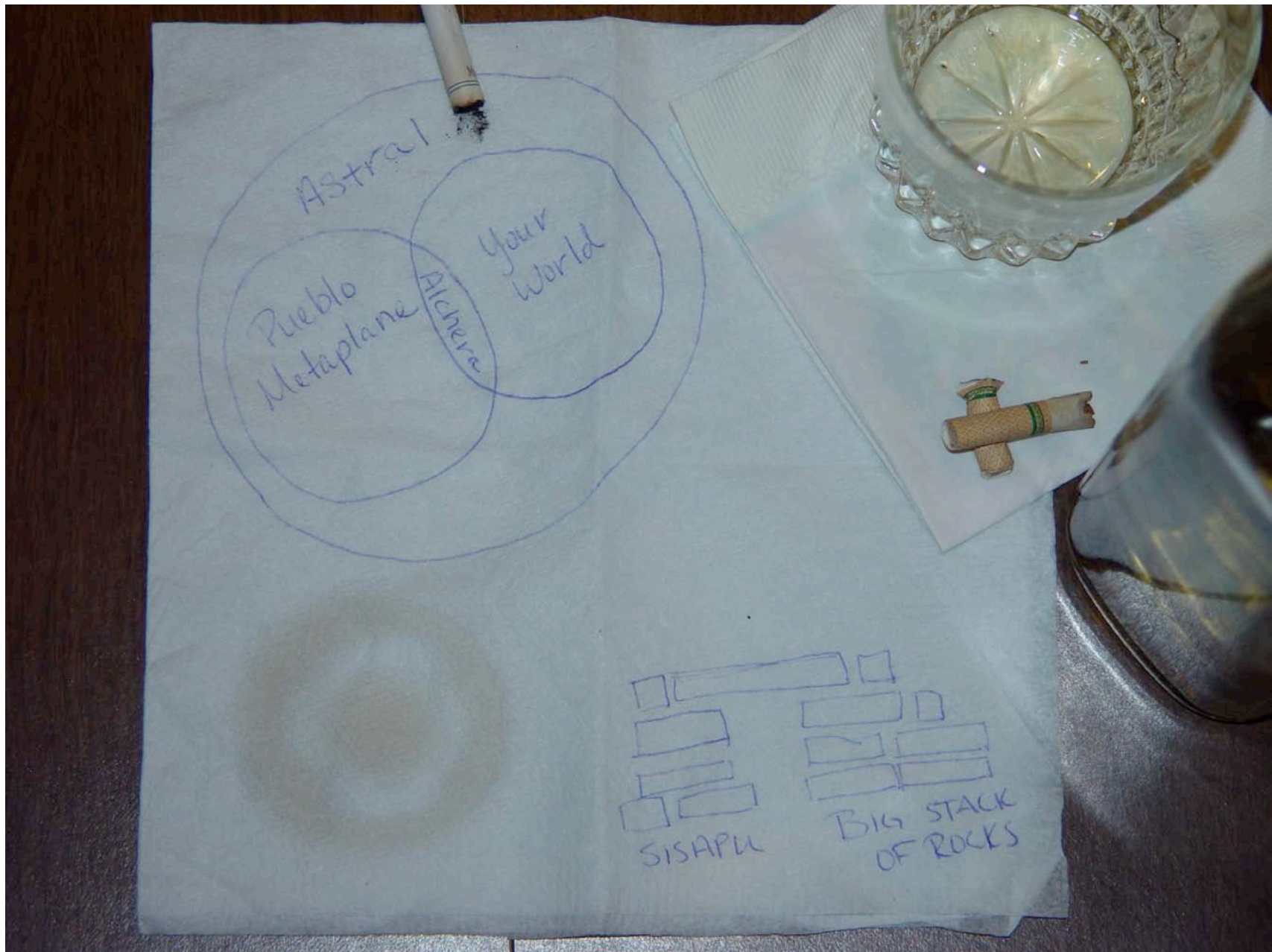
A Very Bad Day **Player Handouts**

A Very Bad Day 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. Tower of Babel
2. Denver Council Hall
3. Ghostwalker's Liaison Office



Through the looking Glass

You find this world more peaceful than the one you left. The sense of forboding is gone as the sun touches your face in this partially cloudy day. There's no tinge of pollution in the air; no smell of decomposing garbage of the city. You don't feel sick or miserable from allergies here. You seem to have the same clothes on when you left and the same gear as you arrived downtown and took this job, but introspectively of yourself, you feel whole.

Awakened

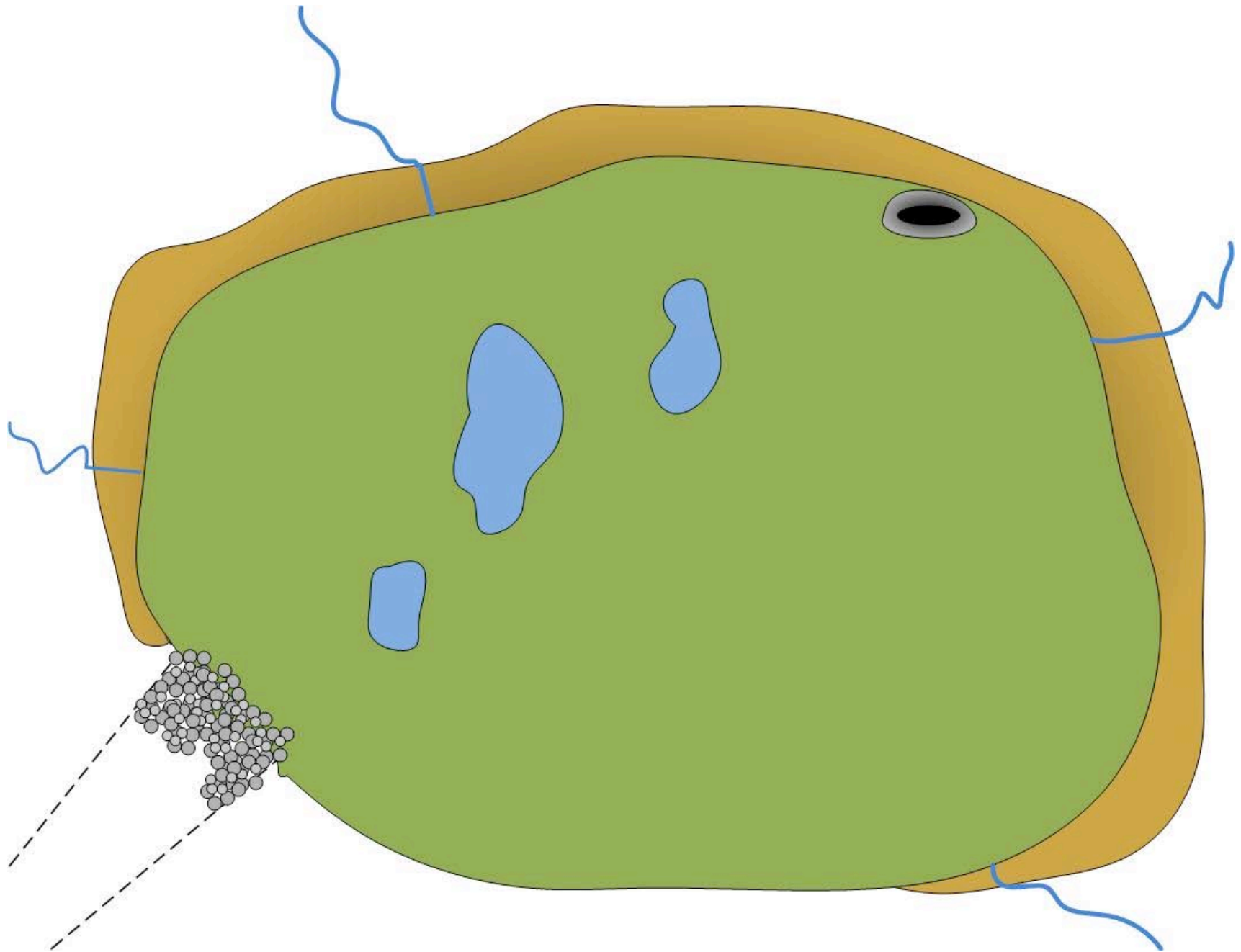
The mana is different here, like that's a shock. It feels more natural and wild. The spirits here have different names than the ones you know. Spirits of Earth, Air, Water, and Fire act as strangers to you, ignoring your call, with the exception of Man (Guidance, Guardian, and Worker). Those spirits recognize the names you use. Those spirits, which you have bound to you, do come when beckoned, but they take a bit longer to arrive.

Cybered

The blending of Flesh and Metal is unheard of here, your body is whole. It's been a while since you've seen yourself pre-cyberdoc. While you still feel the augmentation, its appearance is of braided and beaded bands on your arms or legs, or colored feathers, braided in your hair. It takes a while, but you get the mental hang of using most of your augmentations.

Matrix

Your drones, sprites, and agents are very different here. Looking at them, they seem to have taken on the natural form of a physical animal. You can feel that they are still tied to you and will still react to your commands. It's a disquieting feeling, but one you suspect magicians normally live with.



Little D, real name David Bogue, is a 40-something dwarf with a bristly black beard and auctioneer suit. He often stands with thumbs in his suspenders and a thick, real leather belt. He conducts shrewd business, working a niche food market, catering to many tastes. He got his nickname of Little D, as he can make deals like a dragon 'at half the size'. A lot of goods at Little D's Gourmet Emporium are unique, but vary in price.

As he says in his commercials, "Here at my gourmet store, I try to spice up people's One-Meal Lives by offering some of the better made home Soy Models and prepackaged food stuffs."

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Little D
Food Specialist
Dwarf Male

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

Key Active Skills: Negotiation: 4; Intimidation: 2; Perception: 3; Etiquette (Corporate): 4(+2)
Key Knowledge Skills: Business: 4; Soy Processors: 2; Food Producers: 4; Shipping Laws: 3
Languages: English: N; Japanese: 2; Spanish: 3
Gear: Tailored Auctioneer Business Suit,
Uses: "Importing" goods; Rare foods and delicacies
Places to Meet: Little D's Gourmet Emporium
Contact: Commlink

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Food Specialist
Dwarf Male

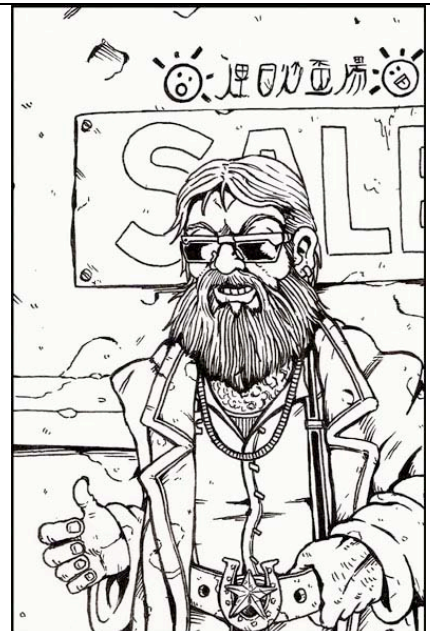
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Player _____
Character _____

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		

Player: _____ **Date:** _____
Character: _____ **Location:** _____

Table Level

Green Veteran
 Streetwise Elite
 Professional Prime

Synopsis As a fierce storm hits Denver, new opportunities arise for the team. Of course, some days just getting to work can be an adventure.

Mission Results

The Skull: was brought to Aaron. was sold elsewhere.
 was left behind. was destroyed.
Little D's: was defended. was badly damaged.
Other Notes on Reverse:

Faction	
Mafia Chavez	Enemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ally
Mafia Casquilho	Enemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ally
Yakuza	Enemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ally
Triad	Enemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ally
Koshari	Enemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ally
Kirillov Vory	Enemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ally
Fomin Vory	Enemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ally
Godz	Enemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ally
Fronts	Enemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ally

Team Members					
Player	/	Character	Player	/	Character
Player	/	Character	Player	/	Character
Player	/	Character	Player	/	Character
Player	/	Character	Player	/	Character

Karma

Previous Available

Earned

Spent

Remaining Available

New Career Total

Advancement	
Ability Gained	Karma Cost

Nuyen

Previous Available ¥

Earned ¥

Spent ¥

Remaining ¥

Reputation

Street Cred Notoriety Public Awareness

Contacts/Special Items Gained or Lost

Little D Ordeal Credit Spirit Bane

GM's Name: [PRINT] _____ **GM's Signature:** _____

