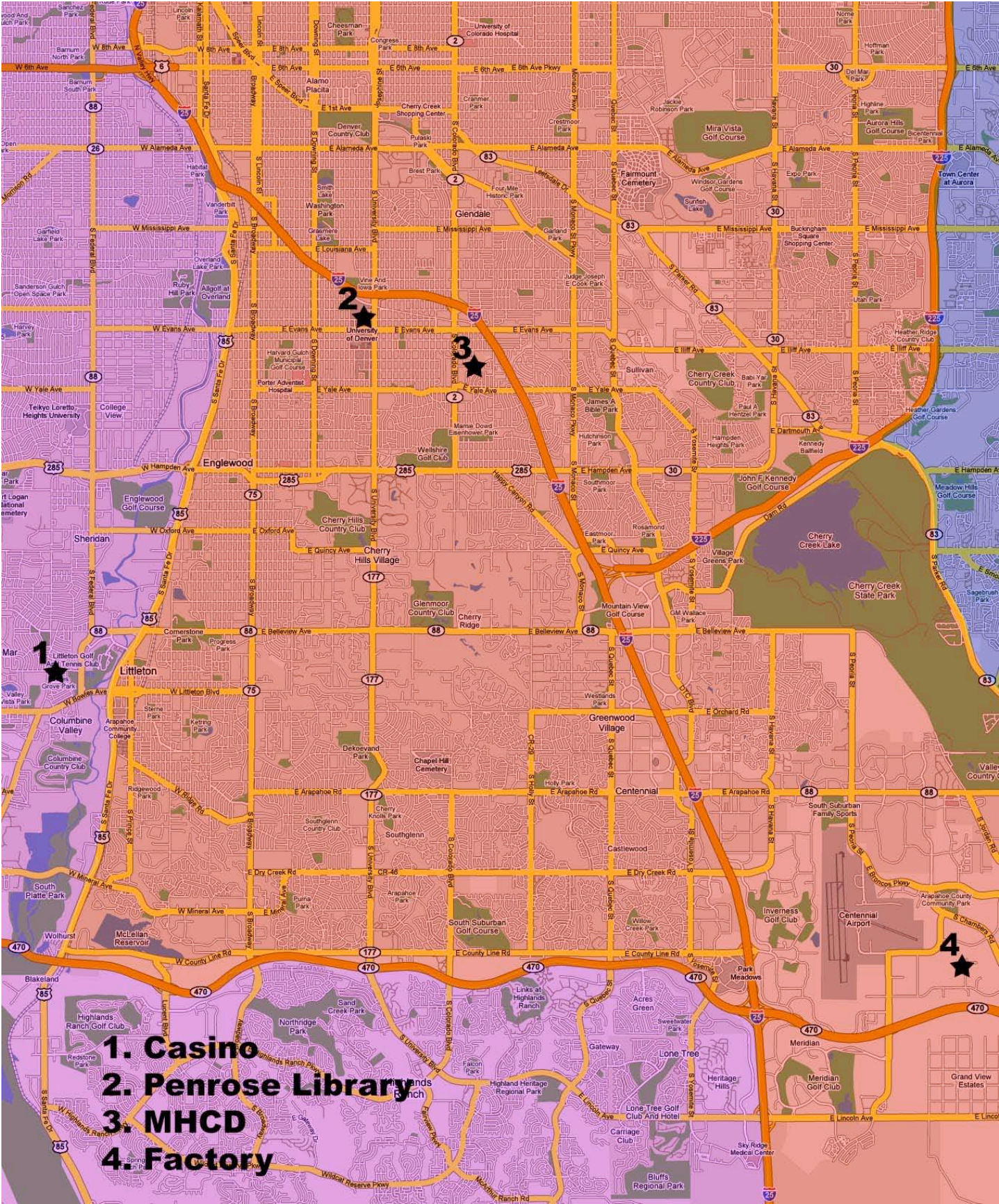


# SHADOWRUN Missions

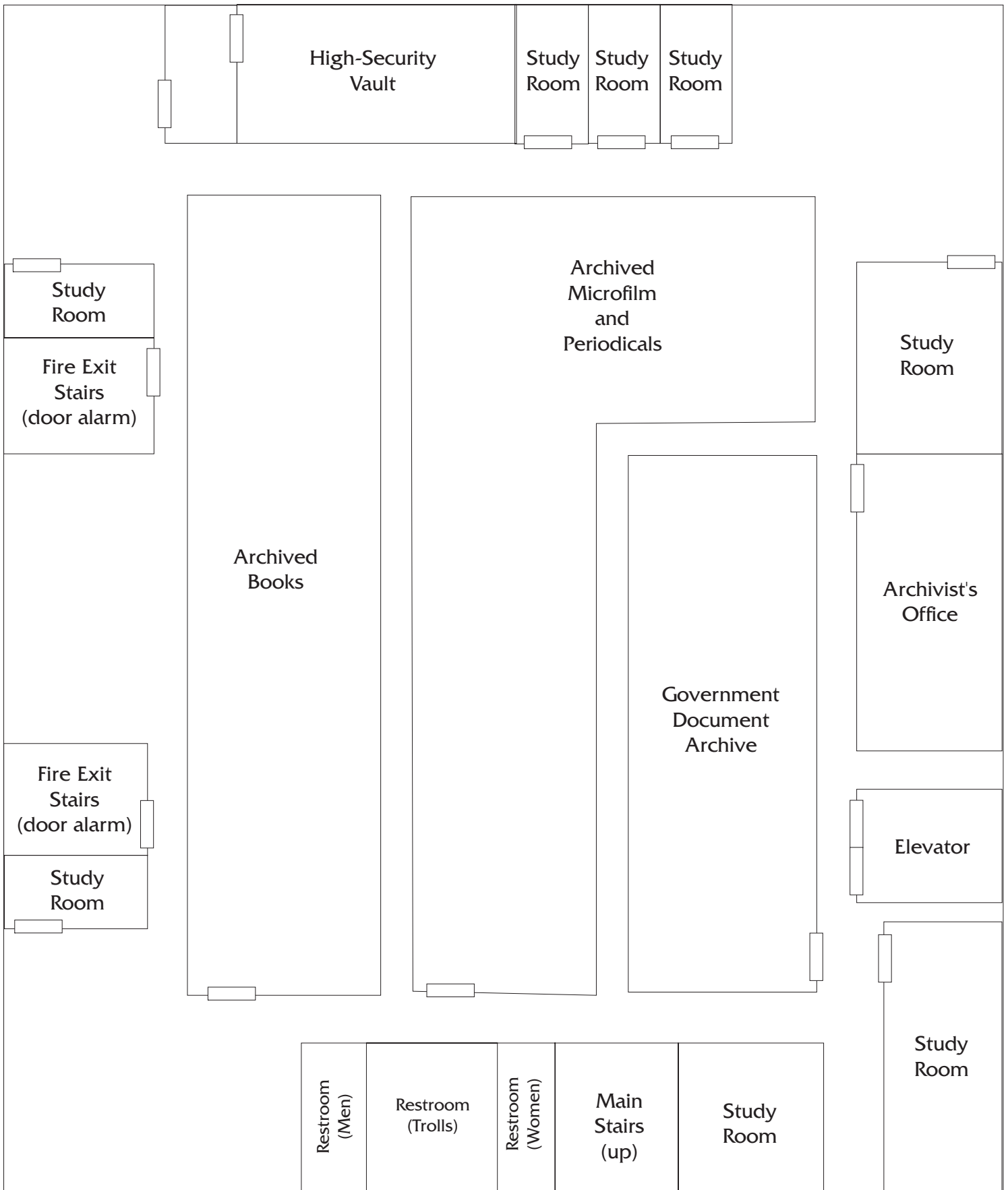
## ***Patient Zero*** **Player Handouts**

*Patient Zero* 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*™

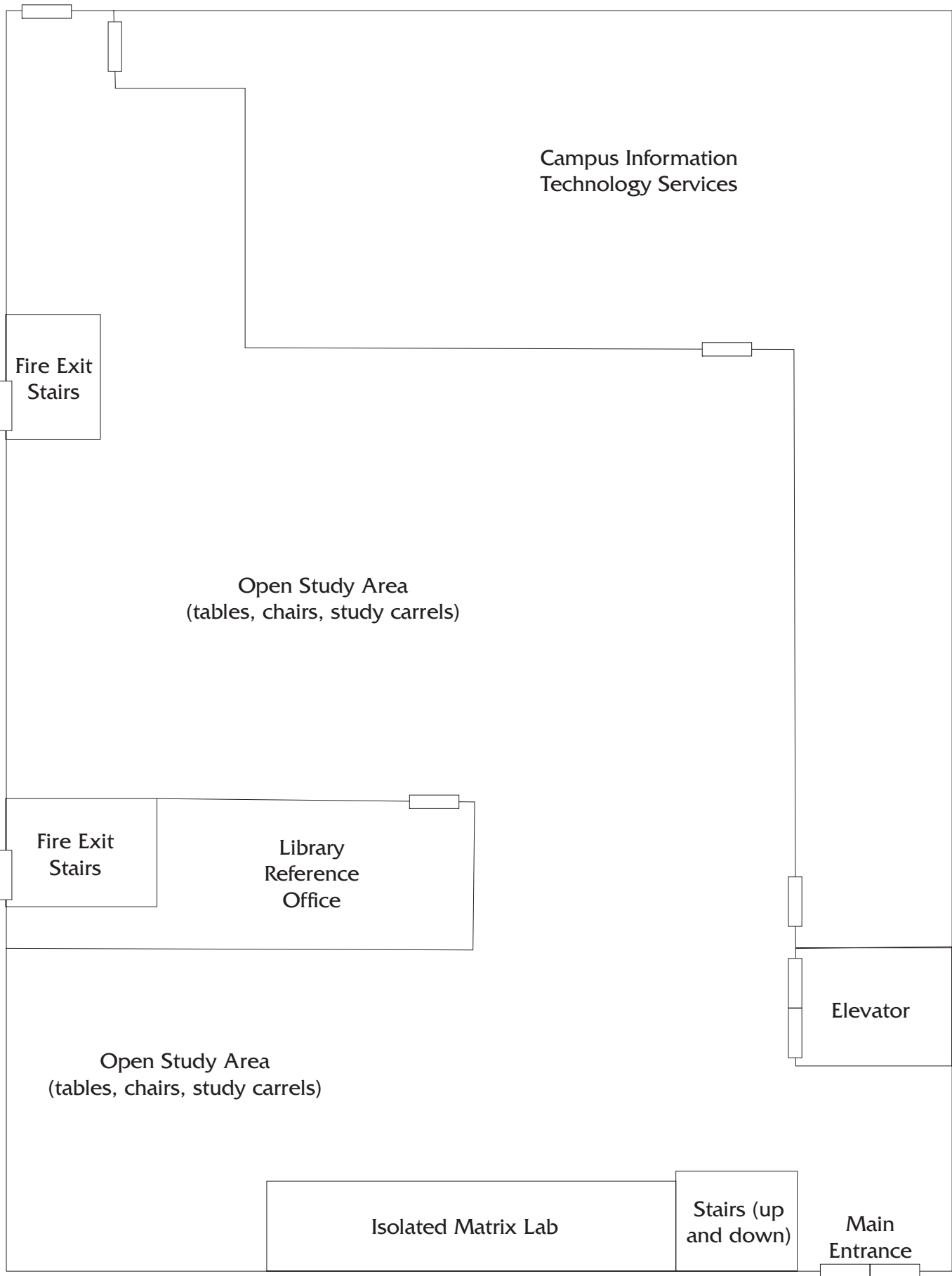




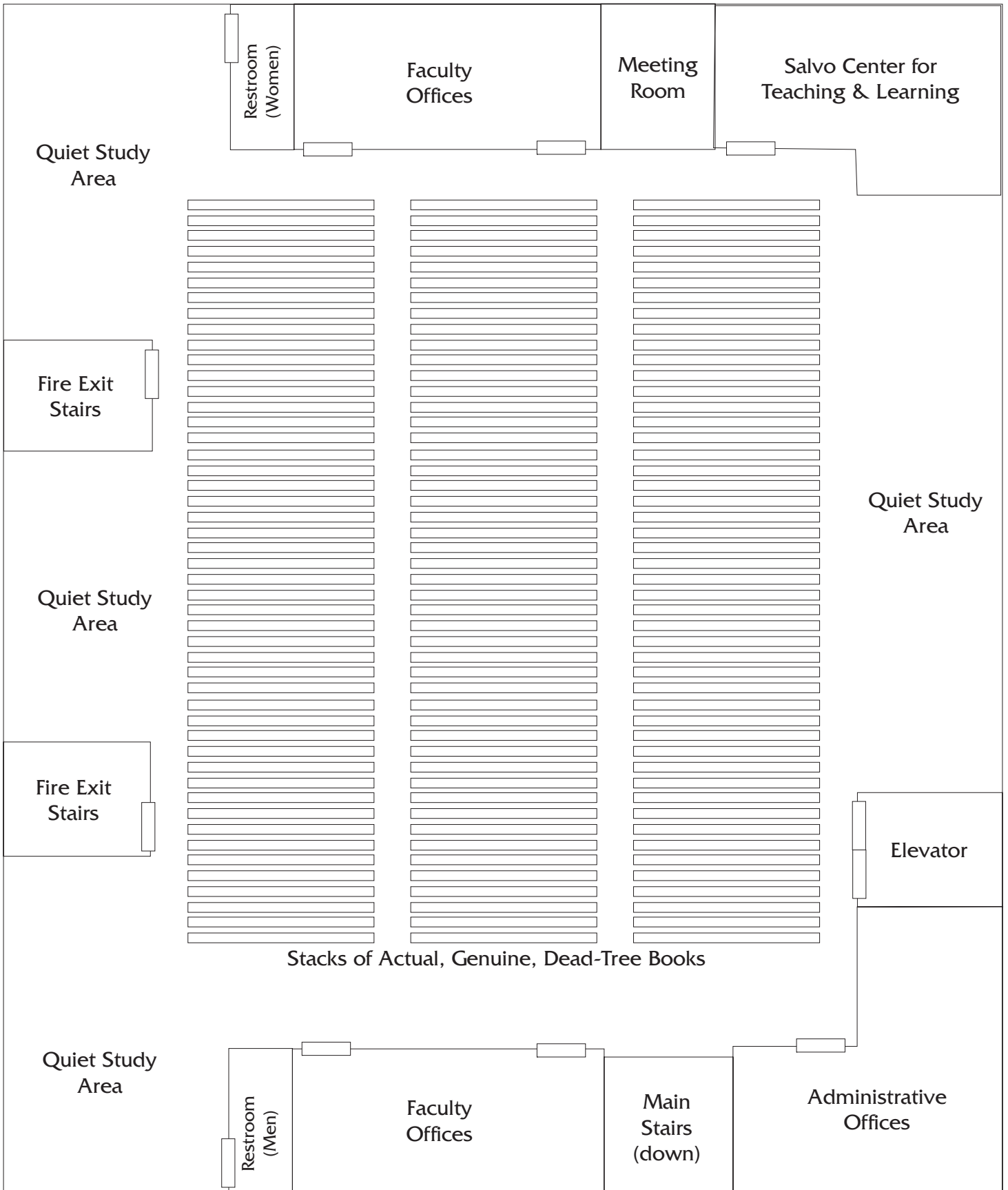
- 1. Casino**
- 2. Penrose Library**
- 3. MHCD**
- 4. Factory**



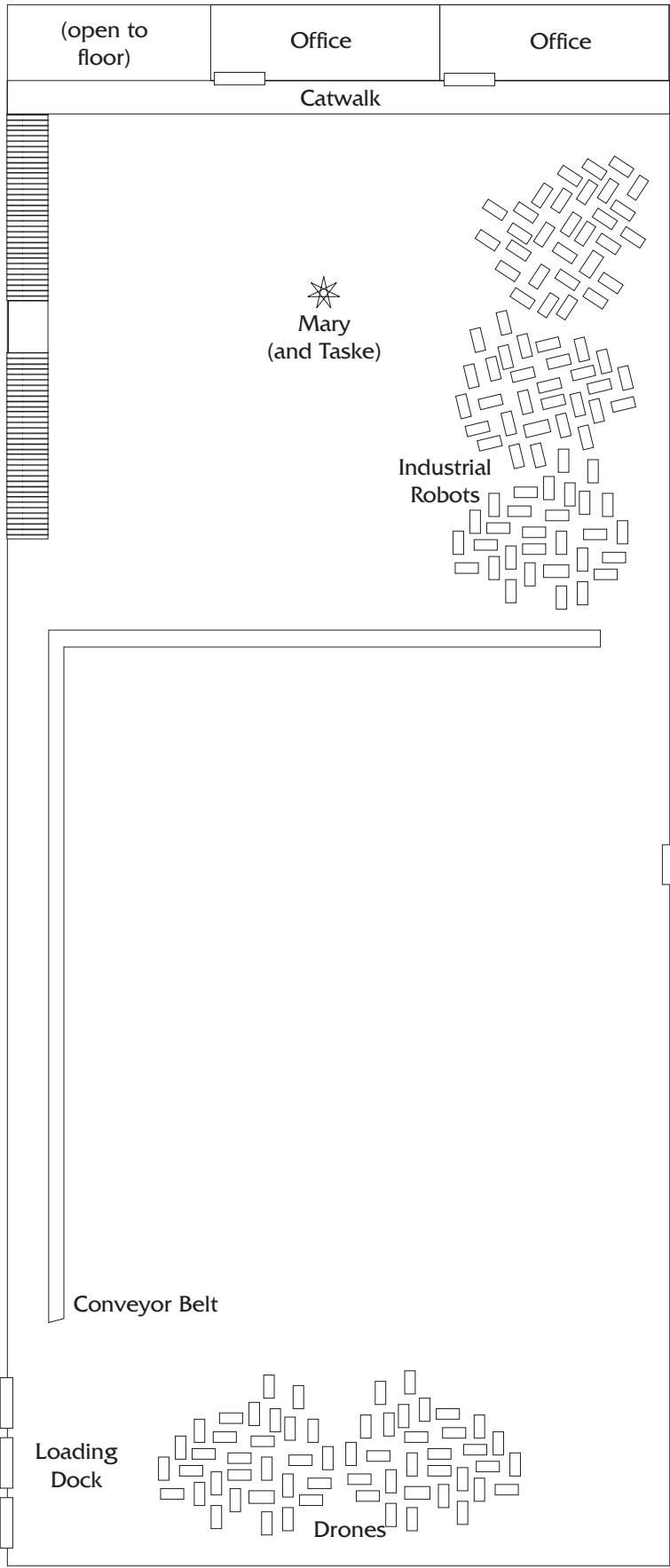
## Pembrose Library: Lower Level



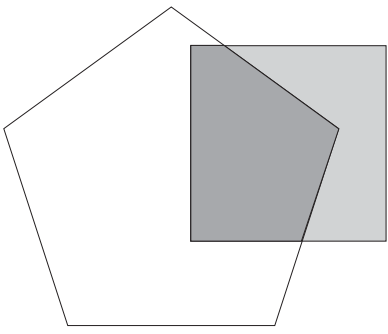
# Pembrose Library: Main Level



## Pembrose Library: Upper Level



# Upland Drive Factory



UNIVERSITY OF  
DENVER  
Department of Psychology

## The Effects of Modern Computer Interface Technology on Metahuman Unconscious Cognition

By: Dr. Yung Jin-Ho Karathanasis  
Dr. Methoataske Nova

Submitted: 14 July 2069

**ABSTRACT:** With the advent of ubiquitous wireless technology and the increasing market saturation of so-called "Augmented Reality" devices in technological cultures, an increasing concern for the effect of such constant stimulation on the metahuman brain has come to the forefront of scientific and sociological thought. While the existence and effect of "subliminal messages" upon unconscious cognition have long been known, it is has until recently been unknown whether the increasingly popular AR technology can have a similar or more pronounced impact on the metahuman psyche.

After a study with one hundred and twenty-six (126) subjects of various gender, metatype, and ethnic descent, it has become evident that AR devices can cause a more pronounced level of suggestibility in subjects, but only under circumstances that are so rare and extreme as to render the task impossible. The production of measurable results would require five tools capable of working in perfect concert:

1. A large pool of knowledge of metahuman psychology, rivaling that of a university department.
2. An unprecedented control of electronic devices, able to adjust the process almost every second. Such speeds can be achieved through an electronic program (or agent), but such a program lacks the decision-making capabilities required. A metahuman mind could achieve such speeds, but only through an illegal and dangerous connection to artificial stimulus, and then would be less effective by virtue of the fatigue that the mind would suffer as a result of constant control.
3. A program capable of generating truly patternless random numbers.
4. A program capable of detecting and analyzing metahuman subconscious response and predicting metahuman reaction based on those data. (See Dr. Tashia Cristaldi's paper, "The Development of Predictive Software by Mental Health Institutions and Gambling Establishments," Jun 2068).
5. Schematics and source-code for various brands of display link products.



# M H C D

P a t i e n t   A d m i s s i o n   R e c o r d

Patient Name: Mary [surname unknown]

Patient SIN: [PAN detected, no data read]

Patient Number: 

Admit Time Stamp: 

Notes: Mary checked into Crisis Triage Unit exhibiting Artificially Induced Psychotropic Schizophrenia. Gave only first name. Wavered between states of catatonia and mania. Admission interview given by PNP-100127 via Matrix Feed:

<<<<< Begin Audio Transcript >>>>>

PNP-100127: Hello, Mary. Can you hear me all right?

Patient: Yes. I hear you. Where are you?

PNP-100127: I'm in Seattle, Mary. I'm here to help you.

Patient: I can see you.

PNP-100127: No, Mary, you can't. I'm talking to you over the Matrix, and we're not using video. I'm connected to your commlink.

Patient: You've been doing this to me!

PNP-100127: No, Mary, I just met you.

Patient: Why have you done this to me?

PNP-100127: You're in a safe room, Mary. We're going to keep you safe so we can find out what's wrong with you.

Patient: I won't do it!

PNP-100127: All right, Mary, that's okay. You don't have to scream, I can hear you fine.

Patient: You wouldn't dare!

PNP-100127: Wouldn't dare what, Mary?

Patient: Leave my family out of this!

PNP-100127: All right, Mary, we don't have to talk about your family. What would you like to talk about?

Patient: Stop doing this to me!

PNP-100127: It's okay, Mary. I just want to ask some questions and talk to you a little while and then we can let you go.

Patient: That's insane! How could you g... [unintelligible]

PNP-100127: Okay, Mary, calm down ...

Patient: [unintelligible]

PNP-100127: We don't have to let you go. Just settle down, take some deep breaths ...

Patient: ...king insane!

PNP-100127: Okay, Mary, can you calm down for me please?

Patient: Okay, I'll do it. Just leave my family alone.

PNP-100127: Good. And I promise not to go near your family. I didn't even mention them. Now, how do you feel.

Patient: Fine. Actually, I'm feeling great. I'll be checking out now.

PNP-100127: Do you think that's a good idea, Mary? I think we should talk more ...

Patient: If you need me, you can come visit me at the Penrose Library. Otherwise, thank you for the lovely conversation. Be seeing you.

<<<<< End Audio Transcript >>>>>

Patient checked out of CTU and was discharged.

SRM02-17 Patient Zero



# Visual Security Log Extract

05:17:59.99

Main Floor East



AR Craps Table 8



Main Landing



VR Suite 9



Secondary Floor



AR Baccarat Table 3



Server Room



Main Floor West



Setto's name is a Japanese phonetic transliteration of his real name, Seth Kraemer. He is 36 years old, stands at 1.9 m in height, and weighs about 80 kg. He wears impeccable clothing and a ring made of orichalcum.

Karemaru is the highest-ranking gaijin in the Yamato-gumi. He got there through skillful social manipulation, a perfect sense of timing, and a copy of The Exchange that he keeps in a hidden directory on his commlink.

Karemaru stays cool under pressure. He speaks slowly and pointedly. He prefers to have underlings perform violence and take risks.

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**Setto Karemaru**

Yakuza Wakagashira-Hosa  
Human Male

Connection Rating: 3

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

**Key Active Skills:** Con: 4; Computer: 3; Data Search: 2; Etiquette: 5; Intimidation: 2; Negotiation: 4; Perception: 3

**Key Knowledge Skills:** Yakuza Policies: 5; Machiavellian Scheming: 3; Japanese Culture (Traditional): 3 (+2); Poetry (Japanese): 2 (+2)

**Languages:** English: N; Japanese: 5 Lakota (Sioux) 2 (+2); Sperethiel: 2; German: 2

**Gear:** Tailored Actioneer Business Suit, commlink (all Ratings 5 with Analyze, Browse, and Edit), orichalcum ring, designer sunglasses  
**Uses:** Information on Yakuza activities. Fencing gear to the Yakuza.

**Places to Meet:** Yakuza establishments

**Contact:** Commlink

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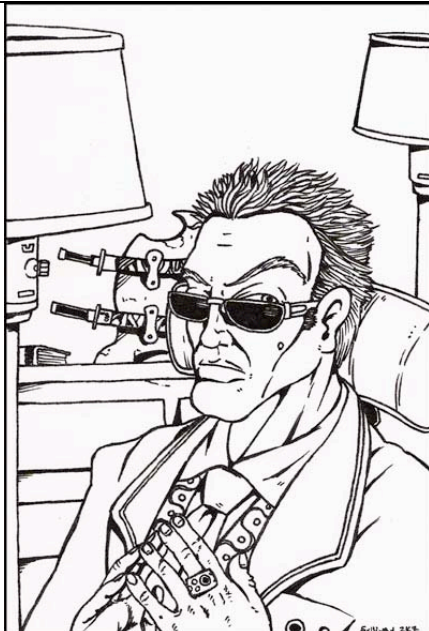
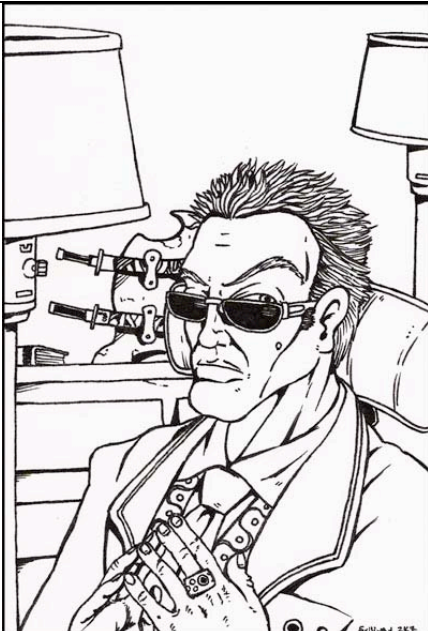
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### The Exchange

Peer to Peer Social Network

**Places to Meet:** The program is normally active in the background on the ‘runner’s commlink.

**Rules:** At the start of each adventure, the GM makes a secret Opposed Test between the character and the Exchange, using a dice pool of 3 for each. If there are no net hits on either side, the Exchange remains quiet for the adventure. If the player receives more hits, the Exchange will at some point in the adventure quietly provide a benefit equivalent to Favor Rating equal to the net hits. If the Exchange wins, the Exchange will ask for a favor with a Favor Rating equal to the net hits at some point in the adventure; if the character fails to perform the favor, the Exchange tags him or her as unreliable and no longer gives the character access to the Exchange network. For more information on Favor Ratings, see **SR4**, p. 280-281.

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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** Wheels within wheels. An unexpected Johnson leads to a messy situation. Who's pulling whose strings? You'll need to answer that before the Yakuza lose their patience.

**Mission Results**  
 Taske:  was captured.  was eliminated.  escaped.  
 Mary:  went to the Yakuza.  was killed.  survived unharmed.  
 Penrose Library:  was largely unaffected.  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"/> Ally <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mafia Casquilho	Enemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ally <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Yakuza	Enemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ally <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Triad	Enemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ally <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Koshari	Enemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ally <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Kirillov Vory	Enemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ally <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Fomin Vory	Enemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ally <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Godz	Enemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ally <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Fronts	Enemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ally <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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**

Setto  
 The Exchange

**GM's Name:** [PRINT] **GM's Signature:** \_\_\_\_\_

