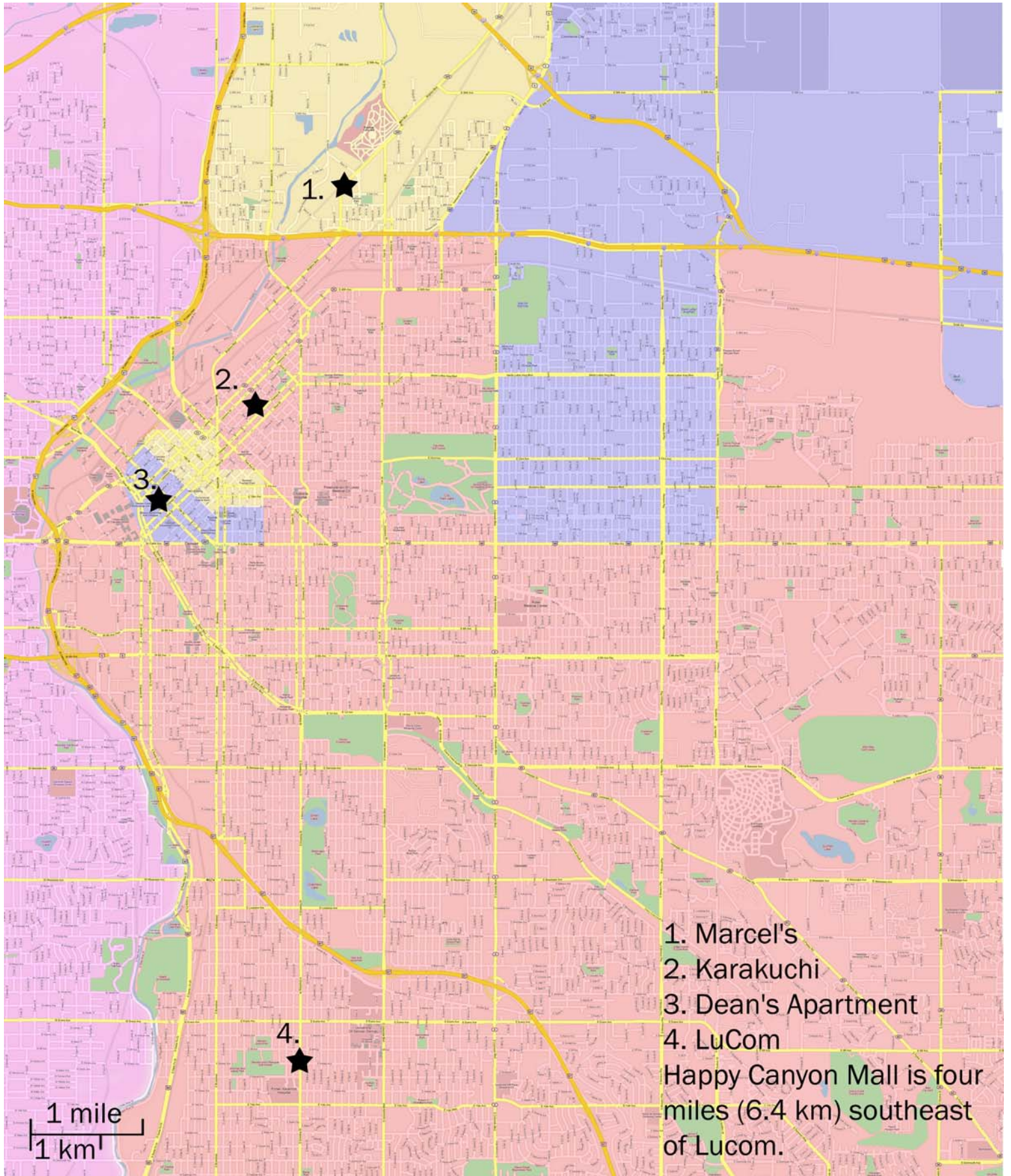


# SHADOWRUN Missions

## ***Through a Rose Colored Display Link Player Handouts***

*Through a Rose Colored Display Link* 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. ★

2. ★

3. ★

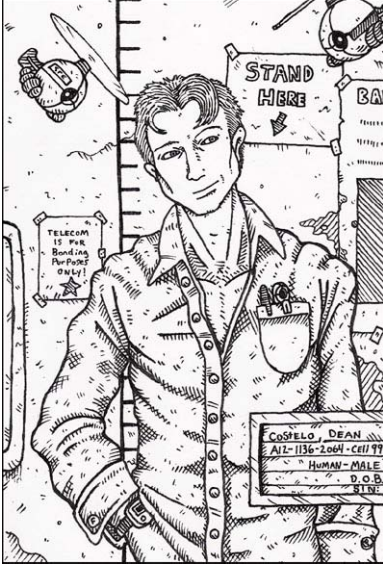
4. ★

- 1. Marcel's
  - 2. Karakuchi
  - 3. Dean's Apartment
  - 4. LuCom
- Happy Canyon Mall is four miles (6.4 km) southeast of LuCom.

1 mile  
1 km



## Handout #1



**Name:** Costello, Dean  
**Date of Birth:** 3/15/2045  
**Citizenship:** CAS  
**Race:** Human  
**Sex:** Male

**Alias:** None Known  
**Height:** 180cm  
**Weight:** 70.4 kg  
**Hair:** Brown  
**Eyes:** Blue

### Current Charges

- 2<sup>nd</sup> degree murder of Alice Jensen
- 2<sup>nd</sup> degree murder of Allen 'Al' Ethland
- Criminal Hacking of LuCom
- Theft of corporate electronic information
- Theft of personal property: 1 Novatech Airware commlink with Renraku Ichi operating system; 1 Sony Emperor with Redcap Nix operating system
- 20 counts of criminal matrix mischief with the crashing of multiple AROs in the area

### Previous Convictions:

- November 2063 (Age 18) - 5 years (with 2 years probation) for Extortion, Blackmail, and Criminal Hacking of GenNex
- August 2060 (Age 15) - 10 Months Probation for criminal matrix mischief with the editing of several AROs

### Previous Charges:

- March 2069 (Age 24) - Extortion and Criminal Hacking of Alamosa Prime (No Conviction)



## Handout #2

**From: LuCom Security**  
**To: Employees All**  
**CC:**  
**Subject: Communications Concerning Recent Events**

Sent to all LuCom Employees

In regards to the deaths of Corporate Secretary, Ms. Jensen, Security Guard Mr. Ethland, and the break-in at LuCom, please refrain from talking or sending messages to anyone outside LuCom until the police and corporate investigation is complete.

LuCom's Corporate Message is this:

“Someone has died outside the LuCom building and police are investigating the circumstances of the death.”

If you have to make a comment, do not deviate from this message

Thank you  
Corporate Security

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## Handout #3

**From: LuCom Security**  
**To: Employees All**  
**CC:**  
**Subject: All Guest Visitations Are Canceled**

Sent to all LuCom Employees

Due to recent events, LuCom is now off limits to non-LuCom employees. This includes guests of employees and contracted service crews. Please report anyone not wearing a LuCom badge to Security.

Because Contracted service includes the cafeteria attendants, Employees can pick up a 100 nuYen certified stick at the front desk for lunch purposes.

Thank you for your Patience  
LuCom Security

*In the Nano*

## **Blood under the Boardroom**

**Employees Die, Data stolen while Management Meets on Sales Overseas**

**By Wharez Waldo**

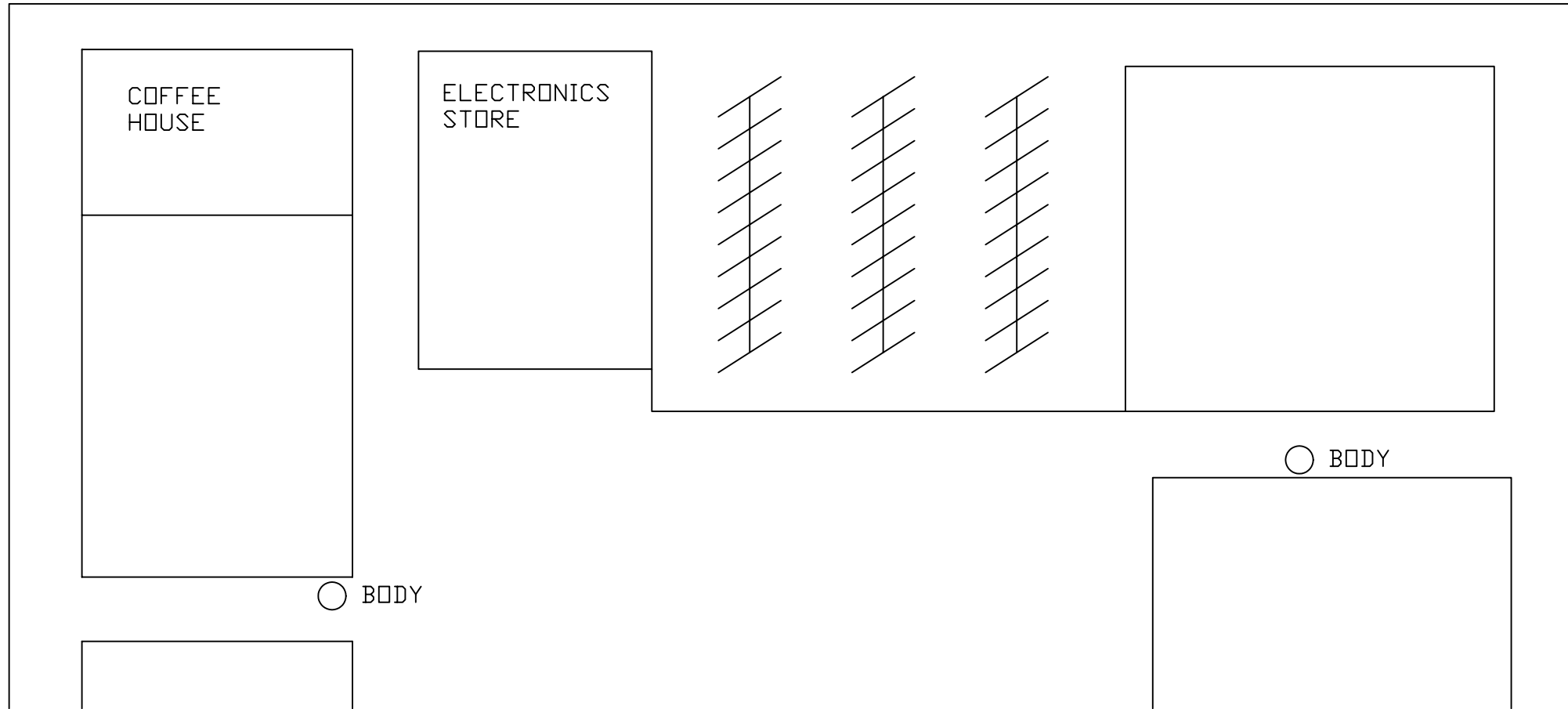
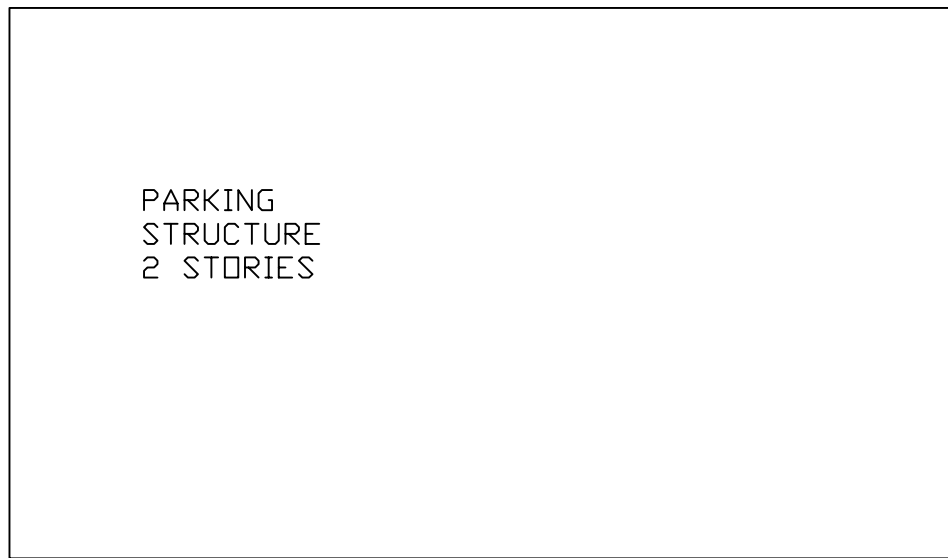
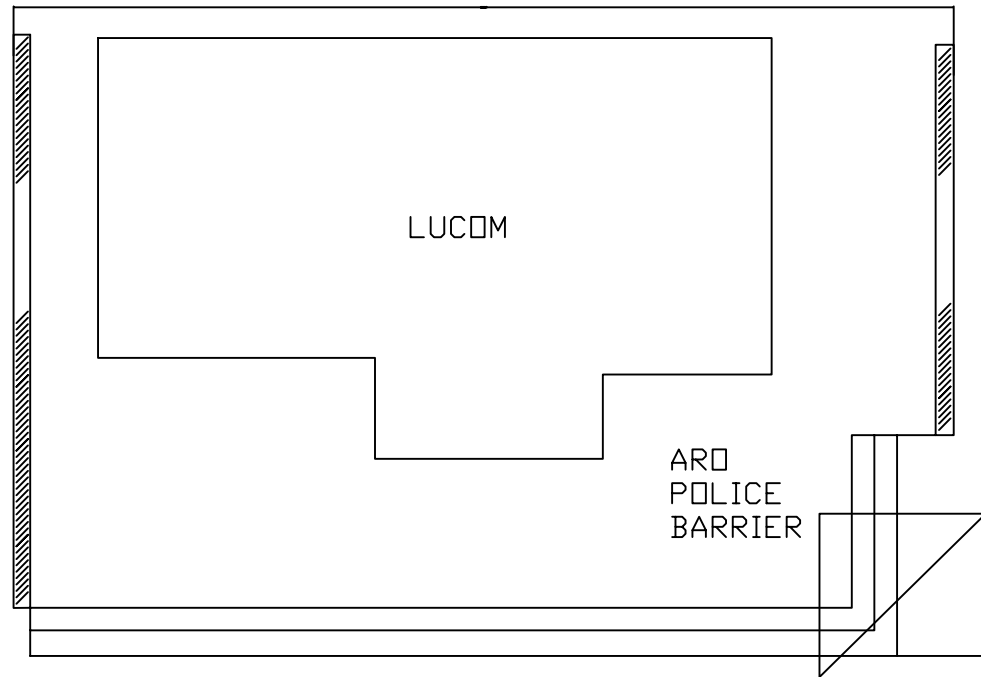
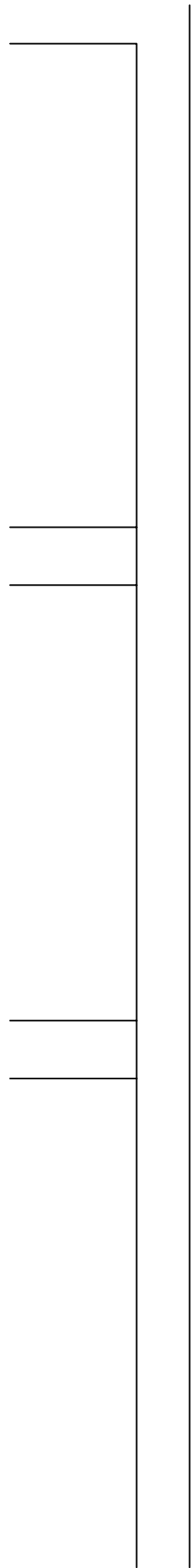
Yesterday several employees were brutally murdered outside LuCom Ltd., a child company of MCT, while the Directors were having a late conference call with Japan on overseas sales. The victims were Alice Jensen, Corp Secretary for three years at LuCom and Allen 'Al' Ethland, a Security Guard. Both were savagely beaten, stabbed and robbed of their commlinks right on the stairs of LuCom headquarters. Identification was made through their security RFIDs in the back of their hands. Alice is survived by her parents and a sister in Seattle, Mr. Ethland's closest relatives could not be reached, though last known address for his brother was in New Orleans.

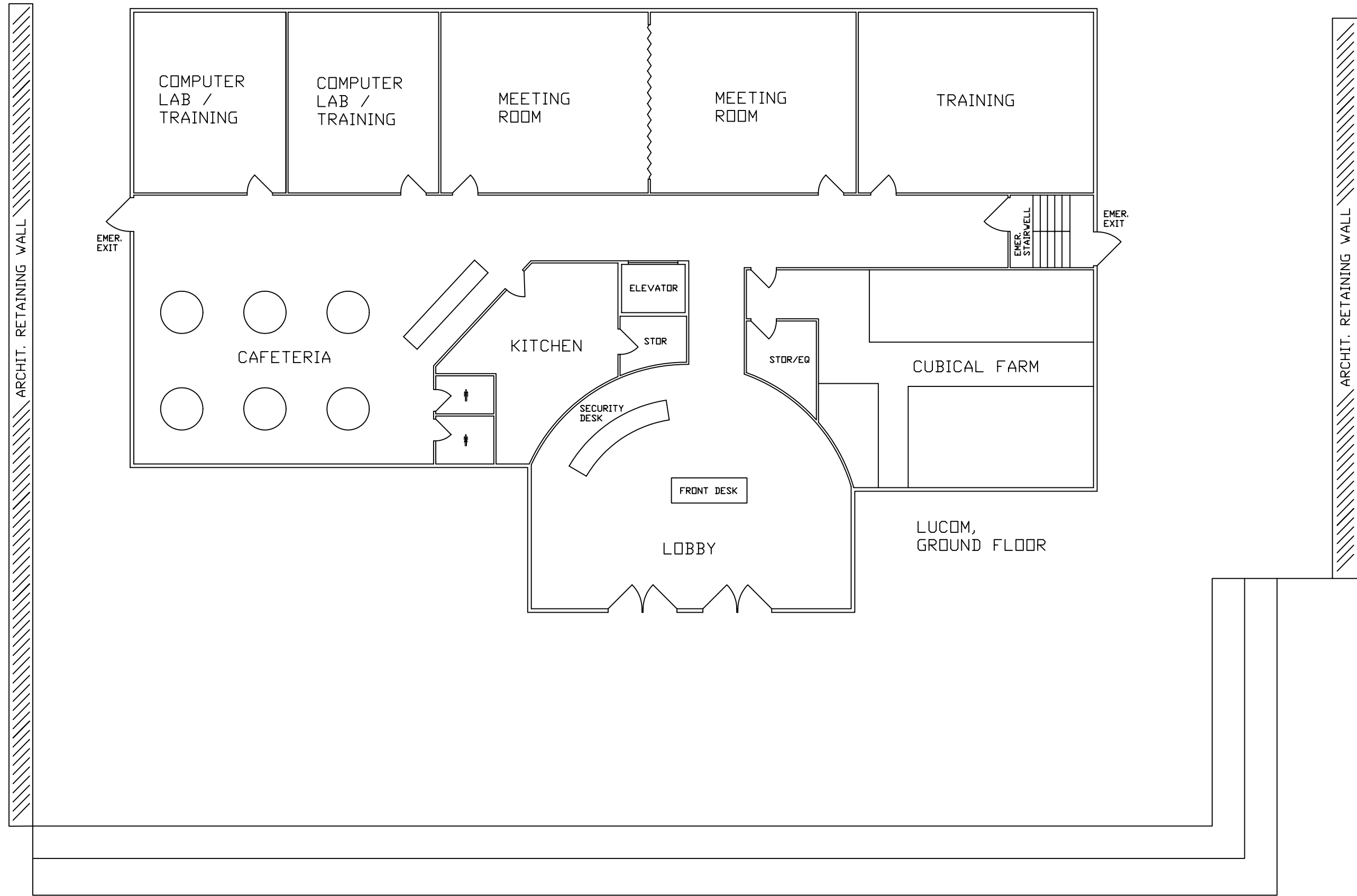
Also stolen or destroyed was several years' work of LuCom's technology development. Local sources, under the condition of anonymity, say they must have hit hard and fast through the system, leaving only the virtual conference line alone. So, like Nero fiddling as Rome burned, CEO Takahashi talked about product placement while criminals brutally beat up his employees, walked into his building and trashed his computers.

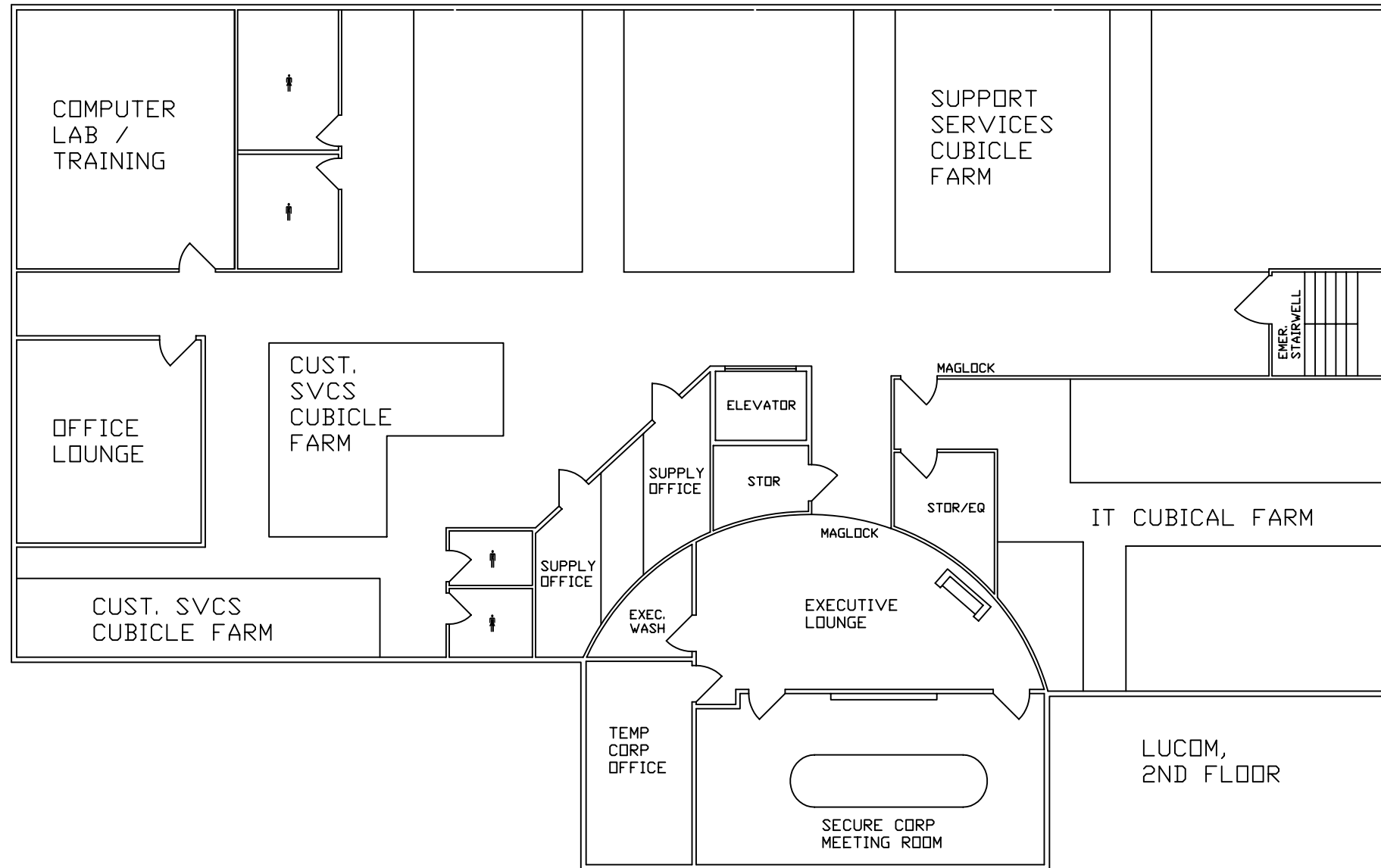
Sources estimate that the whole crime was committed in less than 15 minutes; A number that police fear if it becomes a new trend. Who has the means and cold-blood to commit this crime? Topping the list is the Casquilho family. Arrested hours ago, as prime suspect for the crime was one Dean Costello. He has been charged with the murders and criminal hacking of LuCom. Sources say he was involved with the late Ms. Jensen prior to her death, and was seen entering LuCom that day. Who is this Mr. Costello, you ask? Why he's the number one Hacker for the Casquilho family. Prior arrests have similar Motives. Though, given the nature of the physical brutality, the police are interrogating him on who in the Mob family helped him in this crime. Police are also bringing in every convicted Family member to see if they'll crack. Good luck to them in that.

Knight Errant has secured every recording including this reporter's vid feed to look for clues. Detective Jack Diamond, lead investigator, had this to say, "We are pursuing all leads in this case. Justice will be served."

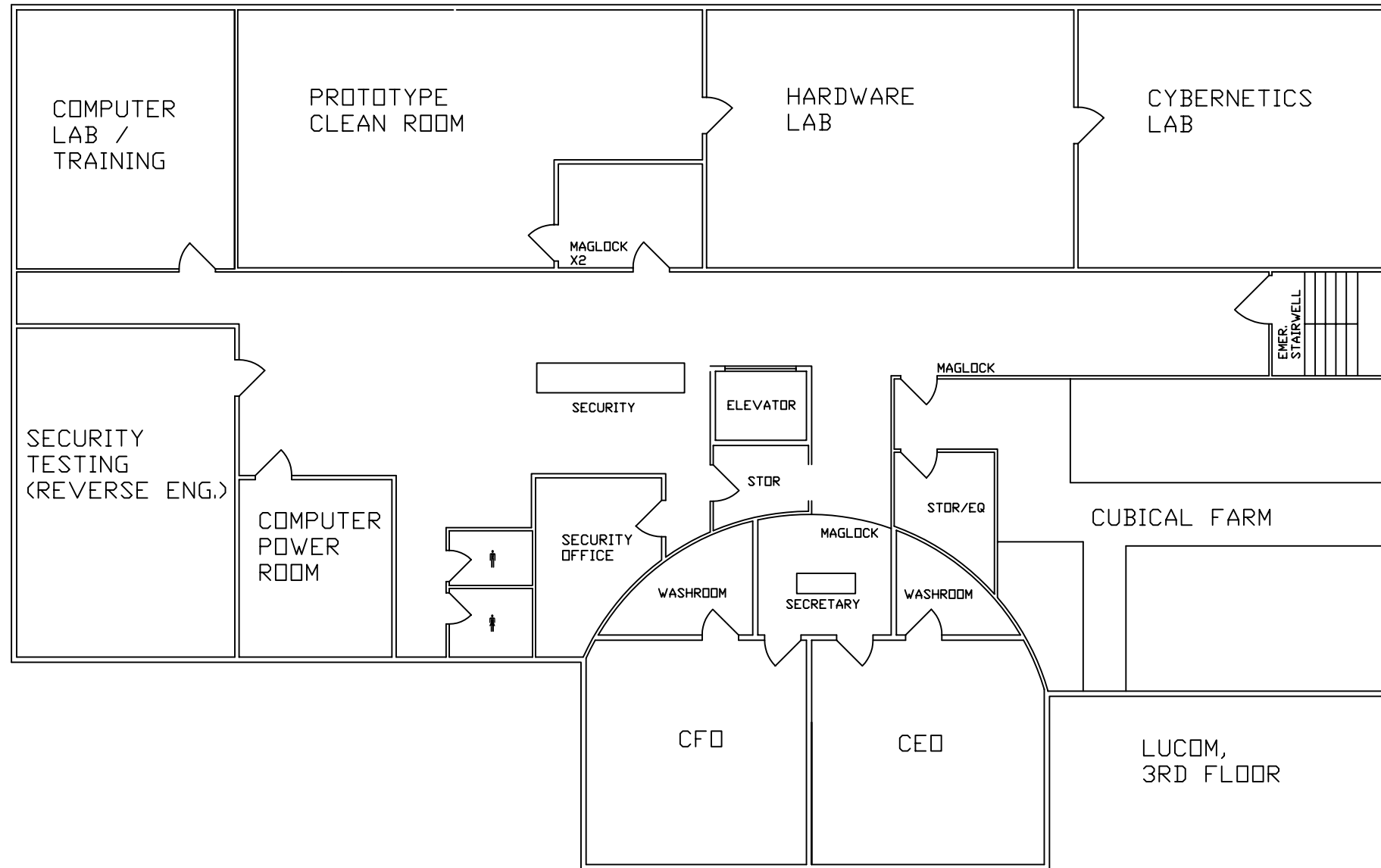
So whats happening with LuCom? MCT stock fell 10 points, but started to recoup with a new ad blitz in the Asian market. The blood was cleaned off the steps the today and the doors re-opened. Nothing personal, wage slaves. It's just business as usual with LuCom.

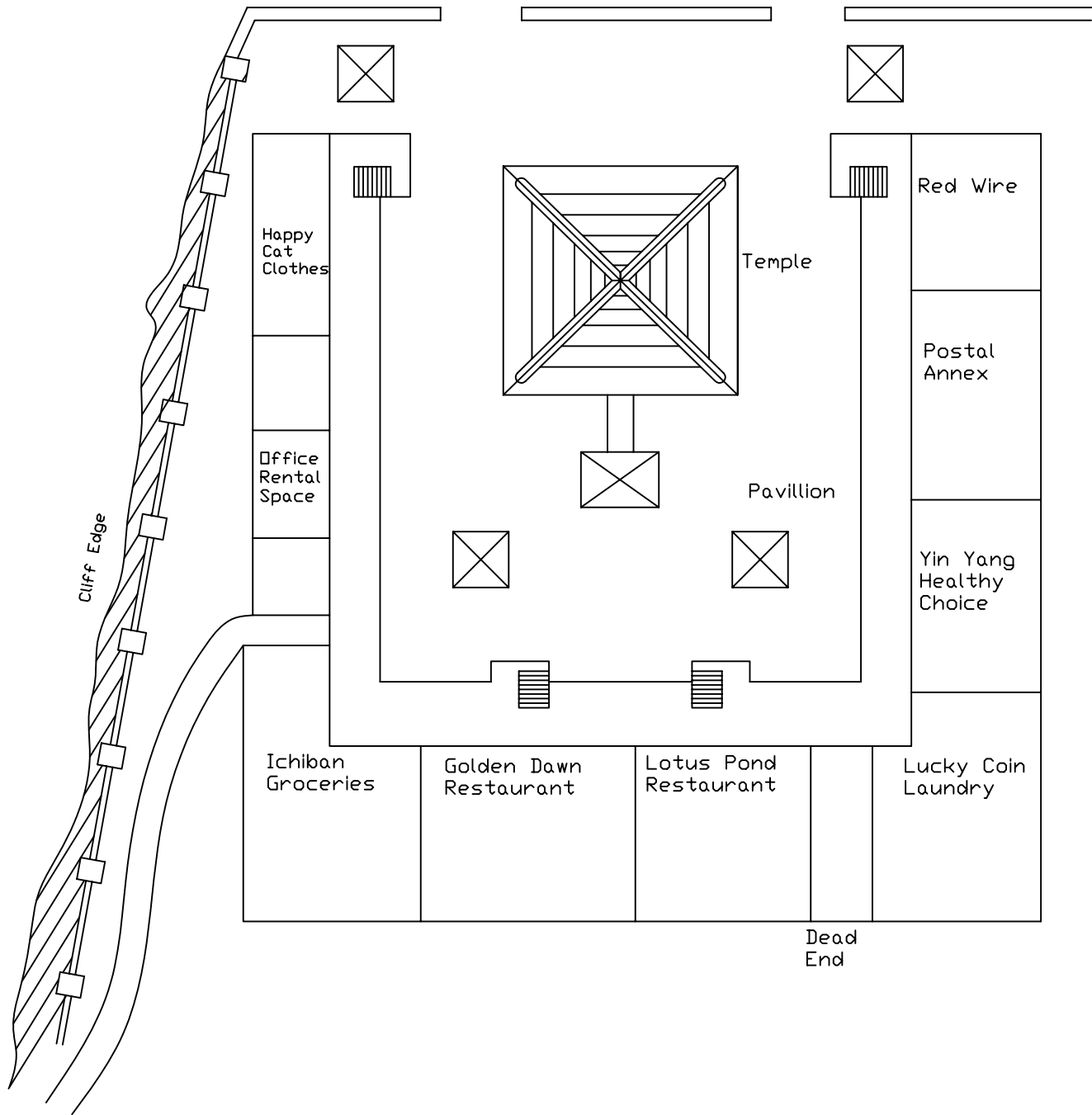


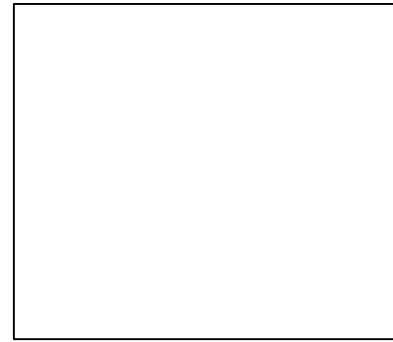
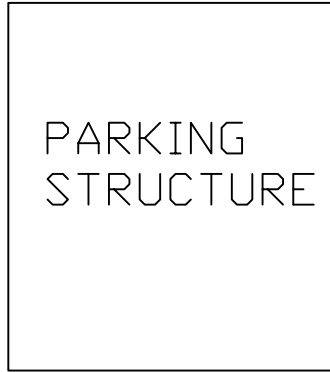
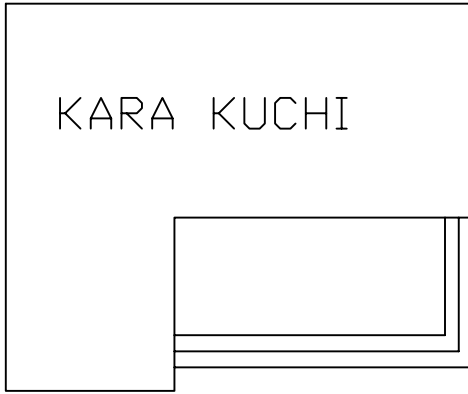
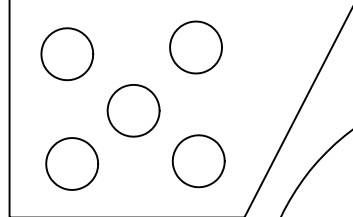




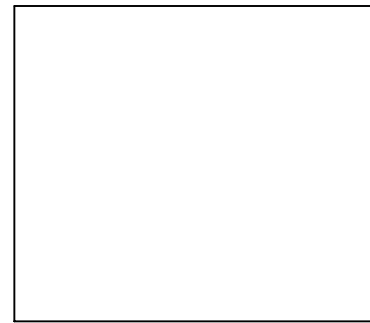
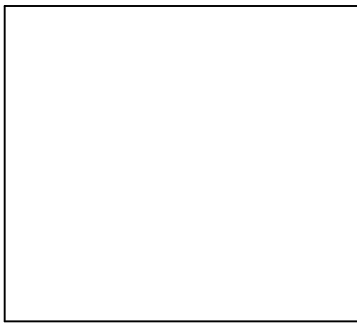








PARKING LOT



PARKING LOT

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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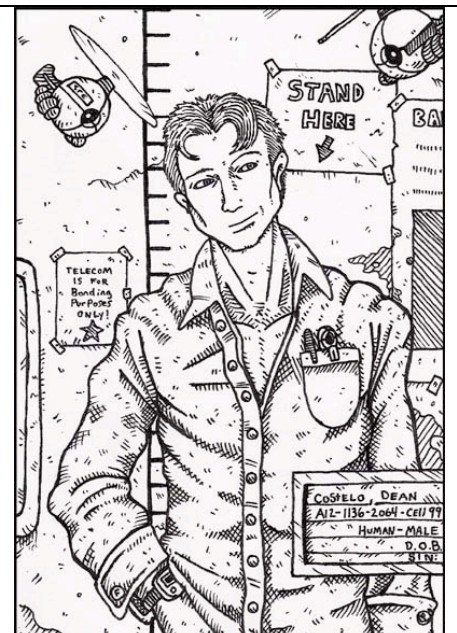
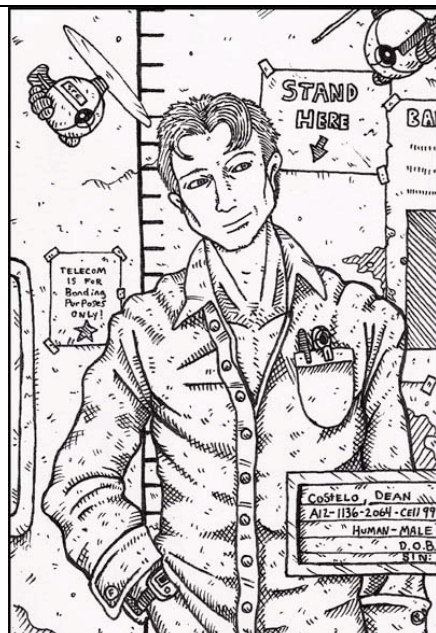
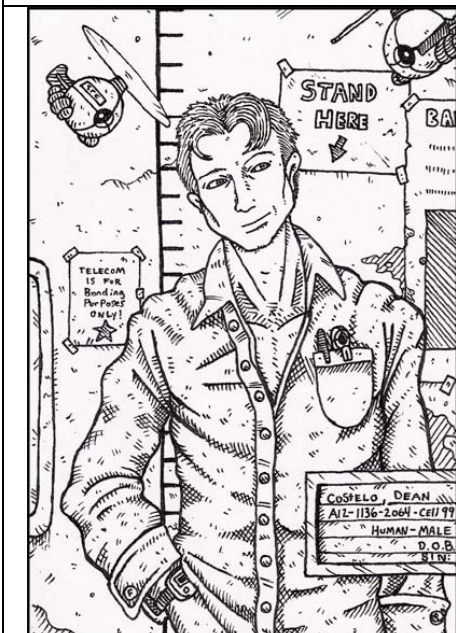
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For two years Jack worked in the shadows identifying key players in crime syndicates and setting up sting operations. He changed job positions when his data trail caught up to him. He now investigates criminal activity, but still has a soft spot for hard luck runners. Jack has been at the end of a bad deal with Mr. Johnson before and it left him jaded.

Jack harbors some eccentricities from his time undercover. He carries his commlink like a pocketsec, only pulling it out to do work with an attached display. He manually drives a car with a physical switch to disable autopilot. And he keeps his data trail to a minimum with certified credsticks.

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**Jack Diamond**

Knight Errant Detective  
Human Male

Connection Rating: 2

B A R S C I L W IP  
? ? ? ? 4 5 3 4 2

**Key Active Skills:** Etiquette: 4 (Street +2); Shadowing: 2; Perception: 3; Pistols: 4  
**Key Knowledge Skills:** Crime Syndicates: 3; Illegal Goods: 3; Law Enforcement: 4; Local Gangs: 4; Police Procedures: 4  
**Cyberware/Bioware:** Reaction Enhancers 2, Wired Reflex 1, Smartlink  
**Gear:** Armor Jacket, Browning Max-Power  
**Uses:** Information on syndicate and law enforcement activities; Police database searches  
**Places to Meet:** Seedy restaurants throughout the CAS sector  
**Contact:** Commlink

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Human Male

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**Contact:** Commlink



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 I P  
? ? ? ? 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 I P  
? ? ? ? 3 3 3 4 1

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**Miguel Sanchez**

Mafia Fixer  
Ork Male

**Connection Rating:** 3

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**Contact:** Commlink





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		

# SHADOWRUN Missions

Through a Rose Colored Display Link  
SRM02-05

**Player:** \_\_\_\_\_ **Date:** \_\_\_\_\_  
**Character:** \_\_\_\_\_ **Location:** \_\_\_\_\_

**Table Level**

Green  Veteran  
 Streetwise  Elite  
 Professional  Prime

**Synopsis** When a ranking hacker of the Mob becomes prime suspect in a crime he didn't commit (this time), putting heat on the business, you are called in to deliver some family justice against those who framed him.

**Mission Results**

Dean was  cleared.  remained under investigation.  
Tina  succeeded in her attack.  was defeated  escaped.  
Task  succeeded in the attack.  was defeated.  escaped.

**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**

Dean Costello  Miguel Sanchez  
 Detective Jack Diamond

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



# 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:**

