

# SHADOWRUN Missions

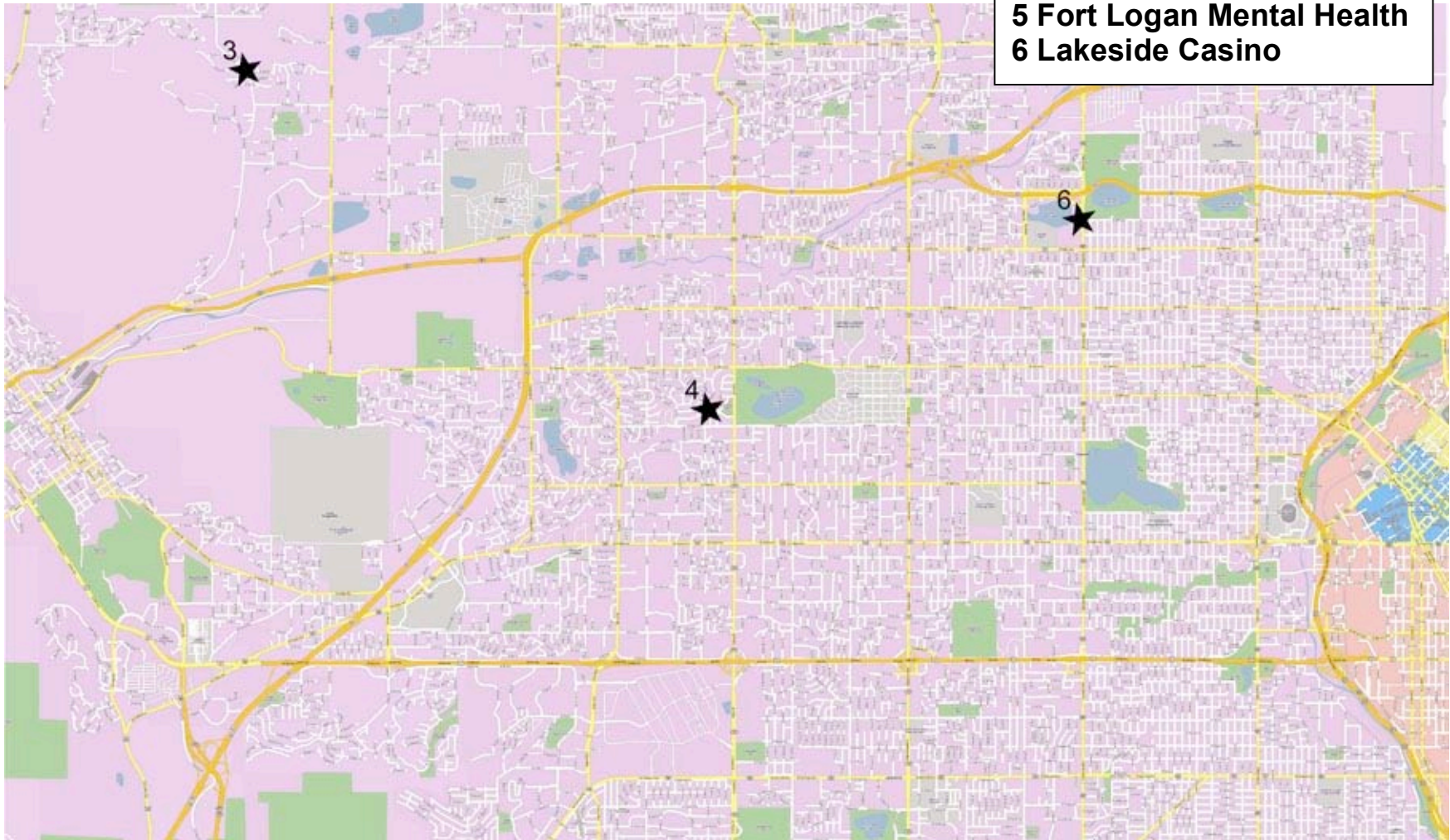
## ***An Ounce of Prevention*** **Player Handouts**

*An Ounce of Prevention* 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*™

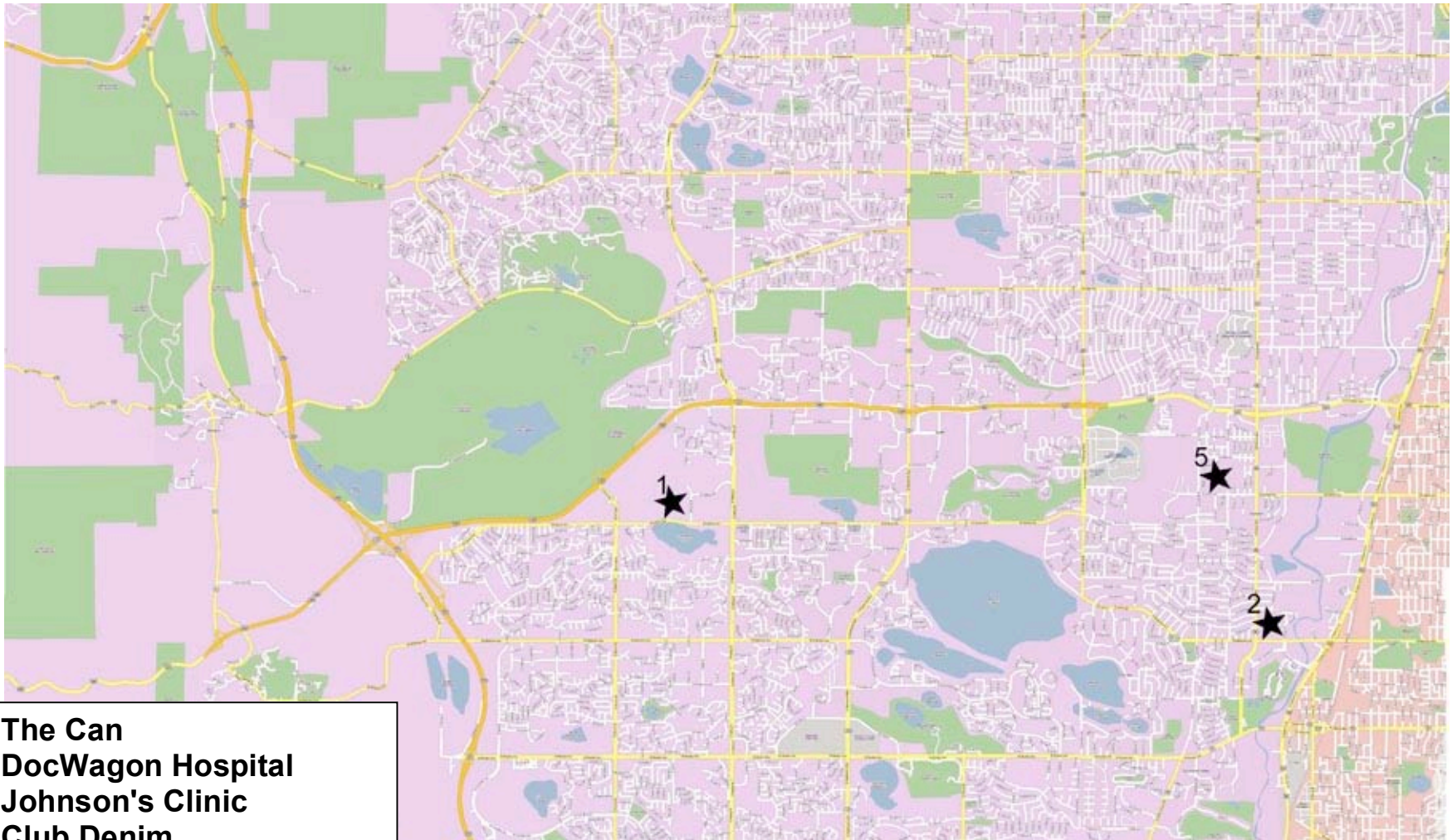


Ounce of Prevention PCC North

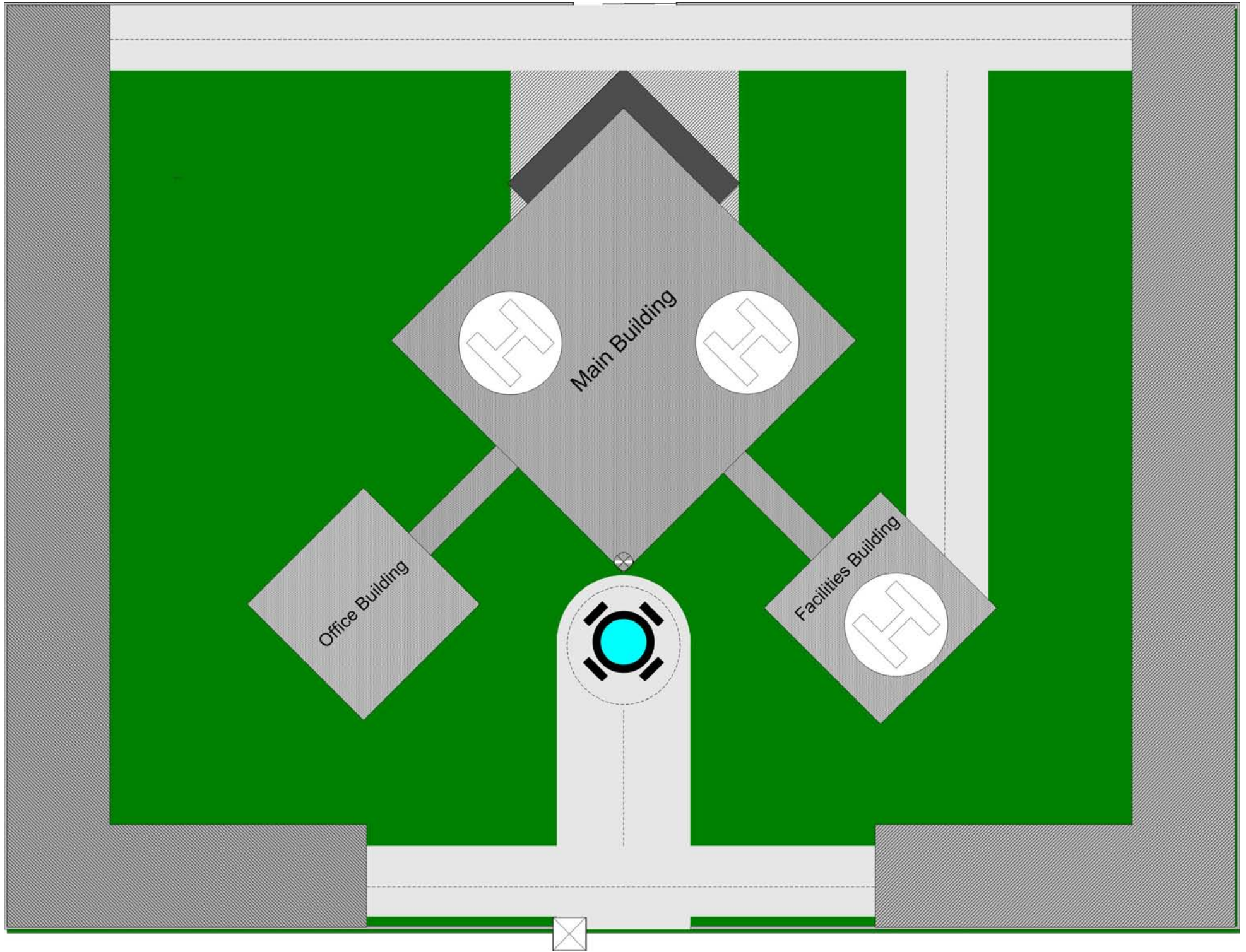
- 1 The Can
- 2 DocWagon Hospital
- 3 Johnson's Clinic
- 4 Club Denim
- 5 Fort Logan Mental Health
- 6 Lakeside Casino



## Ounce of Prevention PCC South

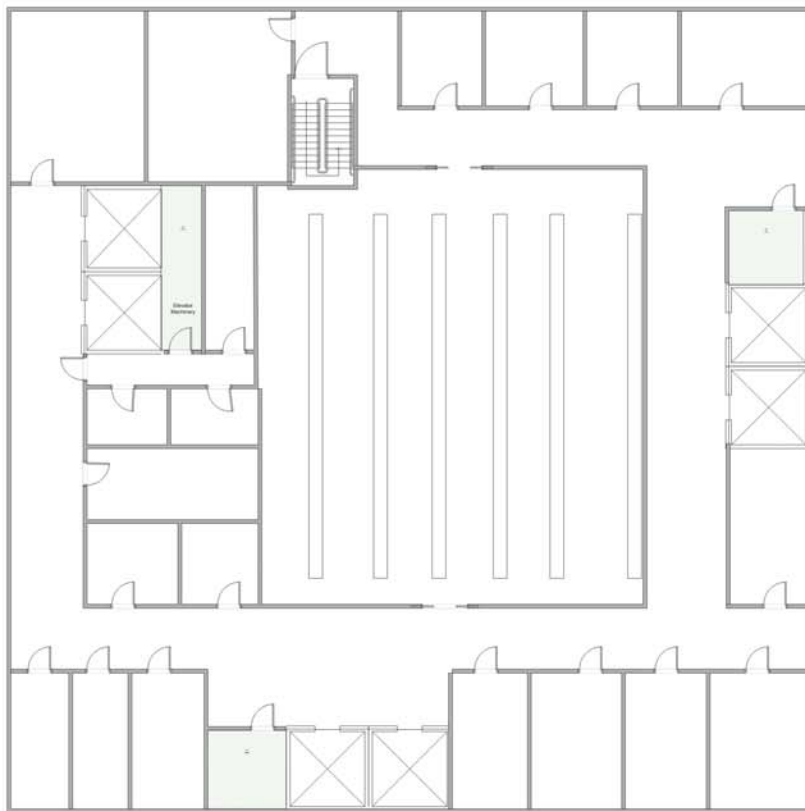
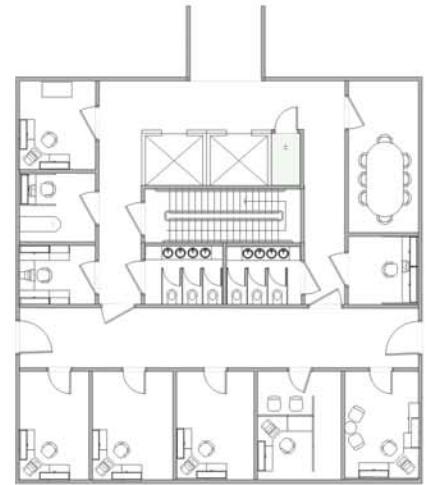


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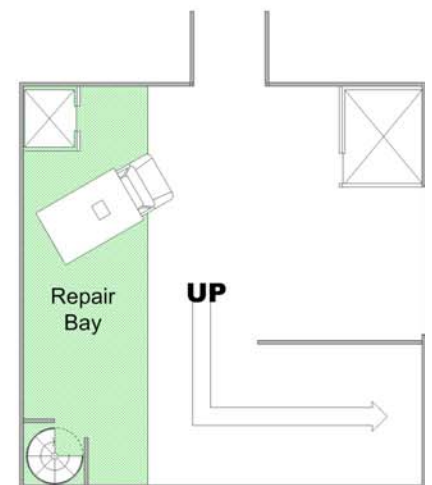




**Office Building  
Ground Floor**



**Main Building,  
Floors 1 and 3**



**Facilities  
Building Ground  
Floor**

"Doc Tico" is in his early 40s. After working for close to ten years at a large private hospital, he started questioning his purpose. He poured all his savings into starting a clinic for the poor and SINless of PCC. He charged shadow runners but gave "plain" citizens free medical care. It grew to where he could have a real storefront instead of the back room of someone else's. He still only charges the runners and gives medical care to the community for free. He offers elective surgery to them as well, at low rates.

He's visibly tired most of the time, because he puts such long hours in and never takes a break for himself to truly rest. But when he talks about the work he's doing you can see the energy behind it, his whole face lights up and he starts talking faster. Otherwise he speaks reasonably slowly and "well-modulated," like someone who is used to explaining things and doesn't mind.

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**Doc Tico**  
Street Doc  
Human Male

**Connection Rating:** 3

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

**Key Active Skills:** Medicine: 5; Perception: 3; Instruction: 2; Cybertechnology: 4

**Key Knowledge Skills:** Anatomy: 3; Professional Knowledge (Medical): 4; Pharmaceuticals: 3; Biology: 2; Chemistry: 2

**Cyberware:** None

**Gear:** No shadowrunning relevant gear.

**Uses:** If you need routine medical care at reasonable prices, or emergency treatment with no questions asked, Doc Tico's the man to talk to.

**Places to Meet:** Jantico Medical Clinic, PCC

**Contact:** Commlink or in person

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Izzy works as a Fixer, primarily for the Vory, though not under their direct employ. He nurtures a tier of secondhand contacts and jobs. He makes his connections across gang boundaries, taking care of business for rivals and partners alike, and they all seem to actually like him for it because he plays no favorites. Lately, the Vory seem to be taking up more of his time as they build their presence in Denver. Izzy has attempted to make it clear that he enjoys playing Switzerland, and so far they seem to be respecting that...but he's gotten the idea, who knows for how long.

Izzy still has a southwest twang. Soft-spoken, he remains a shrewd negotiator.

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**Izzy**

Fixer

Human Male

**Connection Rating:** 3

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

**Key Active Skills:** Negotiation: 5; Etiquette: 4; Influence: 3; Clubs: 2

**Key Knowledge Skills:** Denver Gangs: 4; Cityspeak: 3; Spanish: 3; Russian: 2

**Cyberware/Bioware:** None

**Gear:** Stun Baton, Armor Jacket, commlink

**Uses:** Izzy's a specialist in human resources.

While he's not as useful at procuring hard to find items, if you need an ally in a pinch, he can usually find one for hire.

**Places to Meet:** Various smoky bars and all-night diners throughout Denver

**Contact:** Commlink

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Human Male

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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		



# 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:**

