

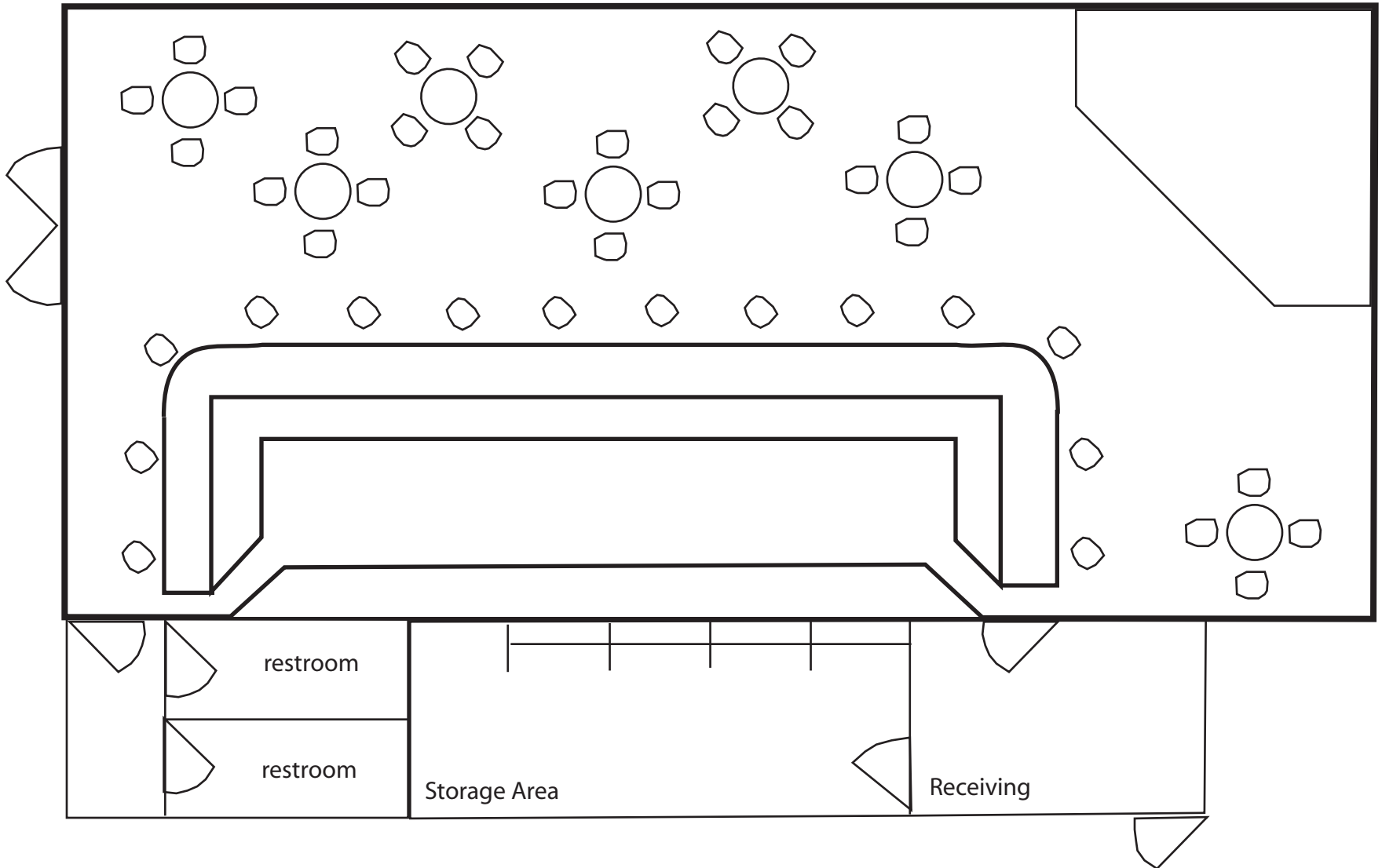
# SHADOWRUN Missions

## ***Best Served Cold*** **Player Handouts**

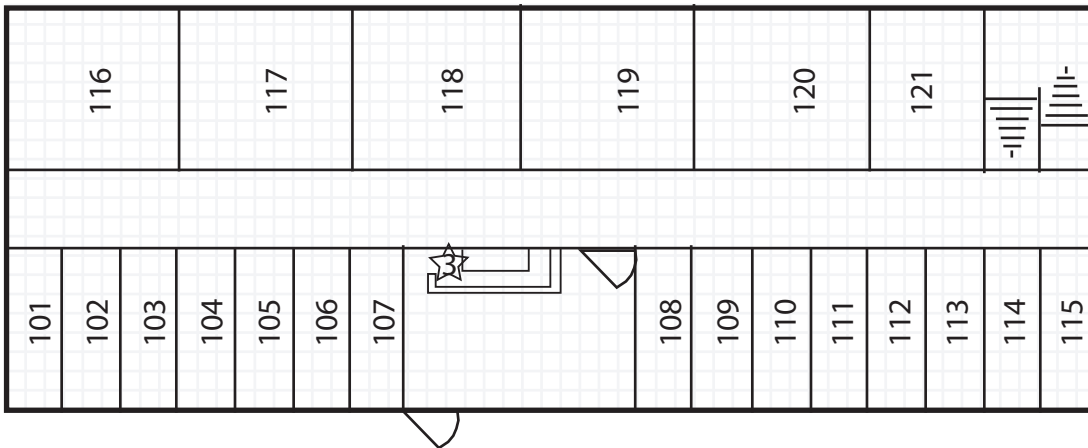
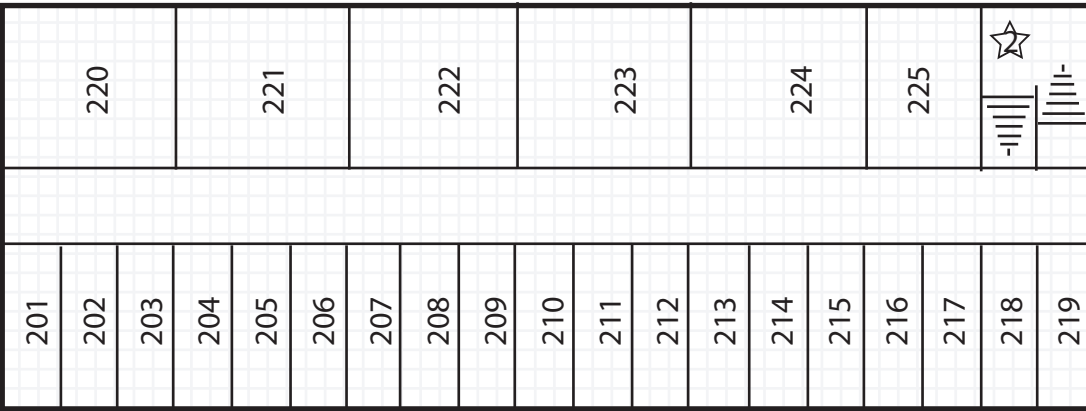
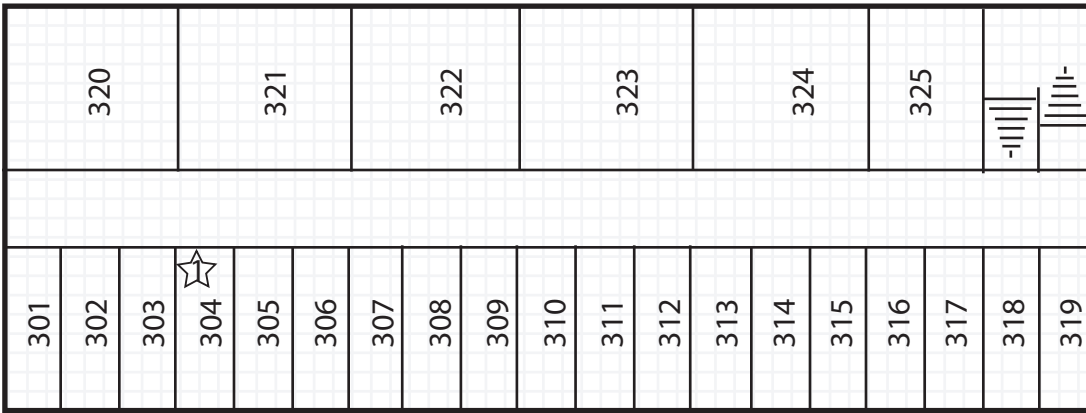
*Best Served Cold* is an adventure for the *Shadowrun* game system and the *Shadowrun Missions* campaign setting. It may be used for players and characters of all experience levels. For use with *Shadowrun, Fourth Edition*™



# The Hardpan



# DIY Storage and Lodging



## Location Guide:

- 1--Belenkiy and the Black Cats
- 2--Tala Blackfoot sitting watch
- 3--Ferret and his desk.

Note: grid is in .5m squares



Tabby is a changeling human female, 5'6" (1.7m) who weighs in at 135 lbs (62 kg). Athletic and furry are two of the first words to come to mind when describing her. She has tawny two toned fur and cat slit eyes.

With SURGE came a need to re-invent herself. On the surface, she's playful and to the point. Underneath, is a woman who had her sense of self-identity stripped away from her by a random surge of ambient mana.

Specializing in Corporate politics, Tabby tries to avoid dealing directly with the syndicates whenever possible. She is based primarily in the CAS sector and does occasional work in the Hub or outlying sectors of Denver when a favor is called in from her associates.

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**Tabitha "Tabby" Morgan**

Corporate Fixer  
Changeling Female

Connection Rating: 3

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

**Key Active Skills:** Con: 4, Dodge: 2, Electronics Skill Group: 2, Etiquette: 5, Intimidation: 3, Negotiation: 5, Perception: 3, Pistols: 2

**Key Knowledge Skills:** Corporate Politics: 4; Area Knowledge Denver (CAS Sector): 4(6); Shadowrunner Teams: 3

**Cyberware/Bioware:** None

**Gear:** 2 Ares Sliverguns (Smartguns, in Quick-Draw Holsters); Lined Coat; Smartlink Contacts

**Uses:** Corporate Procedures, Shadowrunner Haunts, Identifying affiliations

**Places to Meet:** CAS Sector Clubs

**Contact:** Commlink

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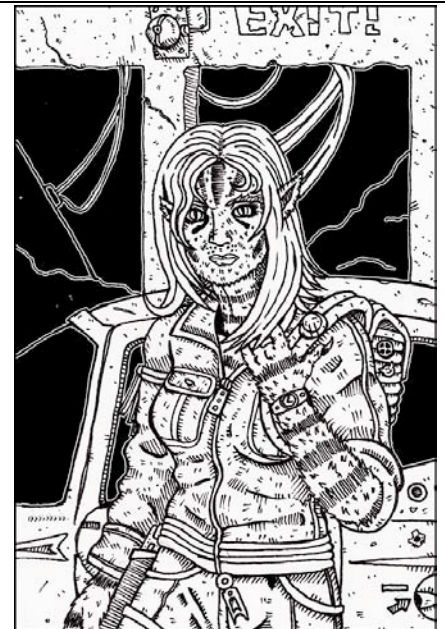
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Paralyzed from the waist down, Falcone has a hawk like nose and a touch of gray at his temples. In his late forties, he seems like the kind of man more comfortable in a boardroom than talking with criminals. Jaron gave up being a fixer about five years ago when he was shot by a rogue team working in retaliation against a run he had arranged. Most of his contacts are in the corporate arena due to his current business ventures, though he still remembers the name of a few fixers in the Seattle area where he did most of his shadow work.

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**Jaron Falcone**

Retired Fixer, Corp Consultant  
Human Male

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

**Key Active Skills:** Computer 3, Data Search 4, Dodge 2, Etiquette 4 (Street +2), Negotiation 5, Perception 3, Pistols 3  
**Key Knowledge Skills:** Corporate Politics 4, Corporate Rumors 4, Fences 2, Gear Values 6, Shadowrunner Teams 2  
**Disadvantages:** Paraplegic  
**Cyberware/Bioware:** None  
**Gear:** Tres Chic Clothing; Raecor Sting  
**Uses:** Corporate practices; Information on Denver Shadowrunners  
**Places to Meet:** Horse Trot Ranch  
**Contact:** Commlink

**Jaron Falcone**

Retired Fixer, Corp Consultant  
Human Male

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# SHADOWRUN Missions

Best Served Cold  
SRM02-02

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

**Table Level**

Green  Veteran  
 Streetwise  Elite  
 Professional  Prime

**Synopsis** Revenge, corporate interference and dealings with the mafia, it's all part of the day to day life of shadowrunners. When a high-ranking executive gets involuntarily extracted though, it's time for a team of deniable assets to bring him back.

**Mission Results**

Belenkiy was  Rescued  Ransomed  Killed  
 Hammerjack  was defeated  got his ransom  
 The Black Cats  settled peacefully  had a shootout  
**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**

Tabby  Jaron Falcone

**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:**

