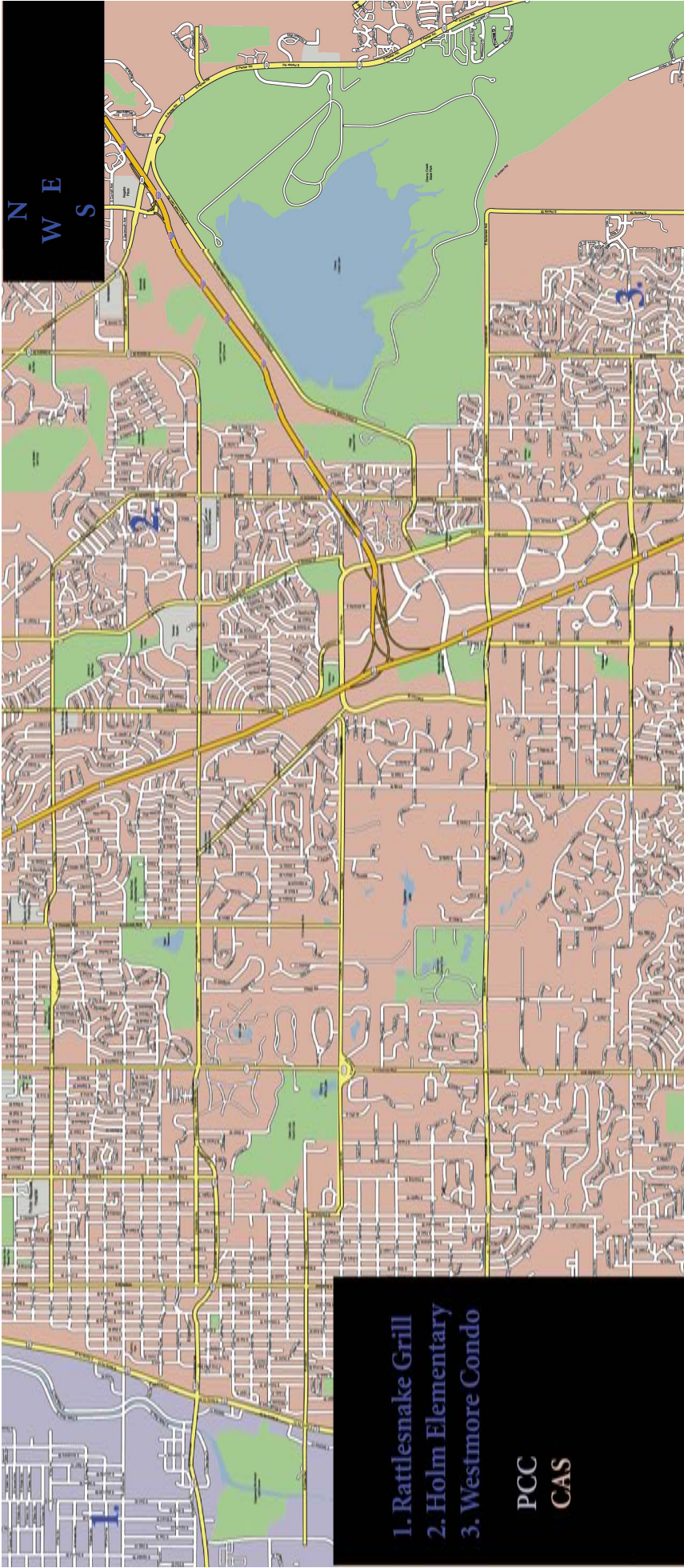


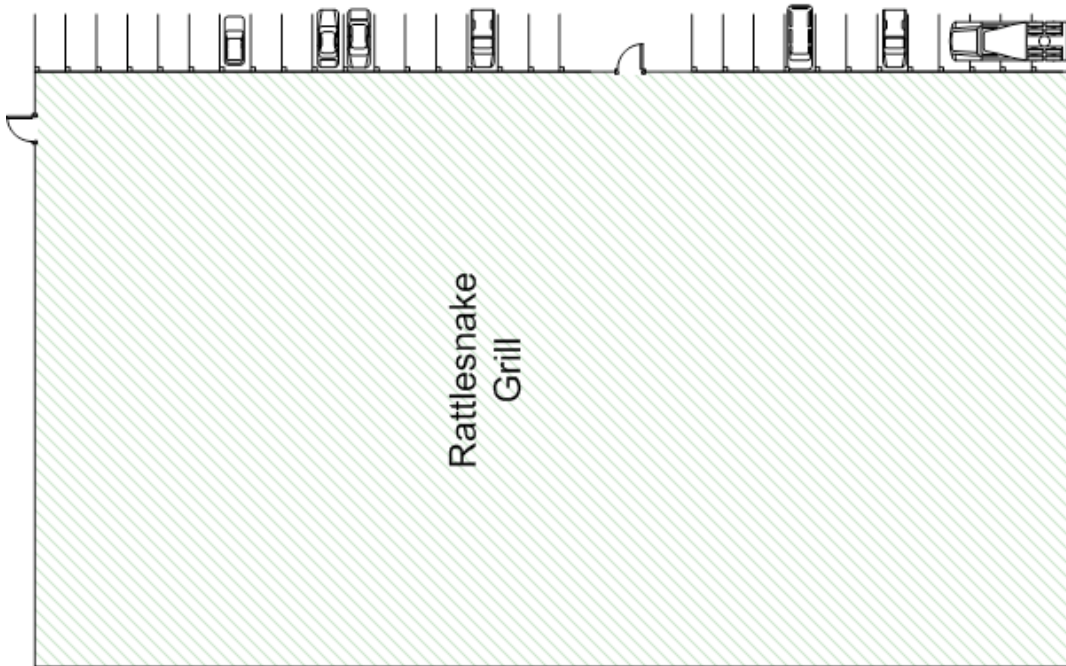
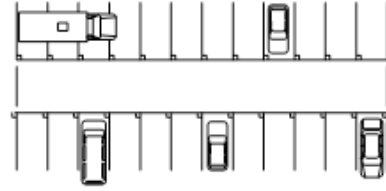
# SHADOWRUN Missions

## ***The Grab*** **Player Handouts**

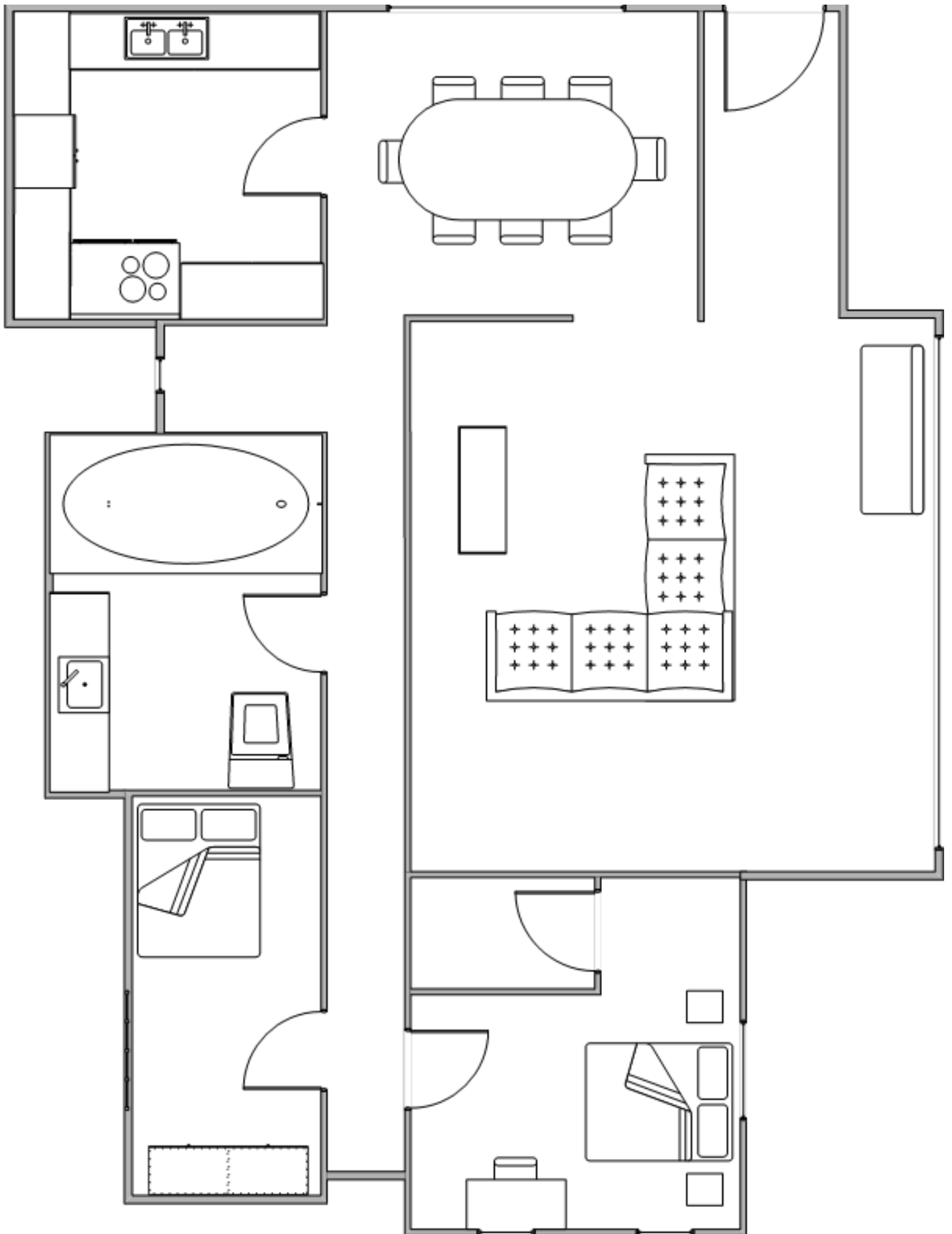
*The Grab* is an adventure for the *Shadowrun* game system and the *Shadowrun Missions* campaign setting. It may be used for players and characters of all experience levels. For use with *Shadowrun, Fourth Edition*™







# The Westmore Condo



Junko "Lady Jade" Tetsuya is one of Denver's most powerful independent arms dealers. She is sexy and tough. Her communication skills can rapidly polarize from civilly intellectual and delicately eloquent to brutish, crass, and brigandine. Lady Jade is loyal to a fault, but she can make as ruthless of an enemy as she does a reliable ally.

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**Junko "Lady Jade" Tetsuya**

Arms Dealer; Fixer  
Human Female

Connection Rating: 3

B	A	R	S	C	I	L	W	IP
?	?	?	?	5(8)	5	4	5	1

**Key Active Skills:** Con: 4, Dodge: 2, *Close Combat*: 4, Etiquette: 5, Intimidation: 3, Negotiation: 5, Perception: 3, Pistols: 4

**Key Knowledge Skills:** Denver Yakuza Operations: 4, Denver Underworld Politics: 4, Weapon Values: 4

**Cyberware/Bioware:** Tailored Pheromones (Rating 3)

**Gear:** Ares Predator IV, Lined Coat, Suzuki Mirage

**Uses:** Weapons pricing, fencing, and acquisition; Information on Denver Yakuza

**Places to Meet:** Matrix, UCAS clubs

**Contact:** Commlink

**Junko "Lady Jade" Tetsuya**

Arms Dealer; Fixer  
Human Female

Connection Rating: 3

B	A	R	S	C	I	L	W	IP
?	?	?	?	5(8)	5	4	5	1

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Arms Dealer; Fixer  
Human Female

Connection Rating: 3

B	A	R	S	C	I	L	W	IP
?	?	?	?	5(8)	5	4	5	1

**Key Active Skills:** Con: 4, Dodge: 2, *Close Combat*: 4, Etiquette: 5, Intimidation: 3, Negotiation: 5, Perception: 3, Pistols: 4

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**Uses:** Weapons pricing, fencing, and acquisition; Information on Denver Yakuza

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**Contact:** Commlink



A Talismonger who makes a modest living in the international district of Denver's CAS Sector, Zhang Wong is the owner and proprietor of Mystic Curiosities, a shop that specializes in exactly what the name implies. He is a venerable man, a traditionalist in a non-traditional world, whose knowledge of things arcane and keen insight into the ebb and flow of life make him an invaluable source of information in the streets of the Treaty City.

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### Zhang Wong

Street Healer; Talismonger  
Human Male

Connection Rating: 3

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

**Key Active Skills:** Biotech: 4; Etiquette: 2; Negotiation: 2; Spellcasting: 4; Enchanting: 3; Assensing: 3  
**Key Knowledge Skills:** Eastern Mysticism: 4; Underworld Rumors: 3; CAS hospital procedures: 2; Magical Background: 3  
**Cyberware/Bioware:** None  
**Gear:** First Aid Kit (Rating 5)  
**Uses:** Magical Healing; Telesma; Minor Foci  
**Places to Meet:** Mystic Curiosities  
**Contact:** Commlink

### Zhang Wong

Street Healer; Talismonger  
Human Male

Connection Rating: 3

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

**Key Active Skills:** Biotech: 4; Etiquette: 2; Negotiation: 2; Spellcasting: 4; Enchanting: 3; Assensing: 3  
**Key Knowledge Skills:** Eastern Mysticism: 4; Underworld Rumors: 3; CAS hospital procedures: 2; Magical Background: 3  
**Cyberware/Bioware:** None  
**Gear:** First Aid Kit (Rating 5)  
**Uses:** Magical Healing; Telesma; Minor Foci  
**Places to Meet:** Mystic Curiosities  
**Contact:** Commlink

### Zhang Wong

Street Healer; Talismonger  
Human Male

Connection Rating: 3

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

**Key Active Skills:** Biotech: 4; Etiquette: 2; Negotiation: 2; Spellcasting: 4; Enchanting: 3; Assensing: 3  
**Key Knowledge Skills:** Eastern Mysticism: 4; Underworld Rumors: 3; CAS hospital procedures: 2; Magical Background: 3  
**Cyberware/Bioware:** None  
**Gear:** First Aid Kit (Rating 5)  
**Uses:** Magical Healing; Telesma; Minor Foci  
**Places to Meet:** Mystic Curiosities  
**Contact:** Commlink



# THE DENVER DAILY

FRESH NEWS FAST! SINCE 2037

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## CACTUS LEAGUE UPDATE

Your [Denver Ghosts](#) eked out a win in yesterday's spring training performance against the [Red Sox](#). While the final score was 3-2, the key was brilliant pitching by Johnny Carmichael in the 4<sup>th</sup>, when the bases were loaded, 2 down, and slugger Carmine Thornton at the plate. [Trid feed still available for only 2¥!](#)

## MORE IN SPORTS:

- **BRONCOS SIGN LINEMAN**
- **FREE AGENCY UPDATES**
- **THUNDERHEADS CLINCH!**
- **HIGH SCHOOL UPDATES**

## ENTERTAINMENT

- **THIS WEEKEND'S SCENE**
- **NEIL THE ORK BARBARIAN PART 23!**
- **RESTAURANT REVIEWS**
- **TONIGHT'S TRID**

## LOCAL BUSINESS

- **LUCom STOCK SOARS**
- **ROCKY MOUNTAIN DYNAMICS UNDER INVESTIGATION**

## INNOCENT LIFE TAKEN

A tragic drama, which began yesterday between kidnappers and law enforcement authorities, came to a tragic end this evening when Catherine Westmore, the handicapped eleven-year-old daughter of [Federated Boeing](#) engineer Donna Westmore, was gunned down in the streets of the Aurora Warrens. A group of criminals were holding the girl for ransom over the last forty-eight hours, but ingenious [Lone Star](#) investigators succeeded in locating the kidnappers and the girl yesterday afternoon. When authorities descended on the dilapidated house, a standoff ensued. Authorities representing both [Lone Star](#) and [Federated Boeing](#) spent many hours negotiating for the release of the girl. It seemed headway was being made when the kidnappers agreed to release their hostage under the terms that they be granted deportation from the UCAS Sector instead of being tried under UCAS or corporate sovereignty for their crimes. What authorities were not prepared for, however, was an as yet unidentified sniper who mercilessly executed the girl as she was being passed from the kidnappers into the hands of [Lone Star](#) representatives. The killing resulted in chaos. Several officers were wounded, and every member of the kidnapping team was killed, in a gunfight that brought the standoff to its explosive conclusion. [Lone Star](#) is currently offering a reward for any information leading to the identity and successful apprehension of the sniper responsible for this tragic turn of events. If you have any information regarding this heist, please follow normal procedures for threat identification.

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** The shadows can be a dirty place to make a living, but a runner's got to make ends meet somehow. When opportunity calls, you answer. But when answering that call involves extracting an eleven-year-old girl as part of an elaborate and bizarre extortion scheme, the shadows can get much dirtier, and some stains can never be washed out.

**Mission Results**

Catherine was  delivered to the safehouse.  never captured.  
 killed while under the PCs' protection.

Lady Jade was  uninjured.  badly hurt.  killed.

Catherine's Eye Recorder  ID'd the PCs.  was disabled or erased.

**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**

Lady Jade

Zhang Wong

**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:**

