

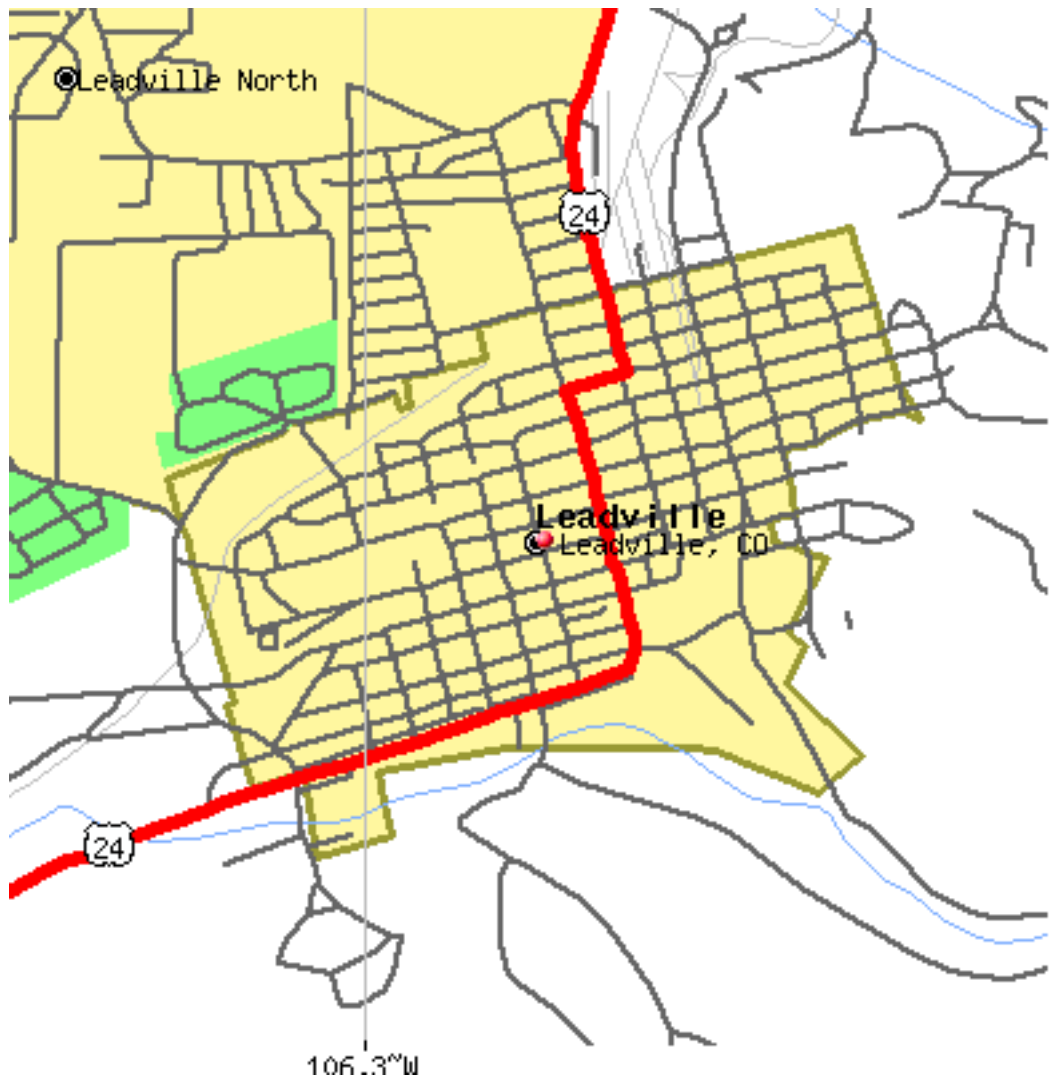
SHADOWRUN Missions

Wetwork, Pure and Simple **Player Handouts**

Wetwork, Pure and Simple 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*™

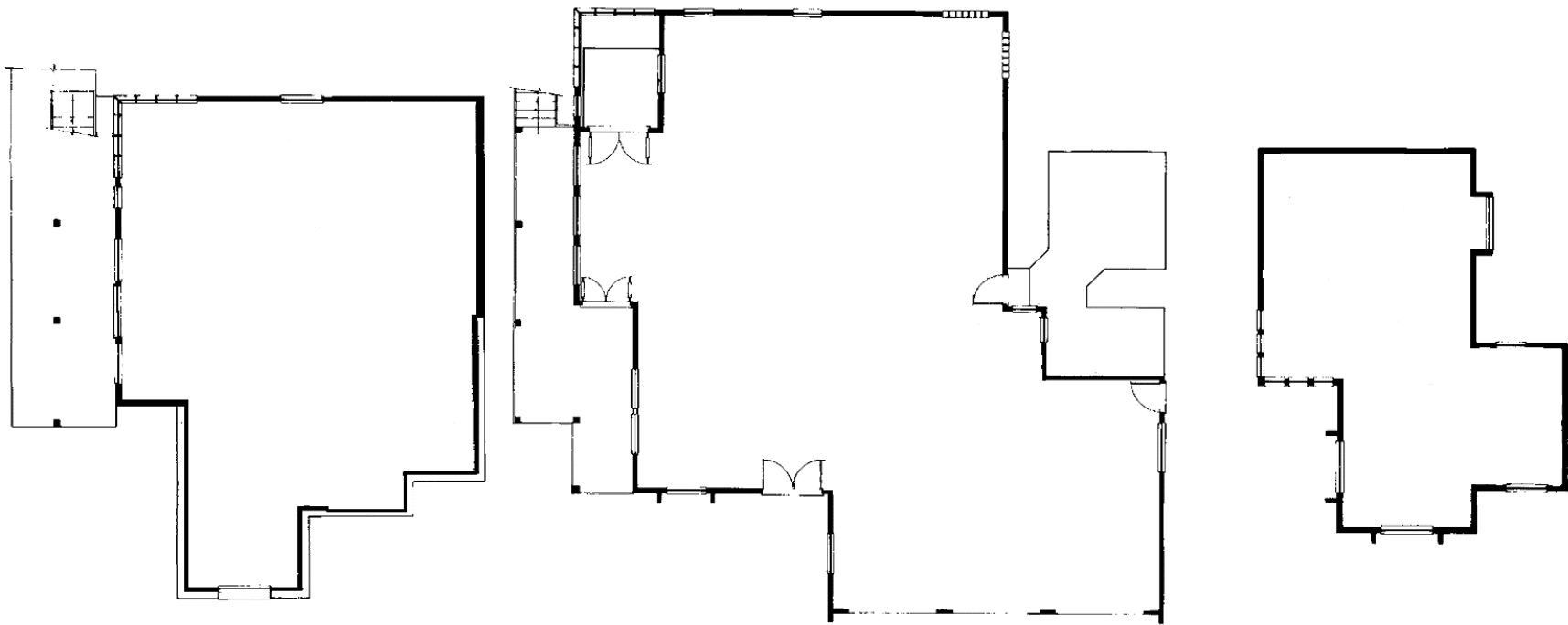








Ski Lodge Exterior View

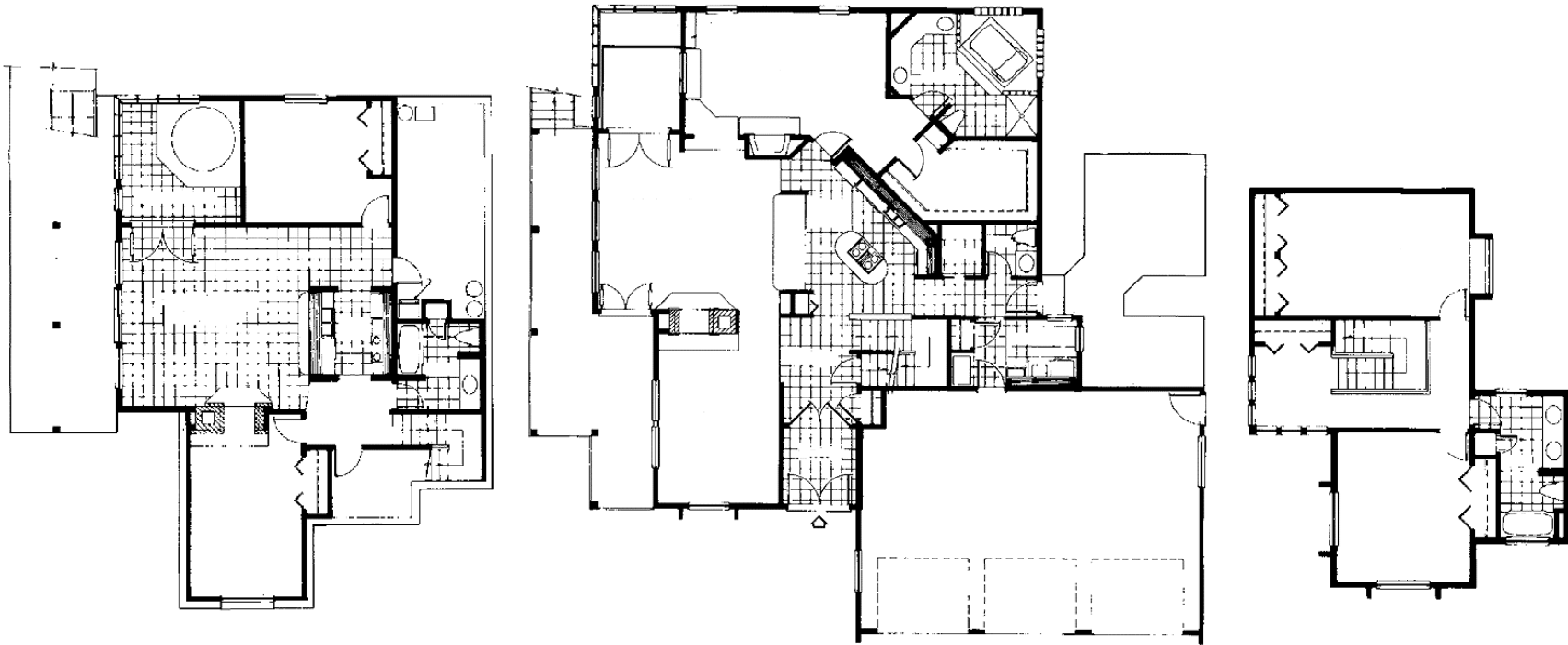


Downstairs

Main Floor

Upstairs

Ski Lodge Full View



Downstairs

Main Floor

Upstairs

Gonzolo is a Hispanic Dwarf with no obvious cybertechnology save a trio of datajacks on his left temple. He walks around with a constant scowl on his face and in most situations can be counted on to be pessimistic. He prefers to mumble to himself in Spanish. The content of these conversations usually involves his certainty of bad outcome.

In his view, things would have been much simpler if Ghostwalker had not come to Denver. Not that he'd ever be unwise enough to voice those sentiments. Instead, he gets his revenge by breaking the dragon's rules. While working for Aztechnology, Gonzolo helped build several underground tunnels. These are the same tunnels he now uses to flaunt Ghostwalker's 'no smuggling' law.

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Gonzolo "Loco" Cabrera

Smuggler
Dwarf Male

Connection Rating: 1

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

Key Active Skills: Pilot Ground Craft: 4; Pilot Water Craft: 4; Negotiation: 2; *Stealth*: 3

Key Knowledge Skills: Smuggler Routes: 3; Aztechnology Procedures: 3

Languages: Spanish: N; English: 3

Cyberware/Bioware: Control Rig, Datajacks
Gear: Cargo Van, Colt America L36, Armored Vest

Uses: Transporting goods into the PCC, contacting Aztechnology, Smuggler Rumors

Places to Meet: 5x5; Storm Tunnels

Contact: Commlink

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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		

SHADOWRUN MISSIONS

Network, Pure and Simple
SRM02-14

Player: _____ **Date:** _____
Character: _____ **Location:** _____

Table Level

Green Veteran
 Streetwise Elite
 Professional Prime

Synopsis When you run in the shadows, a day where you aren't working is a day where you aren't getting paid. Sometimes survival means taking whatever run comes your way. When the choice is between network and not eating, it isn't much of a choice.

Mission Results

Wapasha: died in an "Accident." was assassinated.
 paid off the team.

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

Loco

GM's Name: [PRINT] _____ **GM's Signature:** _____

