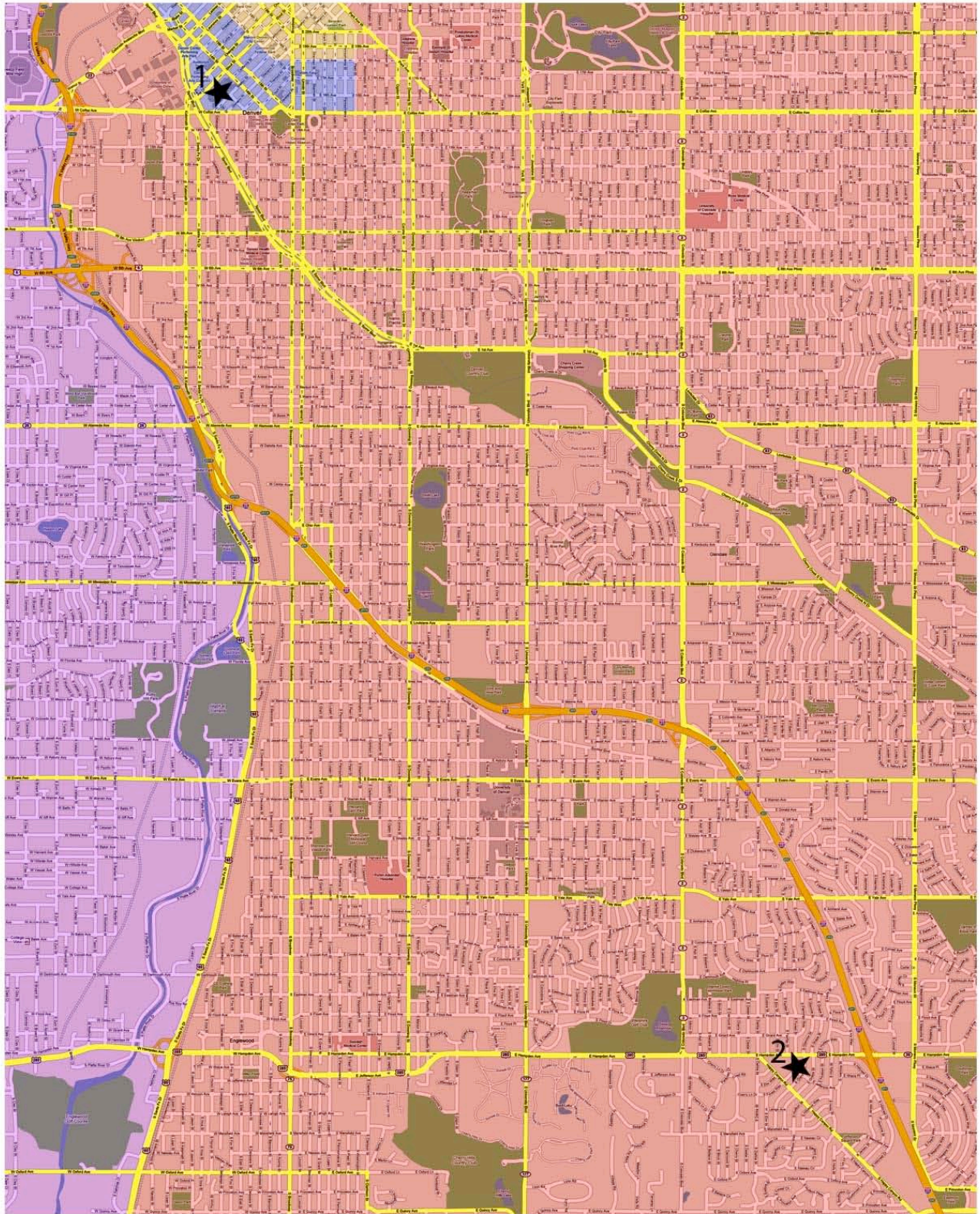


SHADOWRUN Missions

Career Path **Player Handouts**

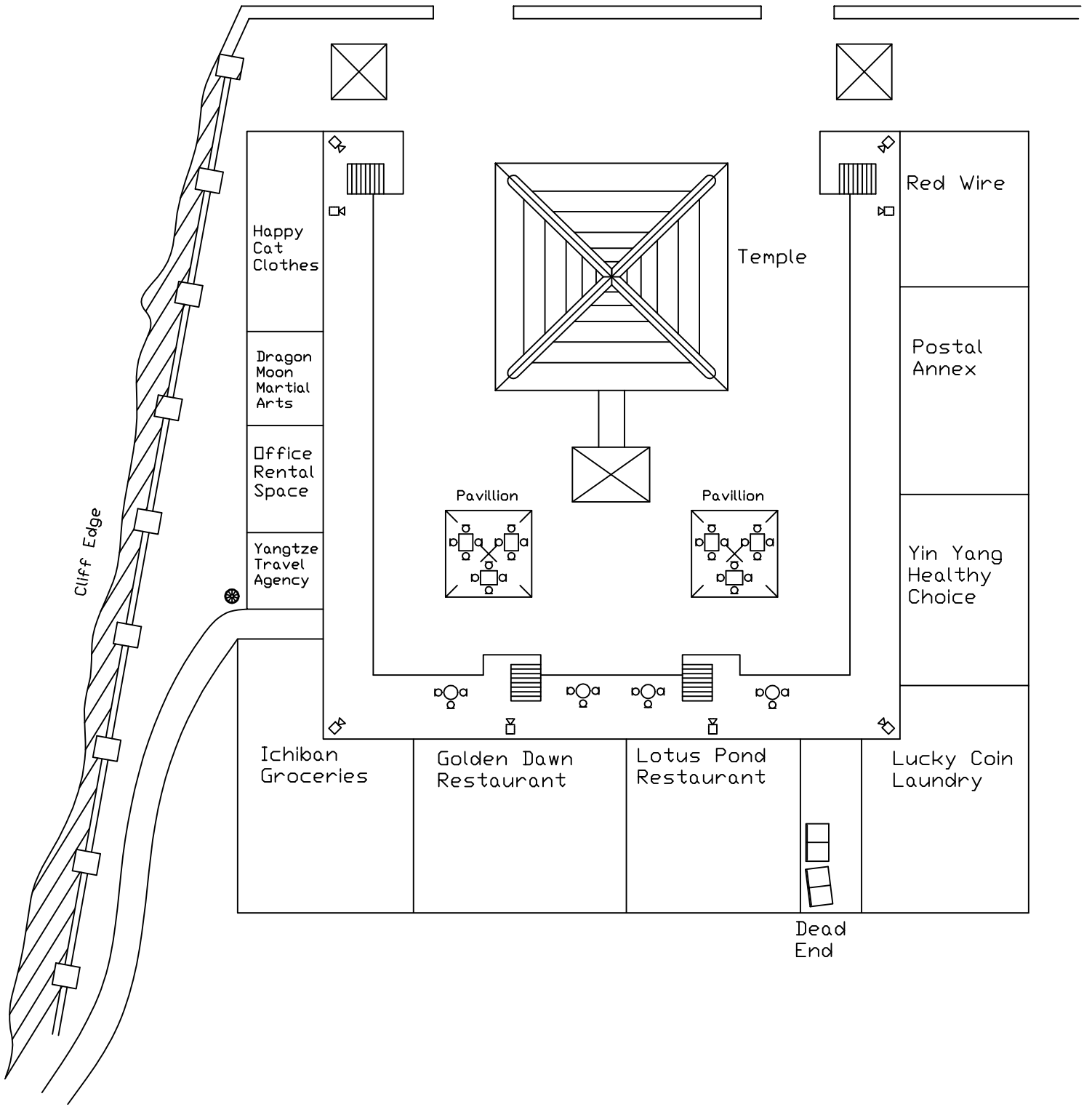
Career Path is an adventure for the *Shadowrun* game system and the *Shadowrun Missions* campaign setting. It may be used for players and characters of all experience levels. For use with *Shadowrun, Fourth Edition*™





- 1. FRFZ Conference Center
- 2. Happy Canyon Shopping Center

60s	70s	80s
“tie dye” anything (fabric is knotted and dipped into dye of various colors, producing swirls and sunbursts)	Leisure suits (two-piece pant suits for men or women made of polyester gabardine, with wide lapels)	“power suit” (for women: bright jacket, black skirt. for men: navy or black pinstripe. large shoulder pads in jackets for both)
bell bottom pants	dark straight-leg jeans	“parachute” pants
windbreaker jacket	denim jacket with tons of buttons attached	pastel or bright-colored suit jacket with narrow lapels
sweater vest	Nehru jacket (hip-length silk suit jacket with stand-up/mandarin collar)	Plaid flannel shirt, open
flat-top short hair	enormous afro	side-part
narrow ties	very wide ties	very narrow ties
mid-calf straight skirt	miniskirt or minidress	knee-length skirt over leggings
crew-neck sweater over “peter pan”-collar blouse	long hand-knit cardigan vest over woven hemp shirt	sweatshirt with ripped neckline over tank top
“penny-loafer” shoes with actual pennies	Birkenstock sandals (wide suede straps)	Candies sandals (one piece of clear plastic in a wedge)
watch with thin leather band	wide gold cuff bracelet	3” of thin rubber bangles
short pearl necklace	3”-diameter peace sign carved of wood strung with colored beads	two dozen gold chains of various lengths
vinyl records (flat discs of black dense plastic with a concentric spiral groove on each side) in various sizes	“8 track tapes” (plastic cartridges the size of a sandwich, with half-inch magnetic tape)	cassettes (plastic cartridges smaller than a deck of cards, with quarter-inch magnetic tape)
portable turntable (record player in a box, with an AC cord coming out of the bottom corner)	semi-portable (think boom box sized) “8 track” tape player	portable cassette player with headphones
Transistor radio	“U.S. out of Vietnam” posterboard sign	Sega Genesis video game console, with controllers



Node Record Sheet



Node Happy Canyon Mall **Node Description** Happy Canyon Shopping Mall, Denver

System 4 **Response** 3 **Firewall** 4 **Signal** 3

System cap due to lower Response Response loss from running programs Active Alert activation (+4 Firewall bonus) Maximum wireless signal range (p. 212) 400m

Programs/Agents/IC	Rating	Loaded	Programs/Agents/IC	Rating	Loaded
Analyze	<u>3</u>	_____	IC	<u>3</u>	_____
Browse	<u>3</u>	_____	IC (TR 3+)	<u>3</u>	_____
Edit	<u>3</u>	_____	IC (TR 5+)	<u>3</u>	_____
Blackout	<u>3</u>	_____			_____
Armor	<u>4</u>	_____			_____
Attack	<u>4</u>	_____			_____
Bio-Feedback Filter	<u>4</u>	_____			_____
Track	<u>4</u>	_____			_____
Spoof	<u>3</u>	_____			_____
ECCM	<u>3</u>	_____			_____

Agent/IC Damage Track 	Agent/IC Damage Track
Agent/IC Damage Track 	Agent/IC Damage Track
Agent/IC Damage Track 	Agent/IC Damage Track
Agent/IC Damage Track 	Agent/IC Damage Track

Spider B 2 A 3 R 4 S 2 C 3 I 4 L 5 W 4 ESS 6.0 EDG 2 (Res) - Init 8 IP 3

Hacking: 4 Cybercombat: 4 Computer: 4 Electronic Warfare: 3

Notes: This Triad spider uses hot-sim (+2 to all Matrix tests)

Damage Track

Local Topology Diagram

Directly Connected Nodes

Knight Errant Matrix Security Services, via fiber-optic cable

Subscribed Devices

Six cameras (w/ low-light)

One PANICBUTTON per shop (calls spider and Knight Errant)

Important Data (Paydata)

See adventure for details.

Notes The ratings above are for Table Rating 1. For TR 2 through TR 4, add one to all Ratings. For TR 5 and above, add two to all Ratings.

This node's virtual sculpting follows a Second Century Chinese court theme, complete with ruler, advisors, and servants, with kowtowing icons and files appearing as long scrolls of calligraphy.

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 I P
? ? ? ? 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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Corporate Fixer
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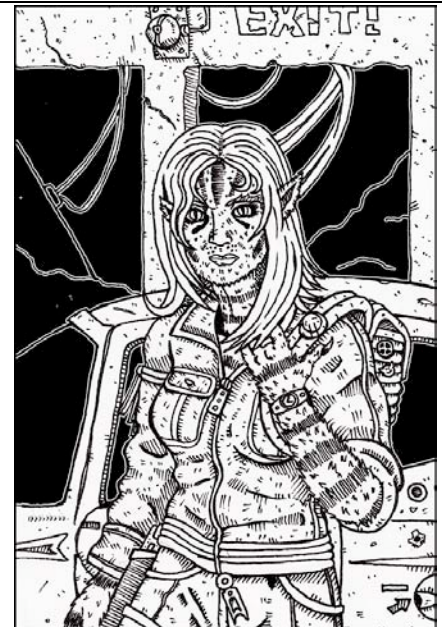
Cyberware/Bioware: None

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



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

Career Path
SRM02-20

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

Table Level

Green Veteran
 Streetwise Elite
 Professional Prime

Synopsis: Everybody hates their job sometimes. One poor wageslave just decided to do something about it. Only now, his boss wants YOU to do something about THAT.

Mission Results
 Fitz went to: Wellmind. The Vory. Other
 At Happy Canyon: another quiet day. there was a firefight.
 the police intervened. Other
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
 Tabby

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

