

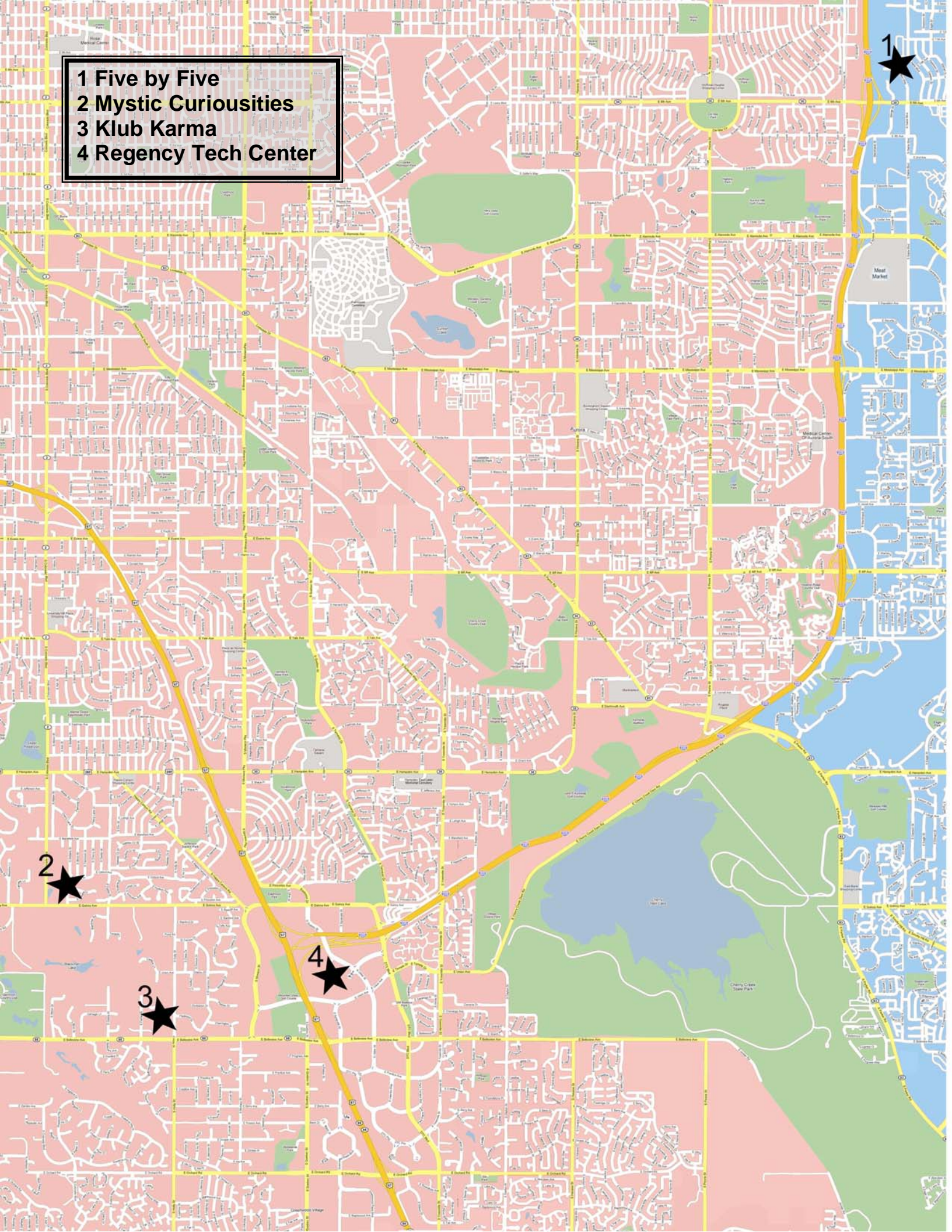
SHADOWRUN Missions

Chasing the Dragon **Player Handouts**

Chasing the Dragon 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*™

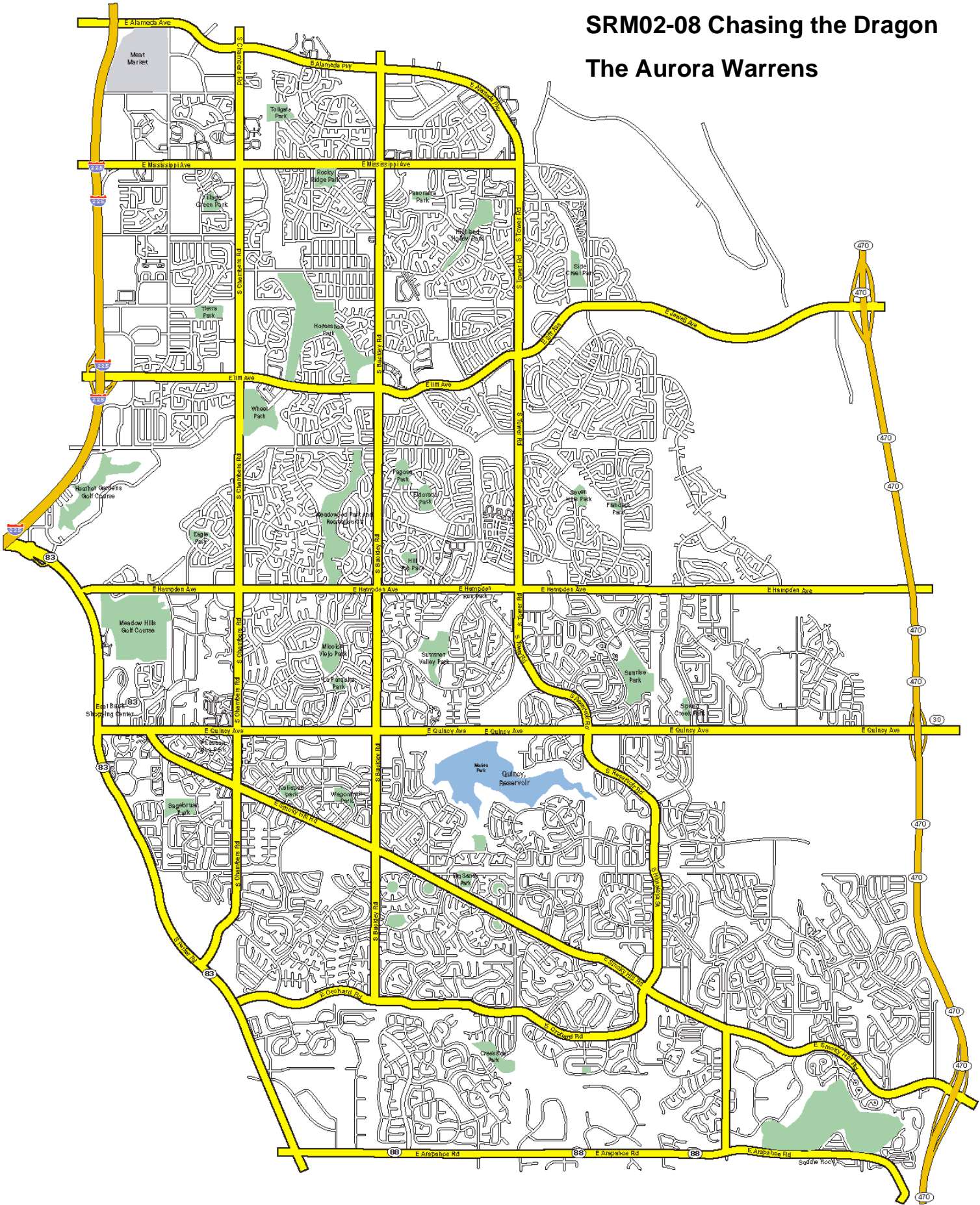


- 1 Five by Five
- 2 Mystic Curiosities
- 3 Klub Karma
- 4 Regency Tech Center

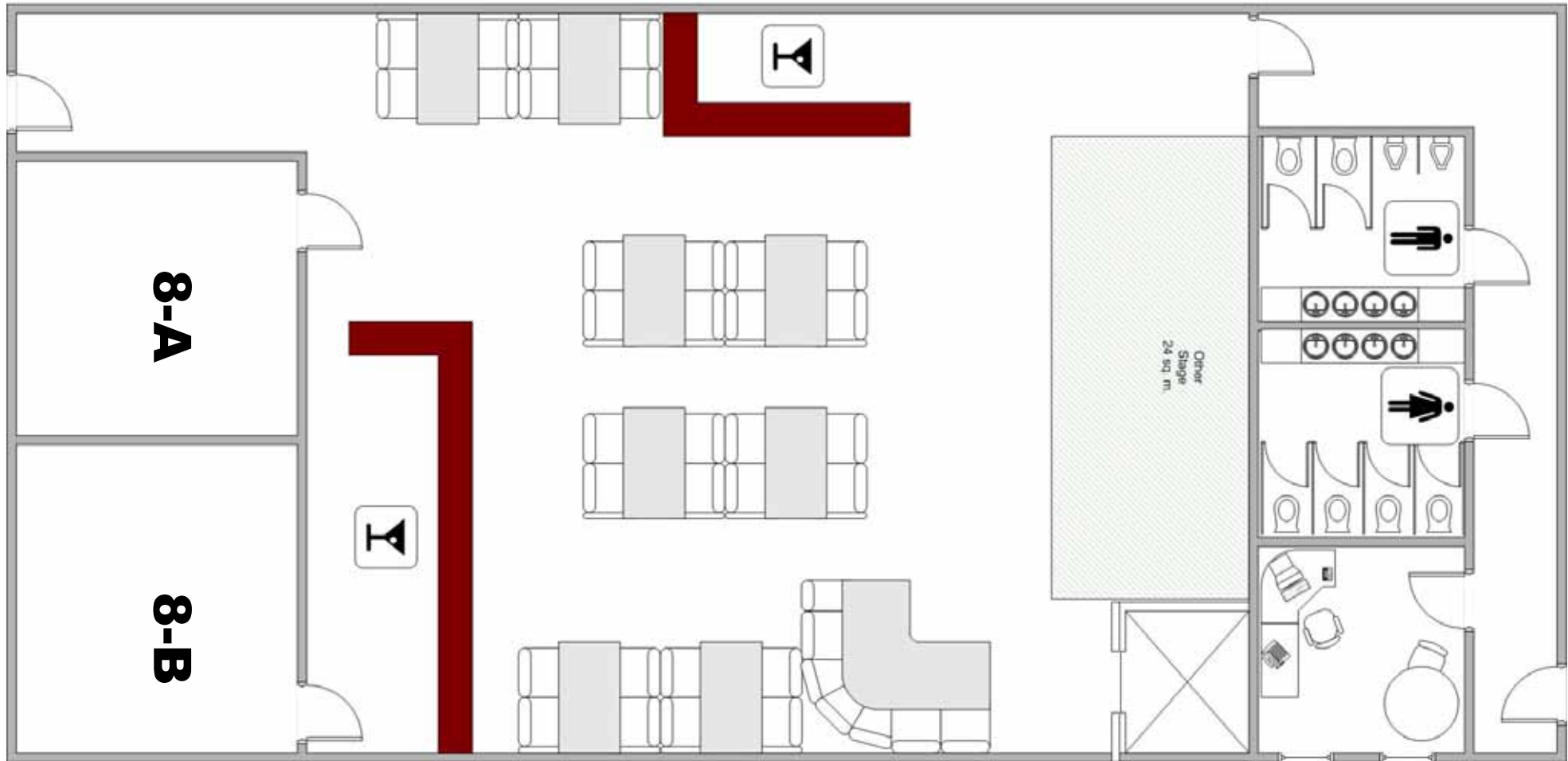


SRM02-08 Chasing the Dragon

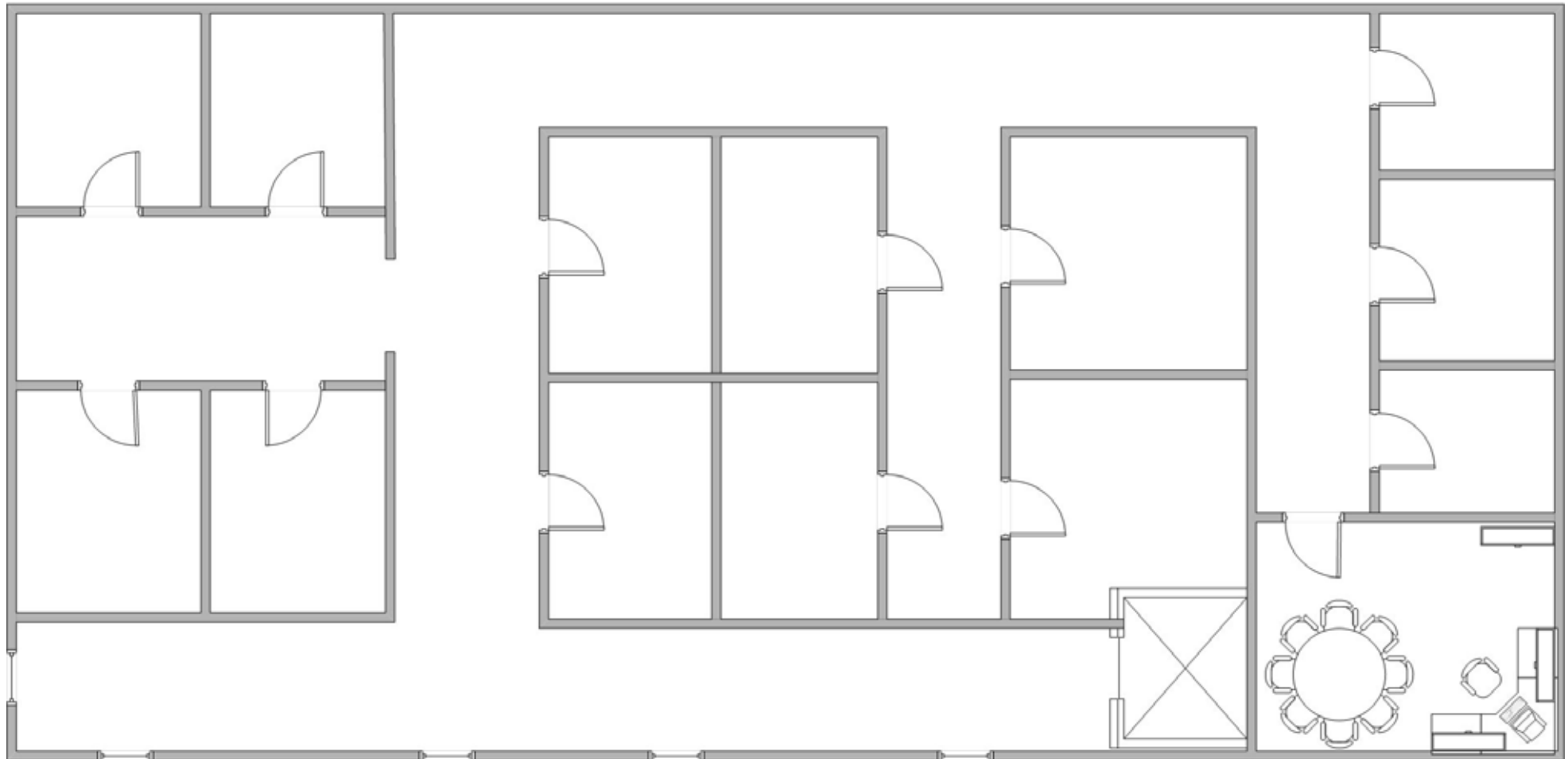
The Aurora Warrens



Klub Karma Ground Floor



Klub Karma Second Floor



Handout A

This email is written in Cantonese.

From: lotusgrrl69@wuxing.com

To: longduckwong@gayalink.net

Subject: RE: If You're Interested

W,

If there's one thing I love as much as I detest what The Dragon has done, it's money. That's why I need you to appraise this thing for me. If The Dragon Stone is really what he says it is, then it must be worth a pretty penny to the right buyer and is totally worth the flak I'm going to get for protecting the son of a bitch...

Of course, what I wouldn't give to stick it to him. But right now... man, greed is a bitch. I guess I could just kill him and take it and sell it myself, after all it's already in my hands anyway. But that's a dangerous path to walk down if you want to keep your rep in our business. Honor among thieves and all that, right?

But would people understand? He's a child killer. He deserves it.

Maybe... I don't know. I need to think about it. So anyway, you want to look into it for me? I'd appreciate it.

Lin

P.S. – Did you catch the last episode of Found? Man, that show gets better and better every week. You really should check it out! x.x

Handout B

From: Donna Westmore (DWestmore@fedboeing.com)

To: *[runner's contact info]*

Subject: This Isn't Over

[runner's name]:

I was very sorry to hear of your survival.

I know you must be used to threats in your line of work, so instead I'll just leave you with something else to chew on. You may be able to survive the wrath of corporations. You may be able to outrun the law. You may not be afraid of anything any crime syndicate can throw at you. But keep in mind, there is absolutely nothing in the world as ferocious as the resolve of a grieving mother. I can promise you that.

This isn't over.

D.W.

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
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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

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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

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Gear: First Aid Kit (Rating 5)

Uses: Magical Healing; Telesma; Minor Foci

Places to Meet: Mystic Curiosities

Contact: Commlink



An is the Hung Kwan for the Golden Triangle Triad. He stands at 2.5 m tall and weighs in at about 305 kg. He dresses in a lined coat, which is heavily embroidered with Wuxing symbolism. His single horn juts from the right side of head, and from the way it glistens, it's clearly been waxed recently and well maintained. It's pretty much impossible to estimate An's age.

An is a native of the Denver area, so speaks with no noticeable accent. He is extremely direct, and does his best to intimidate with his physical presence. For a master of Eastern mysticism, he is rather impatient and has a surprisingly short fuse.

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An Peng

Triad Hung Kwan
Troll Male

Connection Rating: 3

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

Key Active Skills: Banishing: 3; Dodge: 2; Etiquette: 3; Intimidation: 4; Negotiation: 3; Sorcery: 4; Unarmed Combat: 3

Key Knowledge Skills: Triad History: 3; Narcotics: 4; ZDF Procedures: 3

Advantages: Magician (Wuxing)

Spells: Flamethrower; Knockout; Phantasm

Cyberware/Bioware: None

Gear: Lined Coat

Uses: Golden Triangle information, CAS Crime syndicates, Eastern Mysticism

Places to Meet: Happy Canyon Mall, Chinatown Restaurants and shops

Contact: Commlink

An Peng

Triad Hung Kwan
Troll Male

Connection Rating: 3

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

Key Active Skills: Banishing: 3; Dodge: 2; Etiquette: 3; Intimidation: 4; Negotiation: 3; Sorcery: 4; Unarmed Combat: 3

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Cyberware/Bioware: None

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Uses: Golden Triangle information, CAS Crime syndicates, Eastern Mysticism

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Triad Hung Kwan
Troll Male

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

Key Active Skills: Banishing: 3; Dodge: 2; Etiquette: 3; Intimidation: 4; Negotiation: 3; Sorcery: 4; Unarmed Combat: 3

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Places to Meet: Happy Canyon Mall, Chinatown Restaurants and shops

Contact: Commlink



Katie is a joygirl who works most of the big clubs, looking for wealthy clients. She is barely eighteen, and it doesn't take more than one intimate encounter with Katie for her customers to figure out what the "kaboom" is for. Her demeanor is uncharacteristically innocent in its friendliness, and overall she is bright and bubbly—not the typical "jaded hooker".

Katie insists she is only working the streets to "pay her way through school". This is only half true—a very smart girl, she hopes she can use her body and turn tricks to meet "well connected men" which could give her a leg up when she tries to jump careers into the corporate world as something other than a meat toy.

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Katie Kaboom

Joygirl
Human Female

Connection Rating: 1
B A R S C I L W I P
? ? ? ? 5 4 4 2 1

Key Active Skills: Etiquette: 3 (Street +2); Unarmed Combat: 2; Con: 3; Negotiation: 3
Key Knowledge Skills: Biology: 2; Corporate Rumors: 2; Fences: 3; Media Stars: 3;; Organleggers: 2; Sports: 2; Street Rumors: 5
Cyberware/Bioware: None Known
Gear: GMs discretion
Uses: Information on street and corporate rumors.
Places to Meet: Klub Karma or other high profile clubs.
Contact: Commlink

Katie Kaboom

Joygirl
Human Female

Connection Rating: 1
B A R S C I L W I P
? ? ? ? 5 4 4 2 1

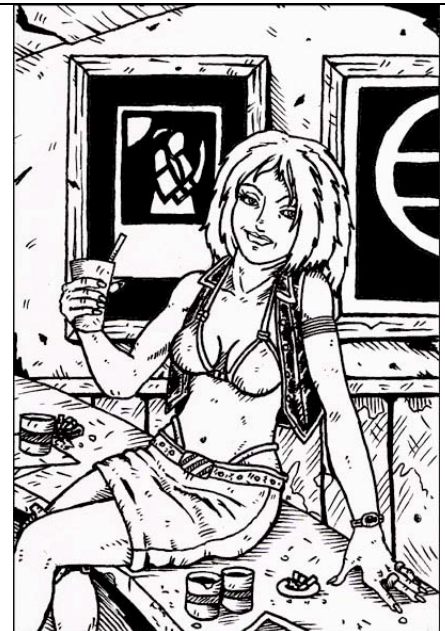
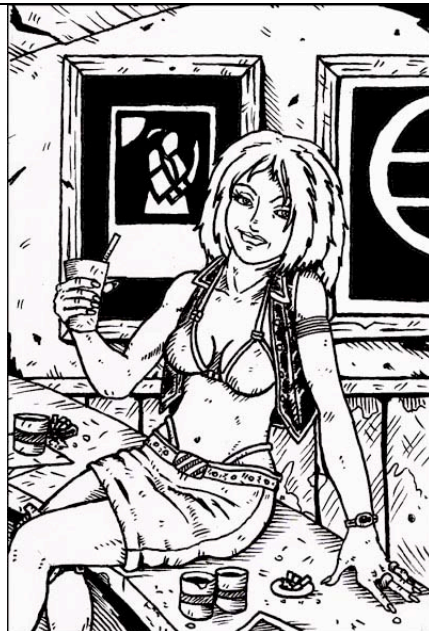
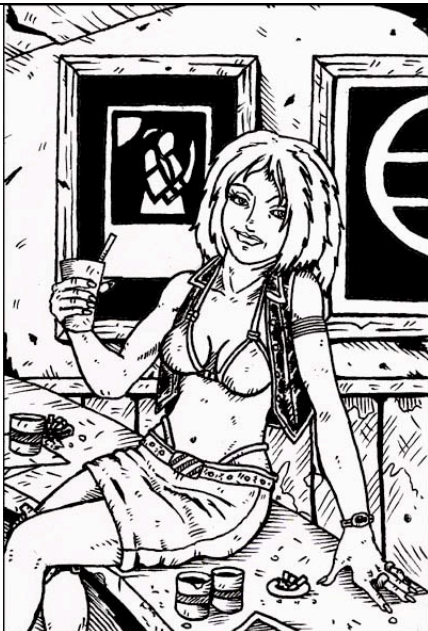
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Joygirl
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Uses: Information on street and corporate rumors.
Places to Meet: Klub Karma or other high profile clubs.
Contact: Commlink



The manager of Klub Karma, Lin Yao is a ranking member of the White Lotus Triad. She is a brutally emotionless woman who concerns herself only with the "bottom line." It is her attention to profit and gain, as well as her swift and no nonsense approach, which has attributed to her rapid rise through the Lotus ranks. Few would suspect the soul of a ruthless underworld figure lurks between her quiet, yet firm and businesslike, demeanor. She speaks with a slight Cantonese accent and avoids slang, relying on "business casual" English at all, and demands that others who speak to her do the same.

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Lin Yao

Triad Bar Manager
Human Female

Connection Rating: 3

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

Key Active Skills: Computers: 2; Leadership: 3; Perception: 3; Data Search: 2; Etiquette: 3 (Triad +2); Negotiation: 3

Key Knowledge Skills: Business: 3; Law: 4; Local Politics: 3; Police Procedures: 2; Psychology: 4; Triad Politics: 5

Cyberware/Bioware: None

Gear: Actioneer armored clothing;

Uses: Information on Triad procedures and activities; Information on Denver politics; Assistance in White Lotus negotiations

Places to Meet: Klub Karma

Contact: Commlink

Lin Yao

Triad Bar Manager
Human Female

Connection Rating: 3

B A R S C I L W I P
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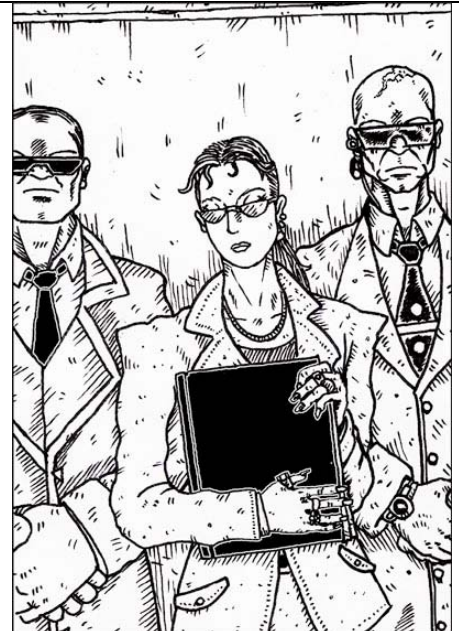
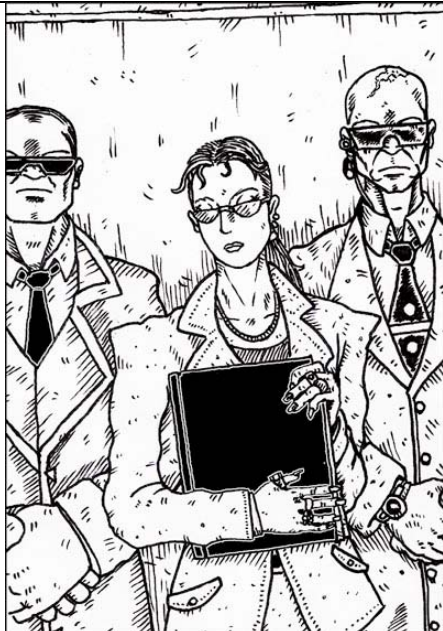
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Places to Meet: Klub Karma

Contact: Commlink



Takeshi is an ex-Yakuza. Ever since the Yamato-rengo sent their assassin to slay his family, Takeshi has fallen into a downward spiral of depression and addiction. A chronic alcoholic and BTL user now, he makes a living dealing the cheaply manufactured chips he hits on a daily basis. Takeshi has been unable to get his life straightened out.

Once upon a time, Takeshi was an athletic, Asian gentleman with style who wore only the most expensive clothes and would fit in at the *chicest* of clubs. Now, he is unhealthily underweight and wears secondhand jeans and t-shirts. It's about all he can afford, since the drugs eat most of his cash flow.

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Takeshi Modori

BTL Dealer
Human Male

Connection Rating: 1

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

Key Active Skills: Con: 4; Dodge: 2; Electronics: 2; Etiquette: 5 (Street +2); Intimidation: 3; Negotiation: 5; Perception: 3
Key Knowledge Skills: Crime Syndicates: 4; Fences: 3; Illegal Goods: 5; Dealers: 4; Street Rumors: 4

Cyberware/Bioware: None

Gear: Hotsim'd commlink

Uses: Information on the BTL trafficking; Low quality BTLs; Yakuza procedures

Places to Meet: Backalleys and Dive bars in the CAS sector.

Contact: Commlink

Takeshi Modori

BTL Dealer
Human Male

Connection Rating: 1

B A R S C I L W IP
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Gear: Hotsim'd commlink

Uses: Information on the BTL trafficking; Low quality BTLs; Yakuza procedures

Places to Meet: Backalleys and Dive bars in the CAS sector.

Contact: Commlink



A professional barman who just wants to be left alone by the syndicates, Matty Zorn set up shop down in the abandoned subway developments. He knows people who know people, and serves as a middleman, never asking too many questions and just handing over names and phone numbers. Pushing forty with a vengeance, the Denver native doesn't like to worry about everything that happened before he was born and focuses on the present, thinking as far forward as next month's supply shipment. Matty sells drinks at honest prices to dishonest men, but they all pay in advance. The bartender has been a sounding board often enough that he jokes he should have been a priest but he liked the drink too much to give it up.

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Matty Zorn

Five by Five Bartender
Human Male

Connection Rating: 3

B A R S C I L W I P
? ? ? ? 4 3 2 3 1

Key Active Skills: Automatics: 3; Electronics: 4; Gunnery: 4; Pilot Aircraft: 6; Pilot Ground Craft: 4;

Key Knowledge Skills: Street Rumors: 4; Smuggling Routes: 1, Denver Fixers: 3

Cyberware/Bioware: Cybereyes, Datajack, Reaction Enhancers, Touchlink

Gear: Armor Jacket

Uses: Connecting with Smugglers; Finding out current rumors; Looking for a place to hole up

Places to Meet: Five by Five

Contact: Commlink

Matty Zorn

Five by Five Bartender
Human Male

Connection Rating: 3

B A R S C I L W I P
? ? ? ? 4 3 2 3 1

Key Active Skills: Automatics: 3; Electronics: 4; Gunnery: 4; Pilot Aircraft: 6; Pilot Ground Craft: 4;

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Human Male

Connection Rating: 3

B A R S C I L W I P
? ? ? ? 4 3 2 3 1

Key Active Skills: Automatics: 3; Electronics: 4; Gunnery: 4; Pilot Aircraft: 6; Pilot Ground Craft: 4;

Key Knowledge Skills: Street Rumors: 4; Smuggling Routes: 1, Denver Fixers: 3

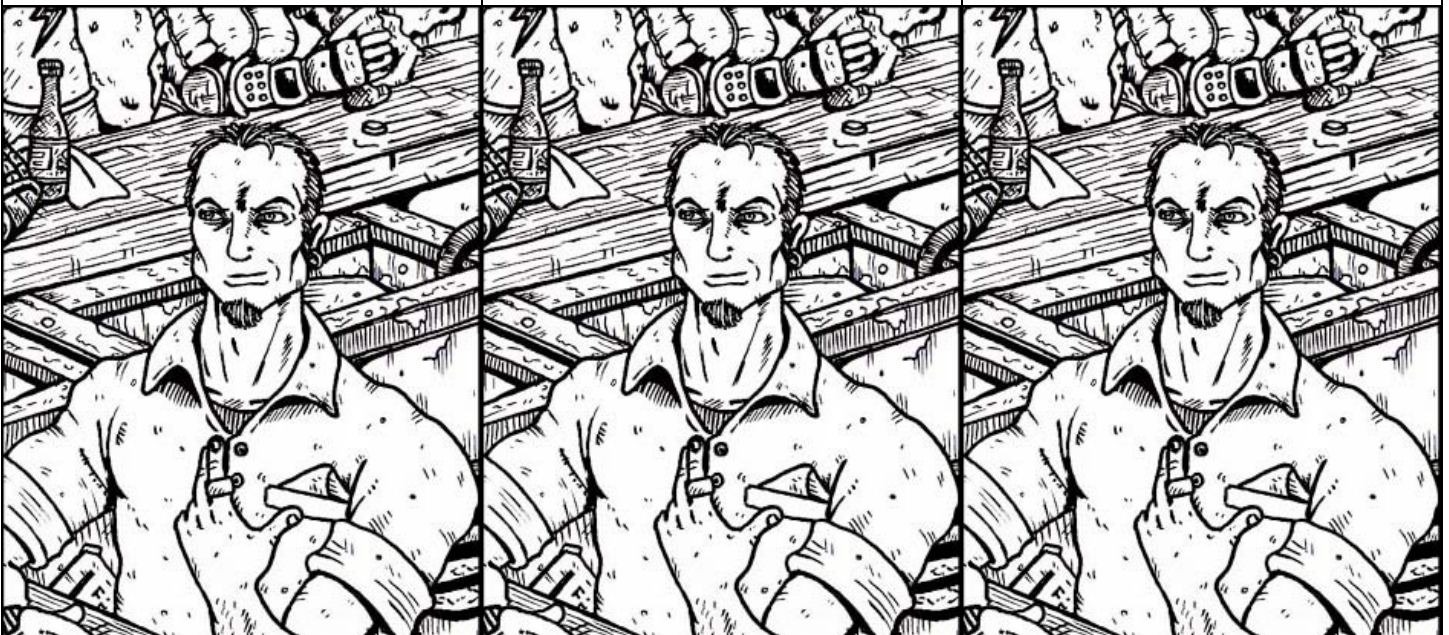
Cyberware/Bioware: Cybereyes, Datajack, Reaction Enhancers, Touchlink

Gear: Armor Jacket

Uses: Connecting with Smugglers; Finding out current rumors; Looking for a place to hole up

Places to Meet: Five by Five

Contact: Commlink



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

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

Table Level

Green Veteran
 Streetwise Elite
 Professional Prime

Synopsis An innocent little girl is dead, and a killer still lives. A local arms dealer out for vengeance intends to fix that. To right this grievous wrong, a team of shadowrunners is going to have to help her chase the Dragon.

Mission Results
Kazuya was captured. never captured.
 tortured. killed.
Lin Yao became an ally. the primary opposition.
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

Lady Jade An Peng Takeshi Modori Lin Yao
 Zhang Wong Matty Zorn Katie Kaboom

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:

