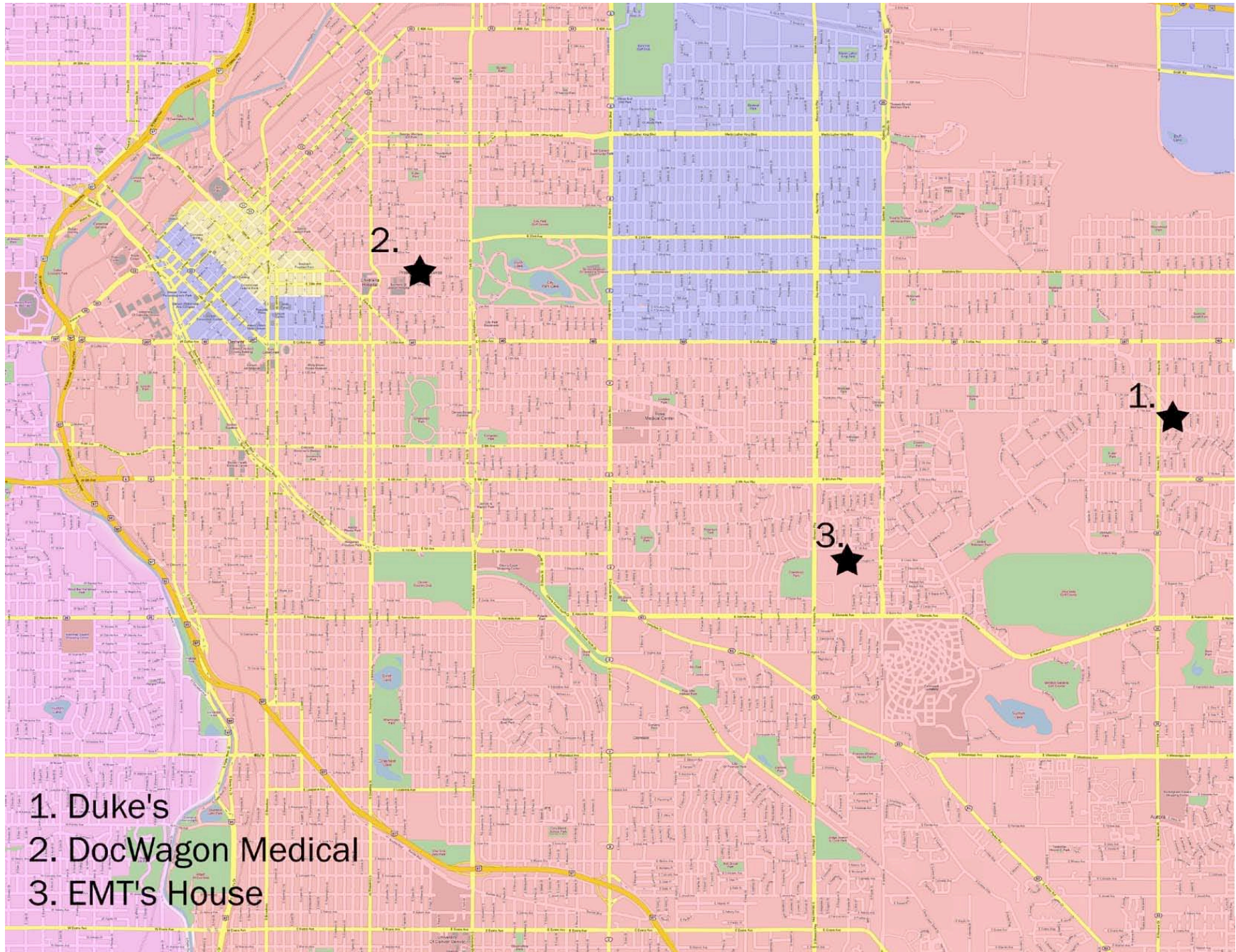


SHADOWRUN Missions

Critical Care **Player Handouts**

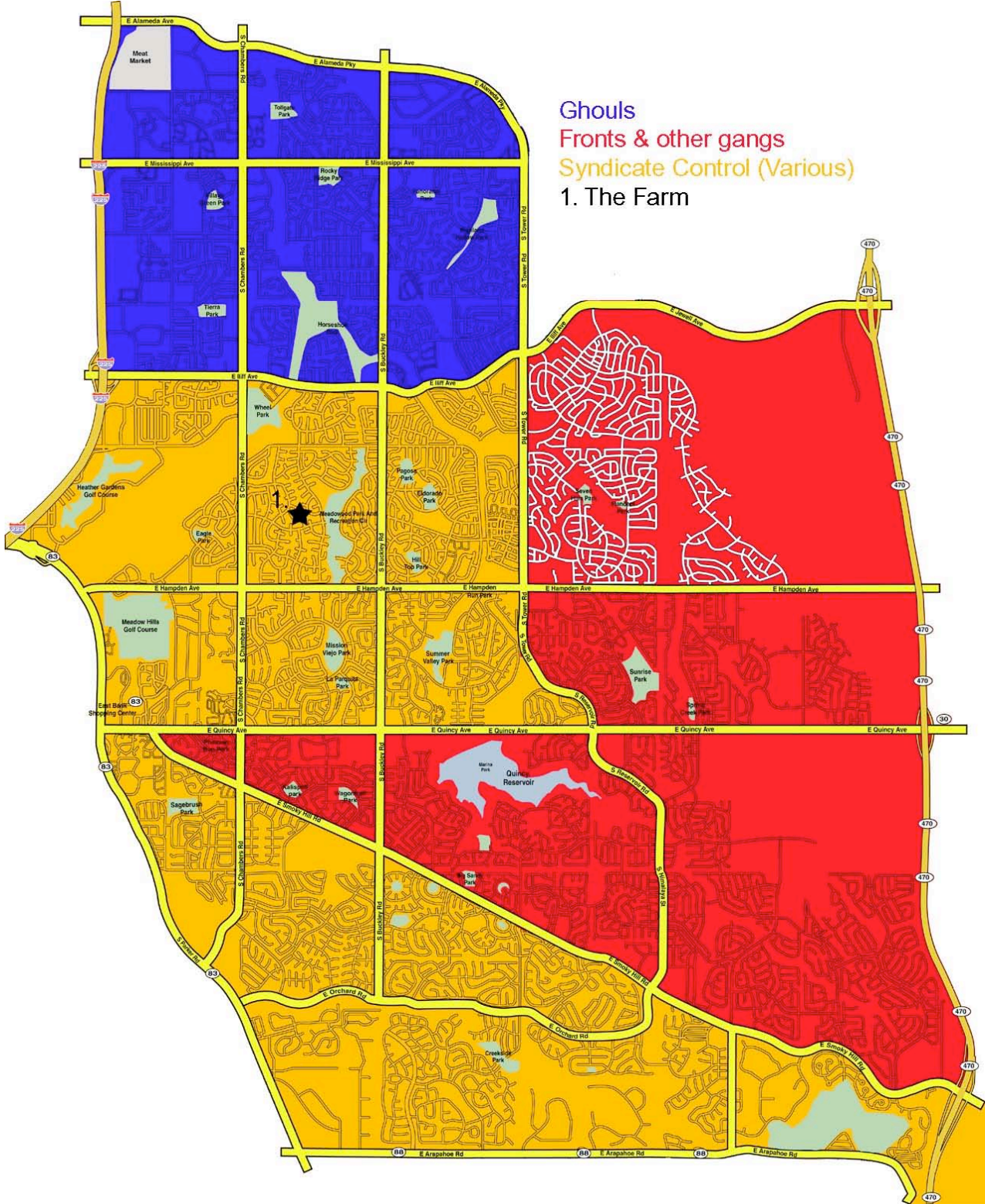
Critical Care is an adventure for the *Shadowrun* game system and the *Shadowrun Missions* campaign setting. It may be used for players and characters of all experience levels. For use with *Shadowrun, Fourth Edition*™





- 1. Duke's
- 2. DocWagon Medical
- 3. EMT's House

The Aurora Warrens





The Farm

Brent Fuller has spent his entire career working for DocWagon as a mediator. He recently switched divisions to increase his career opportunities by taking over a problem resolution task group. DocWagon's image is very important to Brent and he will do almost anything to protect it, whatever the cause. Brent is something of an idealist even after nearly a decade of working for DocWagon.

Brent speaks in a calm, measured tone with a hint of genuine friendliness. He has something of a casual air when sitting. Even during difficult negotiations, he can be seen sitting back his left leg lifted so that it rests across his right as he leans back, arms resting across the ankle and knee respectively of his leg.

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Brent Fuller

DocWagon Johnson
Human Male

Connection Rating: 4

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

Key Active Skills: Computer: 4; Con: 4; Data Search: 4; Etiquette: 4 (Corporate +2); Intimidate: 2; Negotiation: 4; Pistols: 4

Key Knowledge Skills: Corporate Rumors: 4; Corporate Finances: 4; Medical Advances: 2

Languages: English: N

Gear: Actioneer Business Clothing, Colt Manhunter

Uses: Insider information on DocWagon activities. Emergency assistance from a DocWagon HTRT.

Places to Meet: Coffee shops, Golf Courses, Nice restaurants

Contact: Commlink

Brent Fuller

DocWagon Johnson
Human Male

Connection Rating: 4

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

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Human Male

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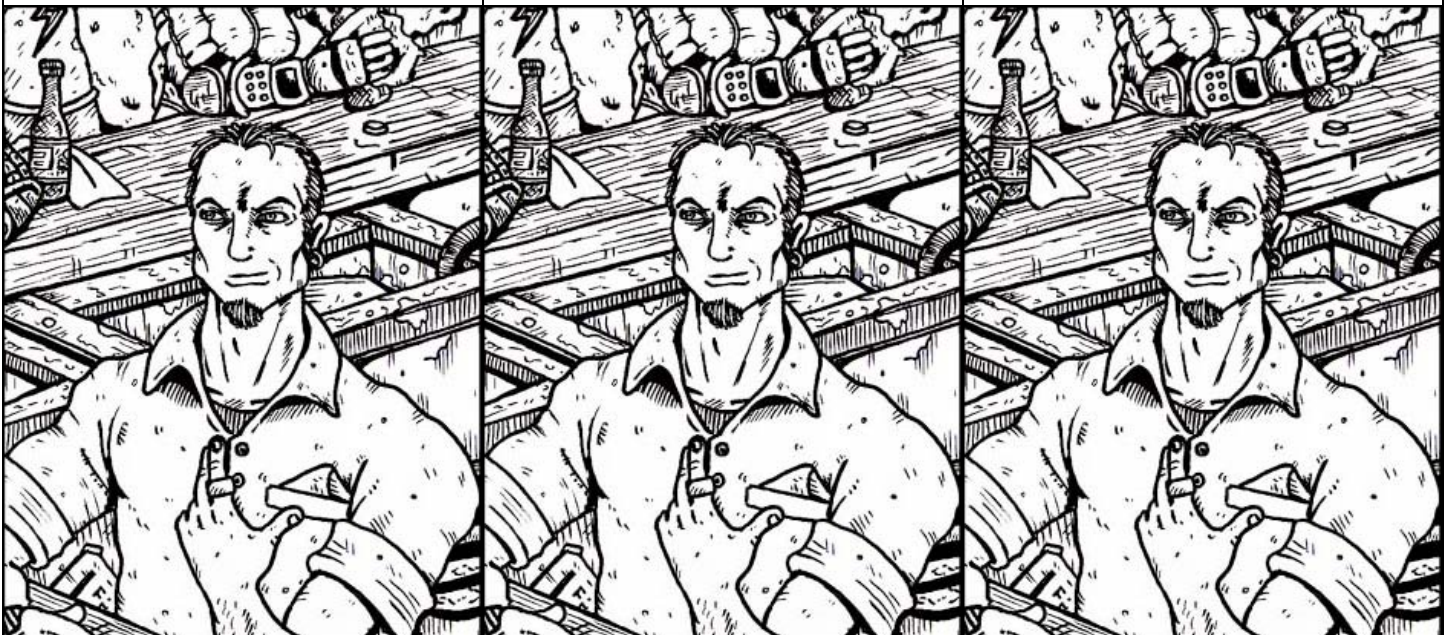
Cyberware/Bioware: Cybereyes, Datajack, Reaction Enhancers, Touchlink

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



Duke's a happy-go-lucky kind of guy. He knows loud music, custom bodywork, and engines. He likes them best in that order.

He's had his shop up and running for 8 years. During that time, he's been extremely careful to avoid getting involved with any of the different criminal syndicates. He pays his protection money to the Triads and the Yakuza, but takes whatever work he's offered by whoever asks for it.

He's too intensely focused on his core interests – vehicles and music – to really keep up on much else. So, he's pretty oblivious to any recent news or politics. That's especially true for any news of shadowy or underworld activities. He just quietly pursues his passion.

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“Duke”
Mechanic
Troll Male

Connection Rating: 2

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

Key Active Skills: Automotive Mechanic: 5; Computer: 2; Pilot Ground Craft: 2; Industrial Mechanic: 4; Hardware: 4

Key Knowledge Skills: Chop Shops: 4; Vehicles: 4; Troll Thrash Metal: 6

Languages: English: N; Spanish: 2
Uses: Smuggling activities, Vehicle Repairs and upgrades, Vehicle purchases

Places to Meet: Duke's Garage

Contact: Commlink or in person

“Duke”
Mechanic
Troll Male

Connection Rating: 2

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

Key Active Skills: Automotive Mechanic: 5; Computer: 2; Pilot Ground Craft: 2; Industrial Mechanic: 4; Hardware: 4

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Troll Male

Connection Rating: 2

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Places to Meet: Duke's Garage

Contact: Commlink or in person



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 DocWagon patients are going missing. No way it could be your fault, right? Maybe you should check into it, just in case.

Mission Results

The Farm: was shut down. was moved.
The victims: were all rescued. most were rescued.
 a few survived. died horribly.

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

Brent Matty
 Duke

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

