

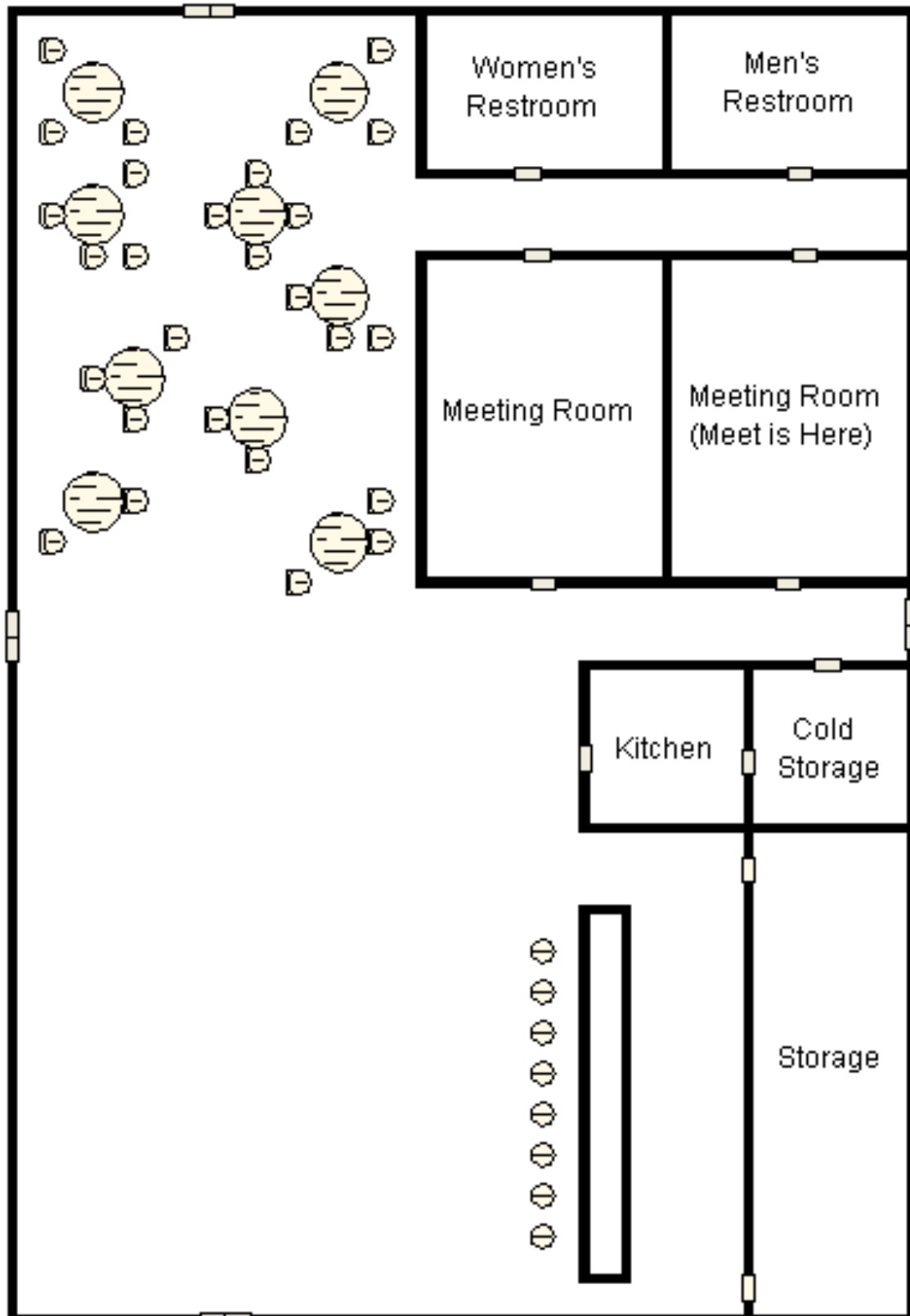
# SHADOWRUN Missions

## ***Happenstance*** **Player Handouts**

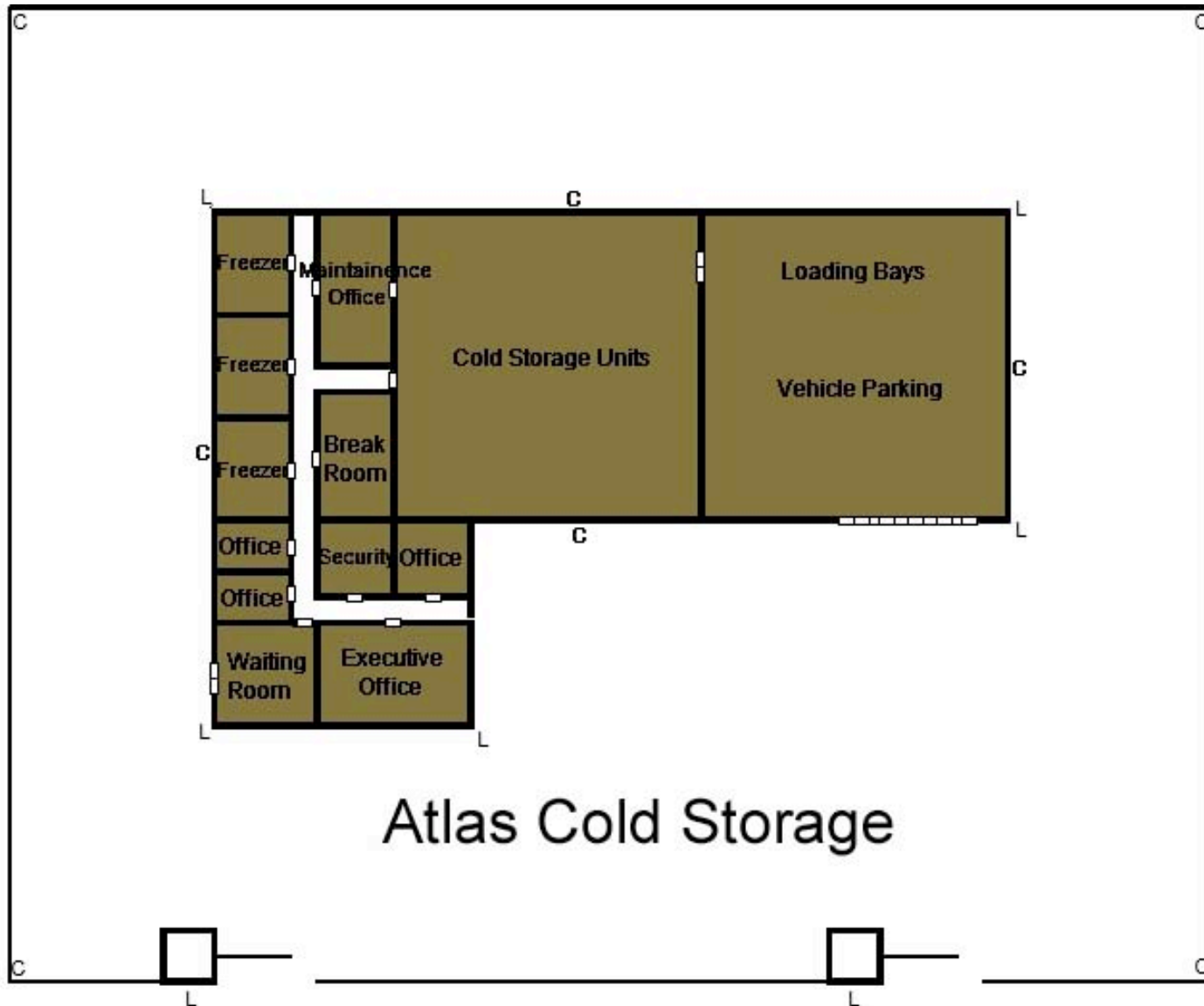
*Happenstance* is an adventure for the *Shadowrun* game system and the *Shadowrun Missions* campaign setting. It may be used for players and characters of all experience levels. For use with *Shadowrun, Fourth Edition*™

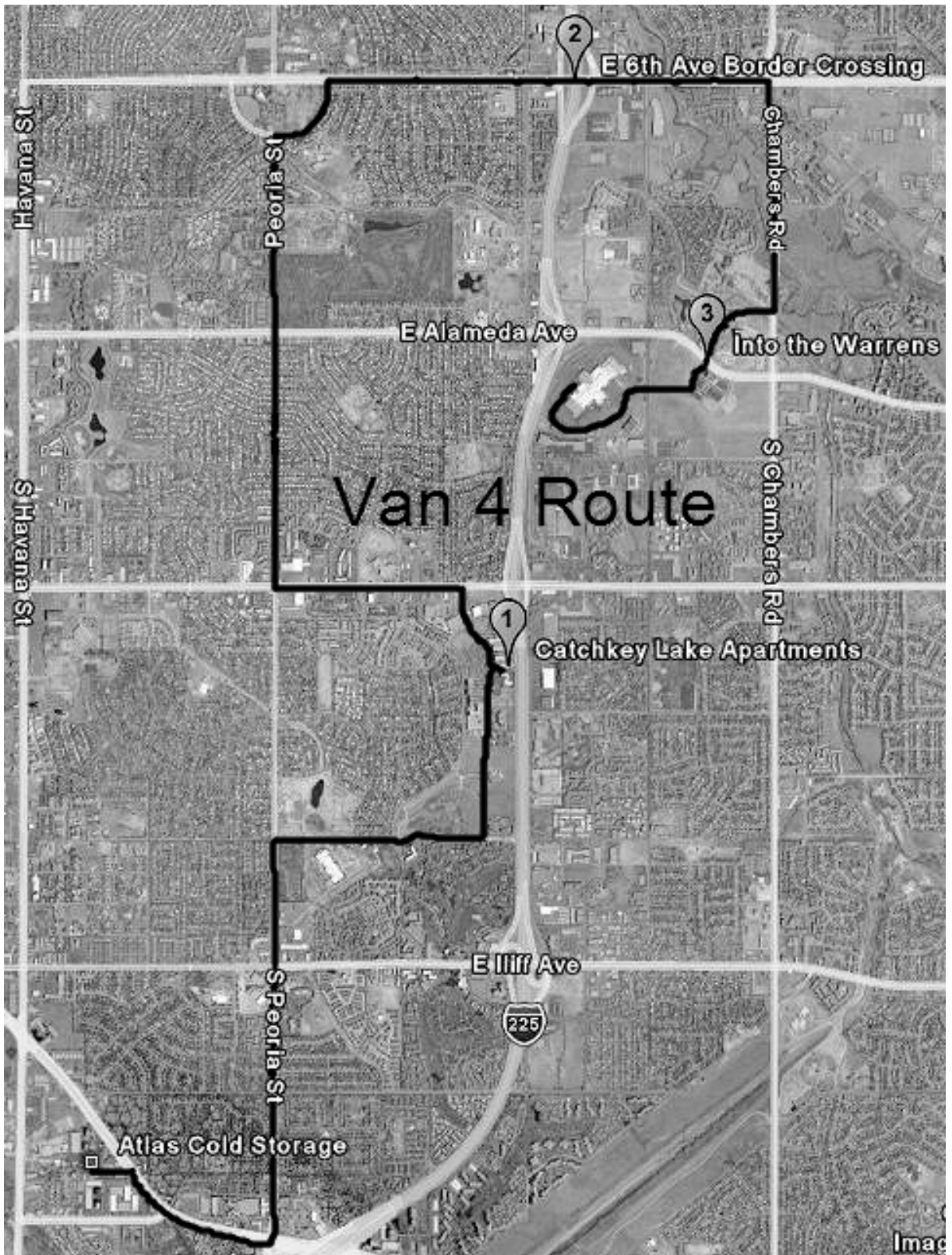


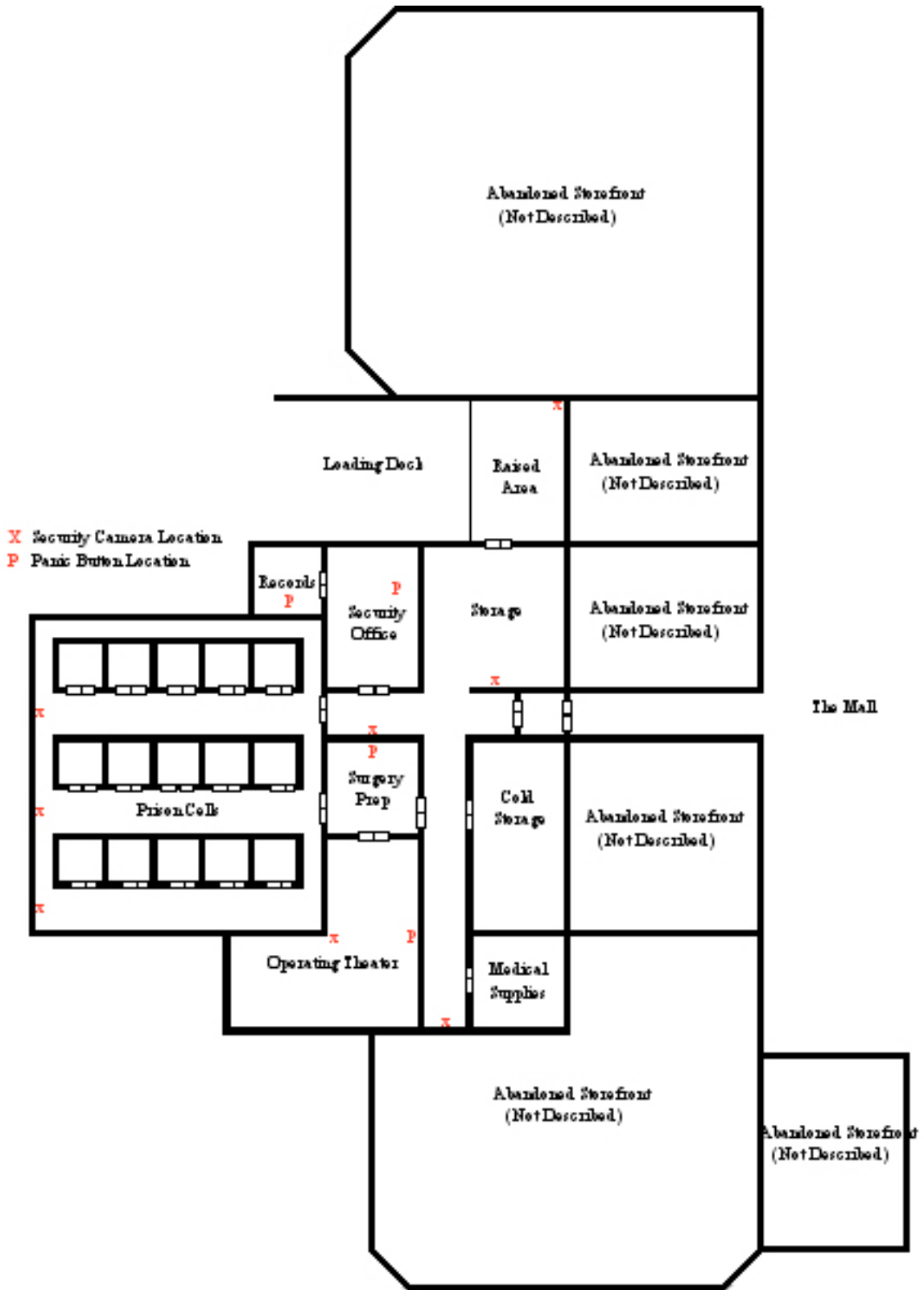
# Happenstance



Cameras: C  
Lights: L







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

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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		



**Player:** \_\_\_\_\_ **Date:** \_\_\_\_\_  
**Character:** \_\_\_\_\_ **Location:** \_\_\_\_\_

**Table Level**

Green  Veteran  
 Streetwise  Elite  
 Professional  Prime

**Synopsis:** What could be simpler? Do a little research, play a little 'follow the leader' and come home. The job is even easier when you've eyeballed the principals beforehand. But you know what they say about mice, men, shadowrunners and their carefully constructed plans.

**Mission Results**

Mr. Johnson received:  the basics.  comprehensive data.  
 no data.  a bullet to the brainpan.  
The team:  observed quietly.  were noticed.  
**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**

Zhang Wong

**GM's Name:** [PRINT] \_\_\_\_\_ **GM's Signature:** \_\_\_\_\_

