

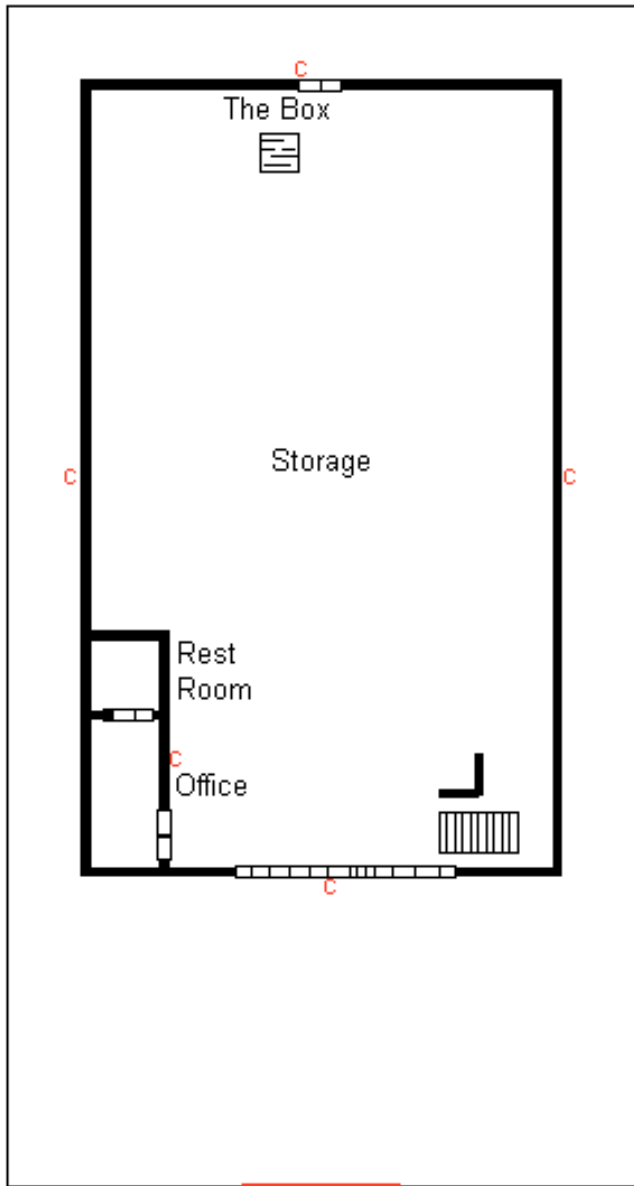
# SHADOWRUN Missions

## ***Prodigal Son*** **Player Handouts**

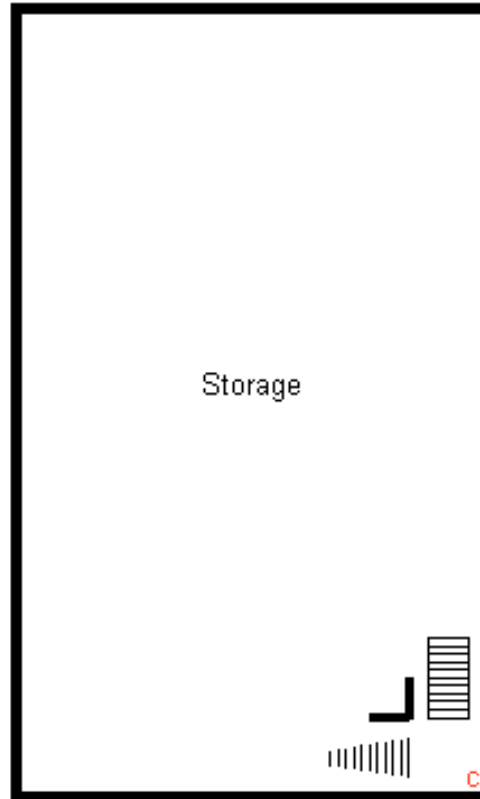
*Prodigal Son* is an adventure for the *Shadowrun* game system and the *Shadowrun Missions* campaign setting. It may be used for players and characters of all experience levels. For use with *Shadowrun, Fourth Edition*™



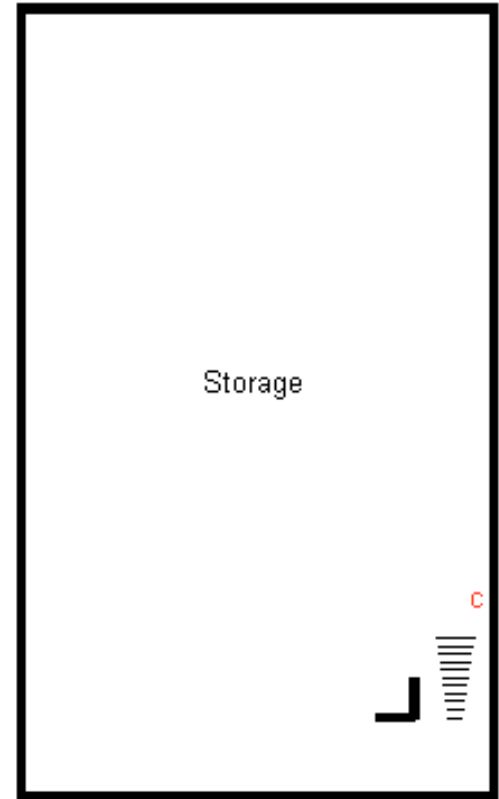
### Lehow Ave Storage Facility



Ground Floor

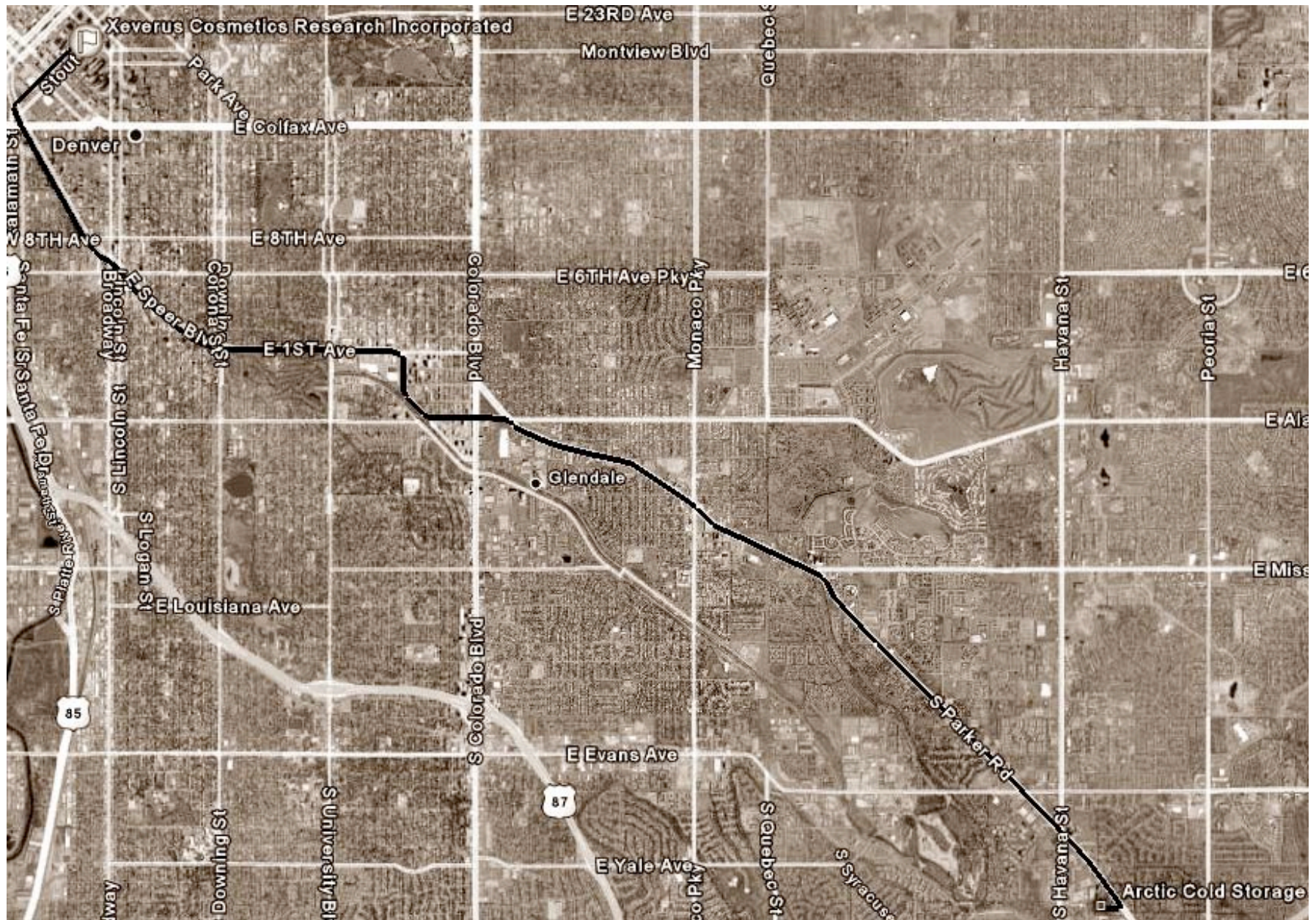


Second Floor

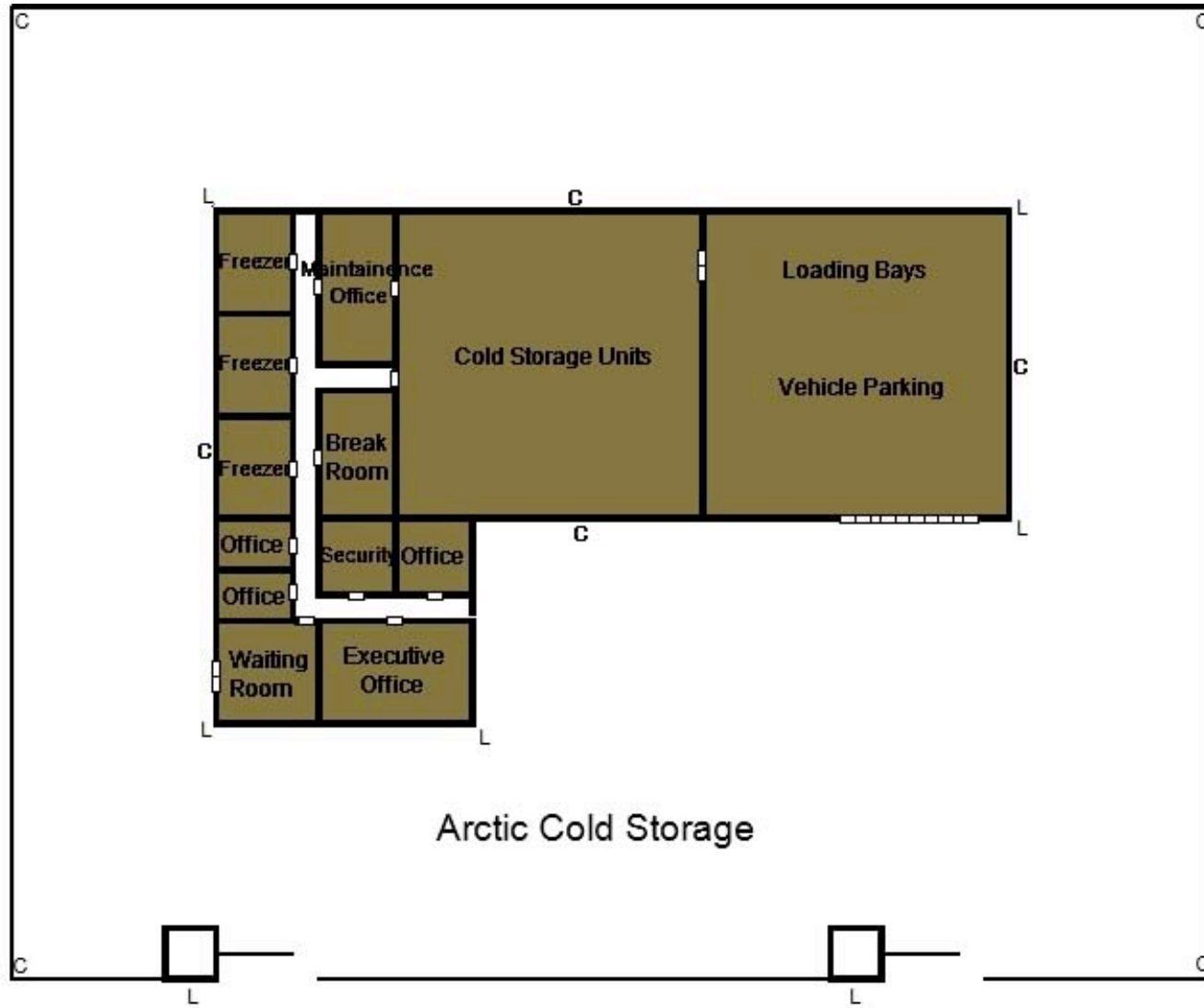


Third Floor

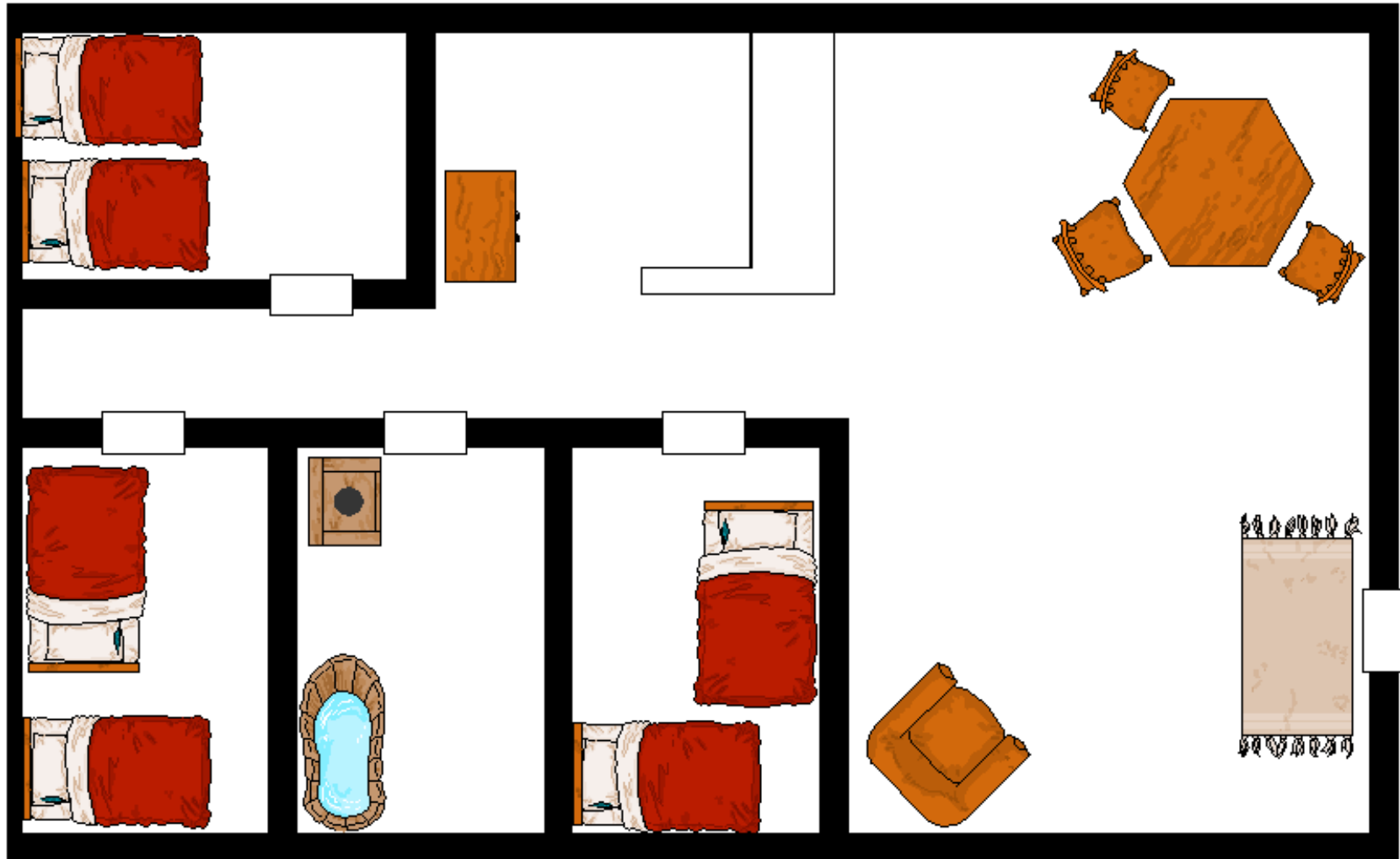
C Camera Locations



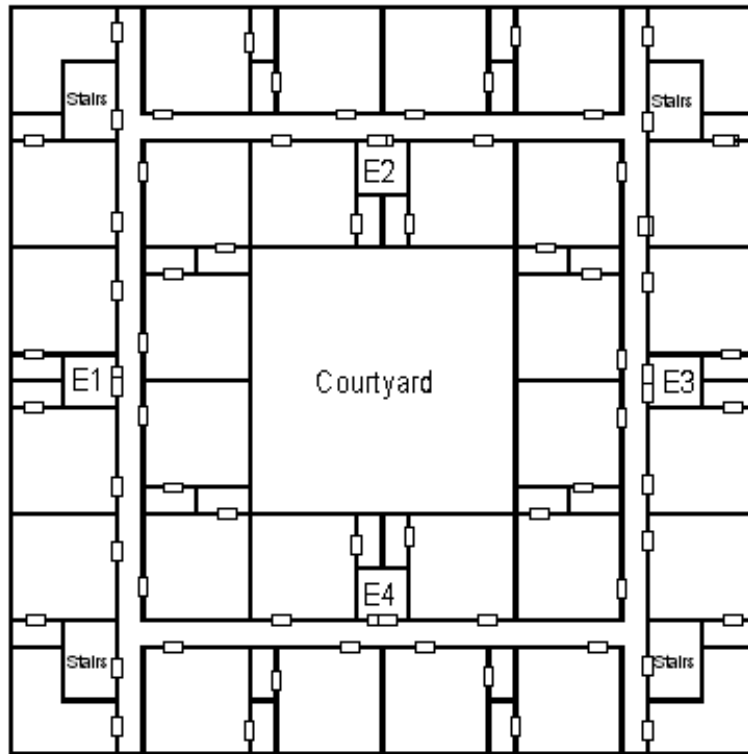
Cameras: C  
Lights: L



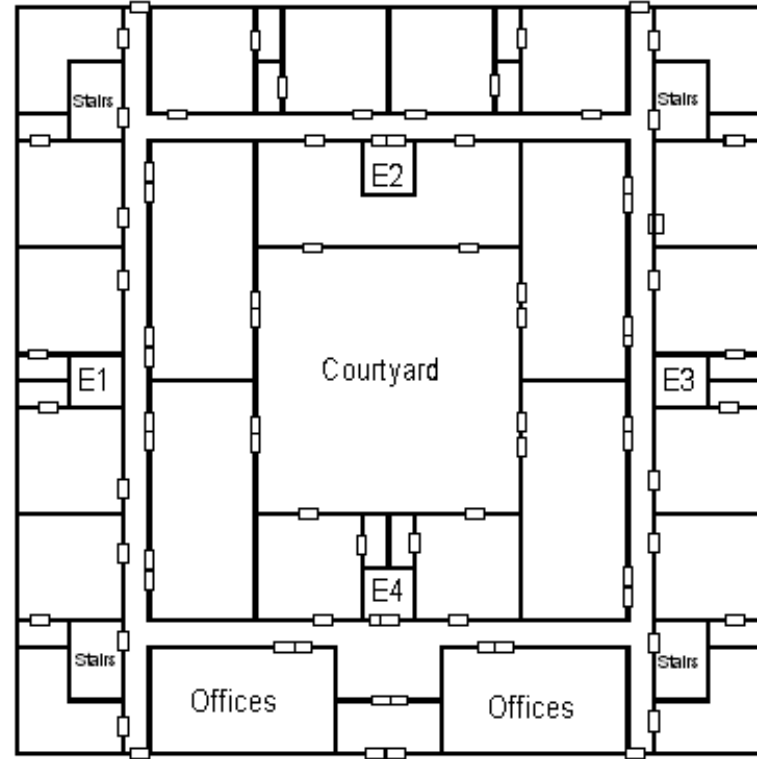




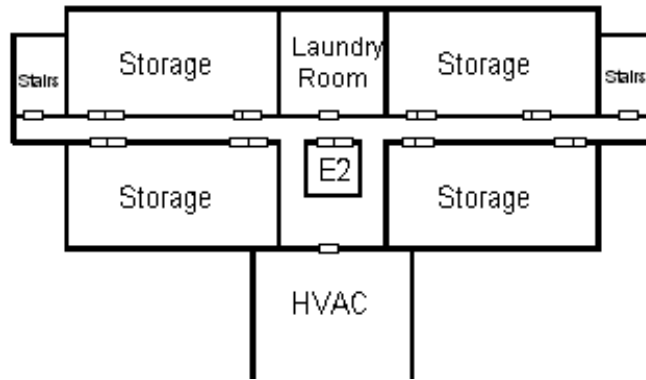
Second and Third Floor



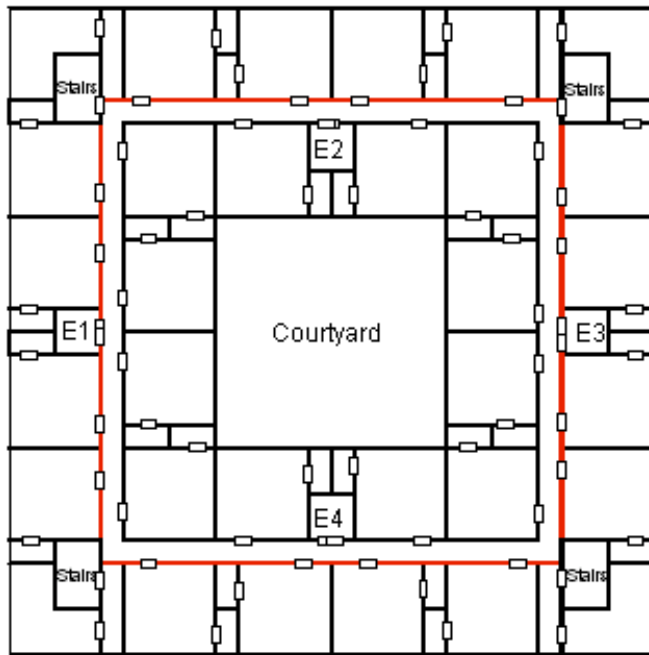
First Floor



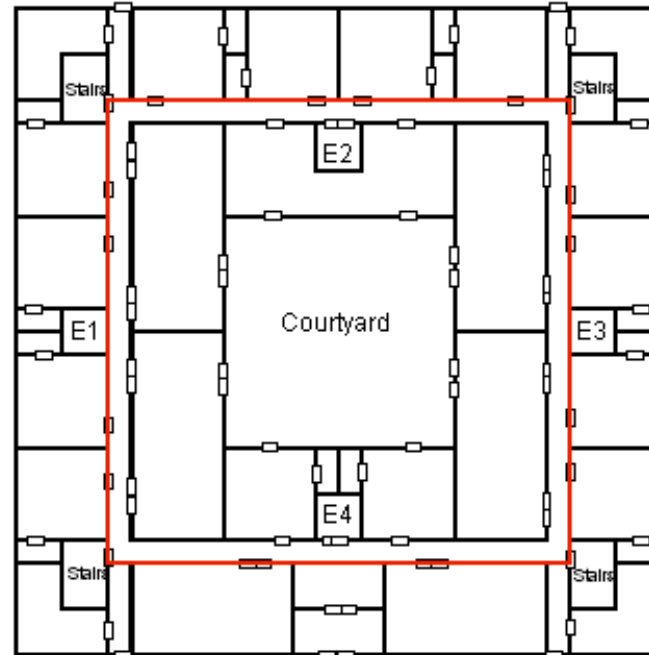
Basement



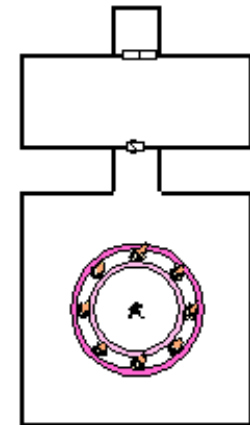
Second and Third Floor



First Floor



Basement





# THE DENVER DAILY

FRESH NEWS FAST! SINCE 2037

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## **GANG VIOLENCE INTENSIFIES**

Gang-related shootings in the Warrens seems to have reached new heights. While the causes remain unknown, analysts are reporting that there were at least 100 deaths in the past 3 days.

Citizens are reminded that the Warrens are a Lone Star class "Z" zone. Further, DocWagon will not honor retrieval contracts for clients entering this area.

## **MORE IN BUSINESS**

- **XCR STOCK FALTERS**
- **LAKESIDE CASINO HEIGHTENS SECURITY**

## **MORE IN ENTERTAINMENT**

- **THIS WEEKEND'S SCENE**
- **RESTAURANT REVIEWS**
- **TONIGHT'S TRID**

## **MORE IN SPORTS**

- **FREE AGENCY UPDATES**
- **HIGH SCHOOL UPDATES**

## **XCR SHAKEUP!**

In the wake of recent shakeups in the upper management of [Xeverus Cosmetics Research Inc.](#), XCR has announced that Samuel Halbert will take over as interim CEO. Halbert, 28, a relative unknown prior to XCR, succeeds his mentor [Alesandro Ibáñez](#), the husband of the late owner of the company, [Margaret Xeverus](#), daughter of XCR's founder.

Speculation was rife when Ibáñez was found dead earlier this week of an apparent heart attack. In the last two years, XCR has had a number of suspicious deaths. It began with the death of Margaret Xeverus at the hands of environmental extremists. Alesandro had the guilty parties hunted down. However, they were killed in an apparent suicide rather than be captured. Months later, [Wapasha Blackwolf](#) died on vacation near the town of Leadville. Speculation about a connection between the deaths proved unfounded when autopsy results confirmed that the heart attack had been brought on by a combination of stress and untreated late-stage heart disease.

XCR stock had been suffering as several new products had not performed as well as expected. Reached for comment, Mr. Halbert said, "Alesandro was a revolutionary, a visionary. But he had trouble fitting into his new role. XCR's greatest successes come from a team effort. A man has to know not only how to give orders but how to take them also. It's a mistake I, and XCR, will not repeat."

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

Prodigal Son  
SRM02-23

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

**Table Level**

Green  Veteran  
 Streetwise  Elite  
 Professional  Prime

**Synopsis:** How does the old saying go? "Steal from me once, shame on you. Steal from me twice, shame on me?" How about the third or fourth time? How many times in a row can you steal the same thing from the same people and not get caught. Wanna find out?

**Mission Results**  
 Successful Runs:  0.  1.  2.  3+.  
 Alesandro was:  never suspected.  rescued by the team.  
 disposed of by the 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"/> <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**

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

