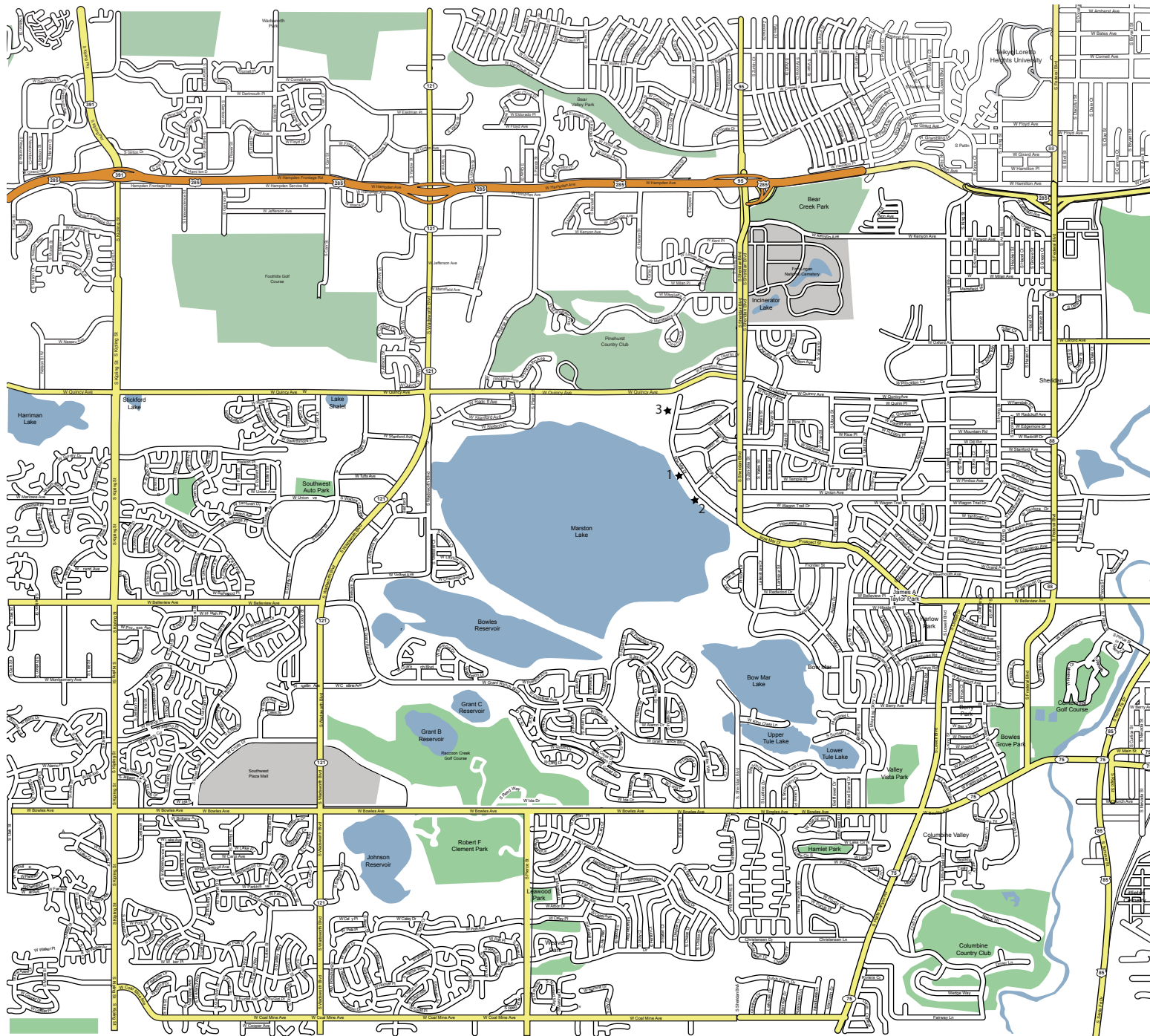


# SHADOWRUN Missions

## ***Thrash the Body Electric*** **Player Handouts**

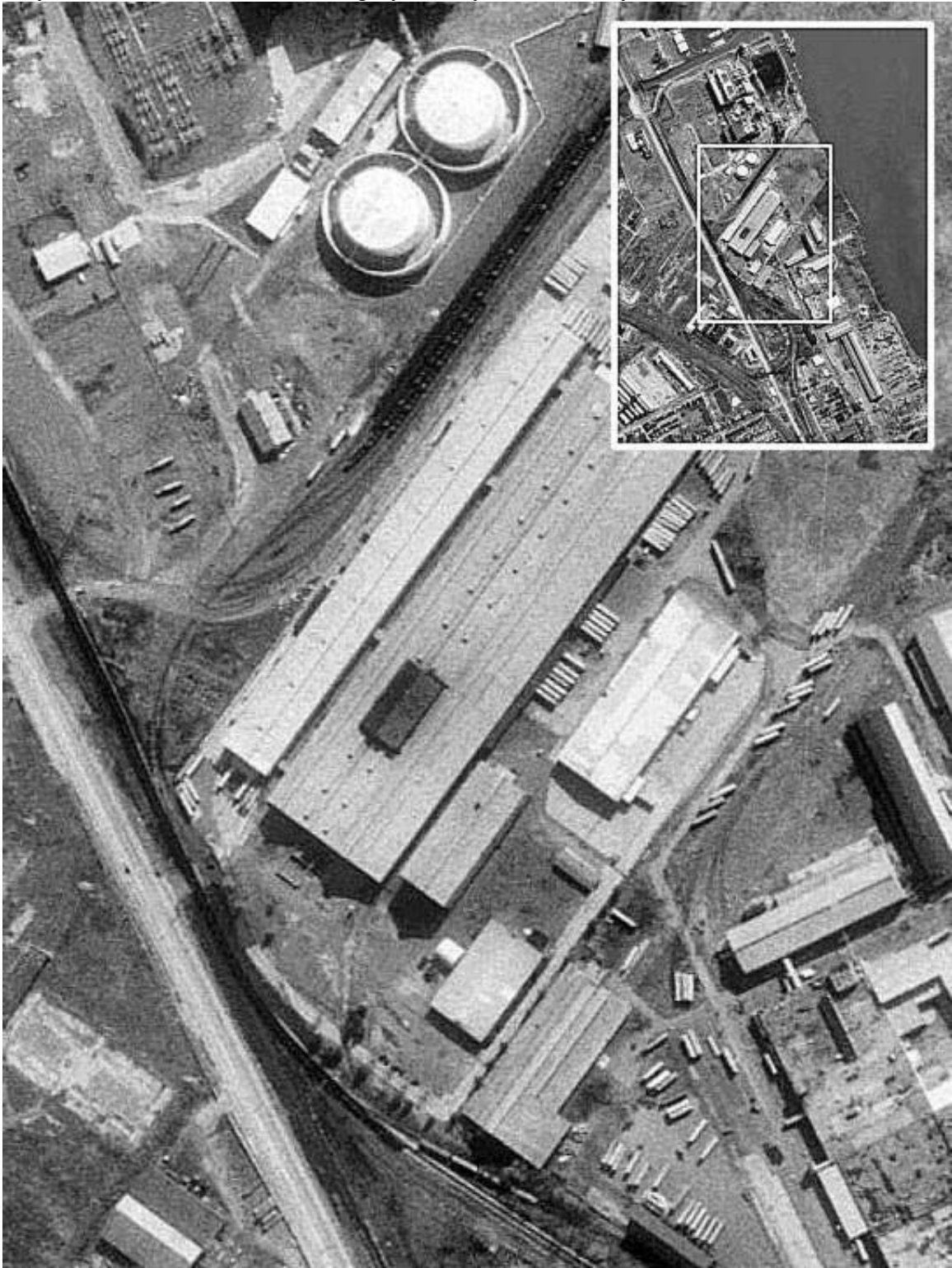
*Thrash the Body Electric* is an adventure for the *Shadowrun* game system and the *Shadowrun Missions* campaign setting. It may be used for players and characters of all experience levels. For use with *Shadowrun, Fourth Edition*™





1. Rocky Mountain Dynamics
2. Ares Aerospace Plant #23
3. Denver Food Industries

Player Handout 1: Overhead imagery, Rocky Mountain Dynamics



Player Handout 2: Incoming Shipments to RMD

## Rocky Mountain Dynamics

### Incoming Shipments

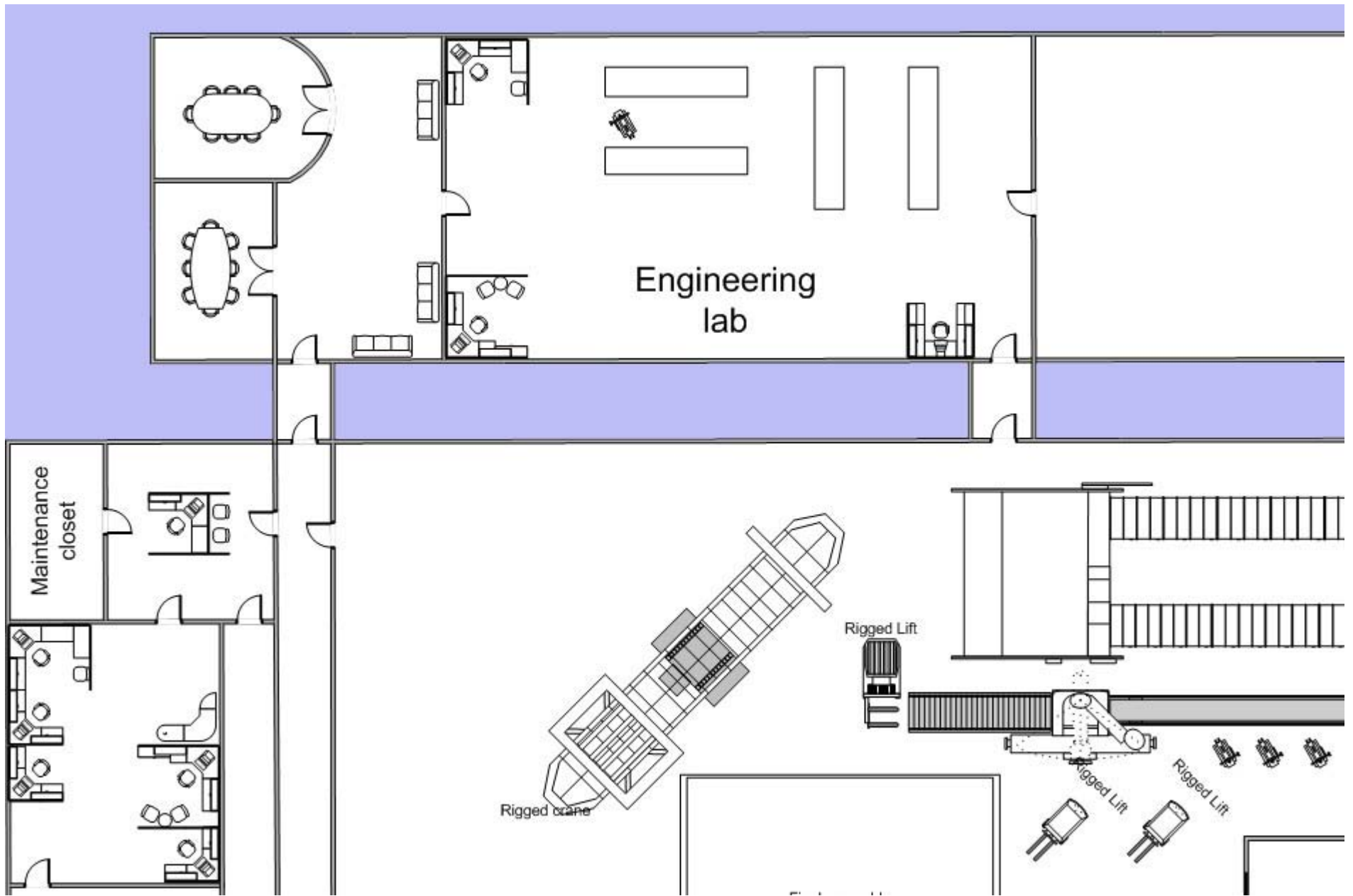
<u>Day/Time</u>	<u>Supplier</u>	<u>Account #</u>	<u>Part#</u>	<u>Quantity</u>	<u>Billing Code</u>
4052071/09:10	WTF Extruding	2056164-WNC-3425	C2278	25,000m	TOD/DD
			C2654	15,000m	TOD/DD
			B3221	3,000m	TOD/DD
04052071/13:25	Hephaestus Tech	2056088-SHW-6612	GC24/125	4,000	TOS/DD
			GC24/250	3,500	TOS/DD
			GC24/750	2,500	TOS/DD
			GC12/200	6,000	TOS/DD
04062071/10:45	Saurer-Reiter	2056072-SRS-5589	A12C33	8,000m2	TOS/DD
			A16C53	3,000m2	TOS/DD
04062071/11:15	WTF Extruding	2056165-WNC-3426	C2278	20,000m	TOS/DD
			C2654	12,000m	TOS/DD
04072071/08:35	WTF Extruding	2056166-WNC-3425	C2278	20,000m	TOD/DD
			C2654	15,000m	TOD/DD
			B3238	2,000m	TOD/DD
04072071/14:40	Hephaestus Tech	2056089-SHW-6612	GC24/125	4,000	TOS/DD
			GC24/250	3,000	TOS/DD
			GC24/750	1,500	TOS/DD
			GC12/400	2,000	TOS/DD
			GC12/600	800	TOS/DD
04082071/09:10	WTF Extruding	2056167-WNC-3425	C2278	30,000m	TOD/DD
			C2654	10,000m	TOD/DD
04082071/15:00	Saurer-Reiter	2056073-SRS-5589	A12C33	7,000m2	TOS/DD
			A16C53	3,000m2	TOS/DD
			A20C11	1,000m2	TOS/DD
04092071/08:35	WTF Extruding	2056168-WNC-3425	C2278	18,000m	TOD/DD
			C2654	7,000m	TOD/DD
			C2812	2,000m	TOD/DD

Player Handout 3: Outgoing shipments from RMD

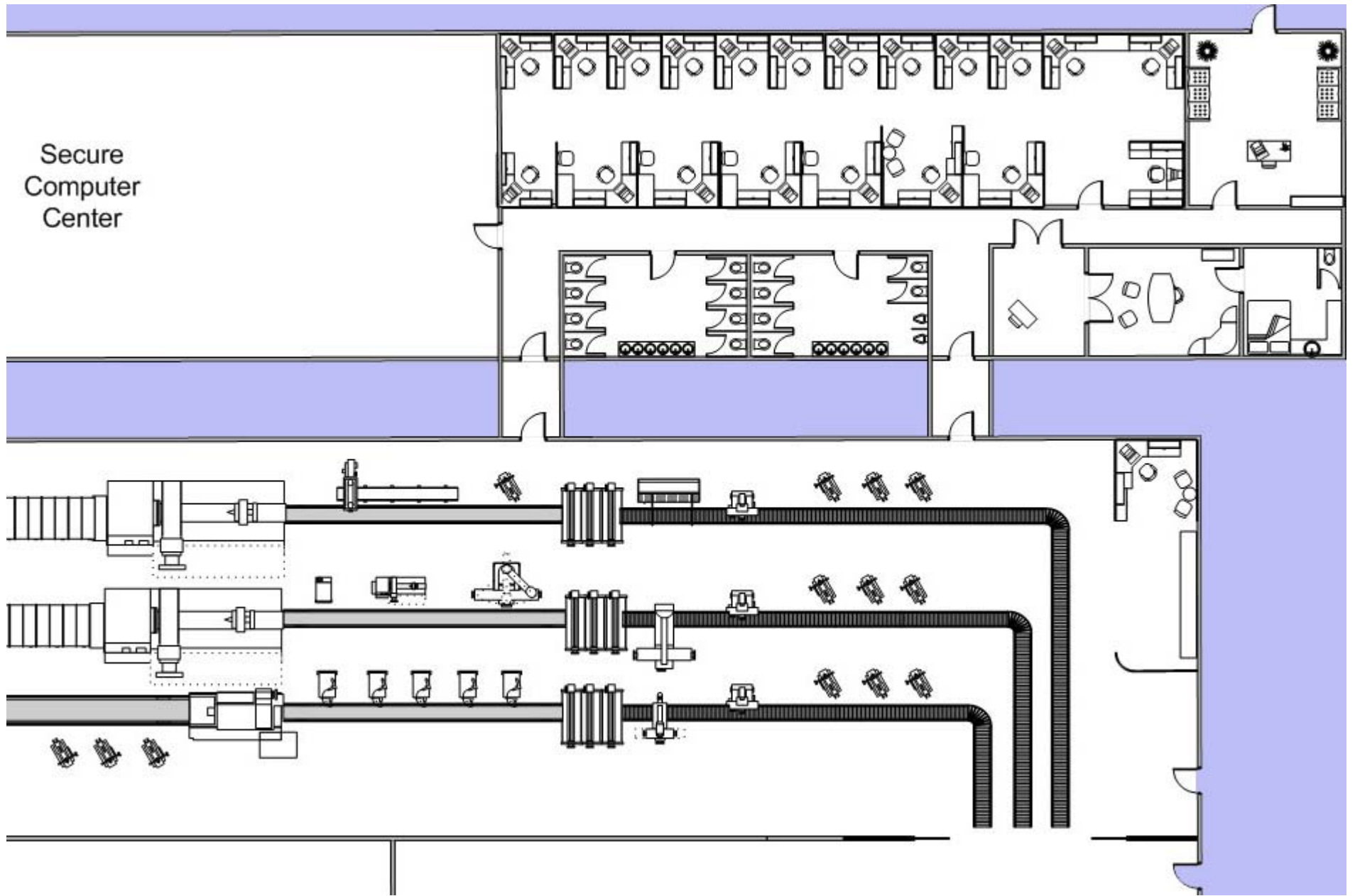
## Rocky Mountain Dynamics

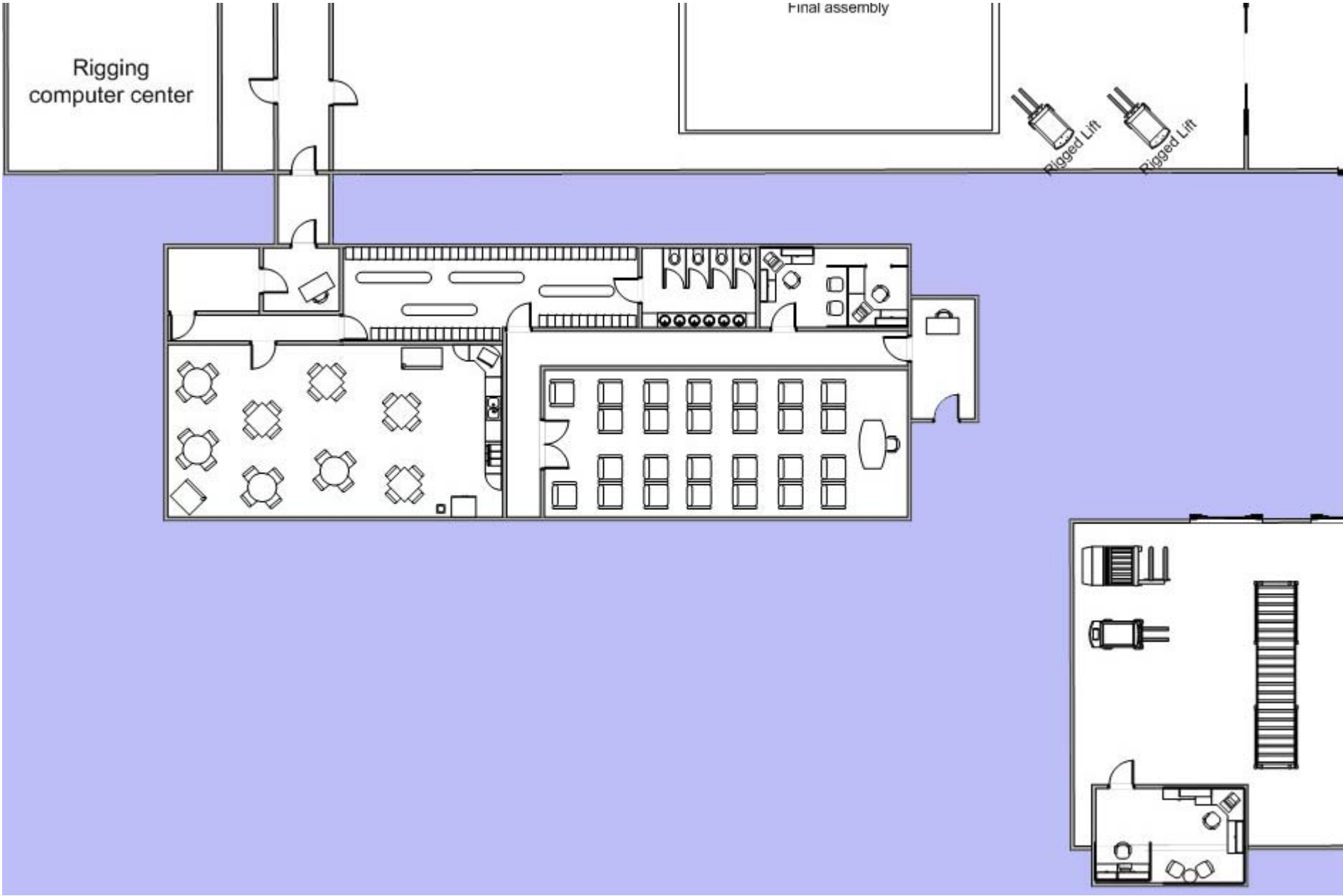
### Outgoing Shipments

<b>Departure</b>	<b>Arrival</b>					<b>Billing</b>
<u>Day / Time</u>	<u>Day / Time</u>	<u>Customer</u>	<u>Account#</u>	<u>Part#</u>	<u>Quantity</u>	<u>Code</u>
04052071/13:15	04052071/15:40	Nissan Denver-Sioux # 1	N01-2056201	JR24B002 JR48GT04	1,800 200	TOD/DD TOD/DD
04062071/10:00	04072071/06:25	Criscraft NAN #2	C04-2056021	ME24T221 ME24T336	400 250	TOD/DD TOD/DD TOD/DD
04062071/13:15	04062071/15:40	Nissan Denver-Sioux # 1	N01-2056202	JR23B002 JR45GT04	1800 200	TOD/DD TOD/DD
04072071/11:15	04072071/20:20	Ares-GMC NAN #5	AG4-2056036	M48V600 M48V900 M96V800	60 60 20	TOD/DD TOD/DD TOD/DD
04072071/13:15	04072071/15:40	Nissan Denver-Sioux # 1	N01-2056203	JR23B002 JR45GT04	1800 200	TOD/DD TOD/DD
04082071/08:30	04112071/14:30	Aztechnology Aztlan #3	A02-2056008	M72Z800	100	TOS/DD
04082071/13:15	04082071/15:40	Nissan Denver-Sioux # 1	N01-2056204	JR23B002 JR45GT04	1800 200	TOD/DD TOD/DD
04092071/13:15	04092071/15:40	Nissan Denver-Sioux # 1	N01-2056205	JR23B002 JR45GT04	1800 200	TOD/DD TOD/DD



Secure  
Computer  
Center

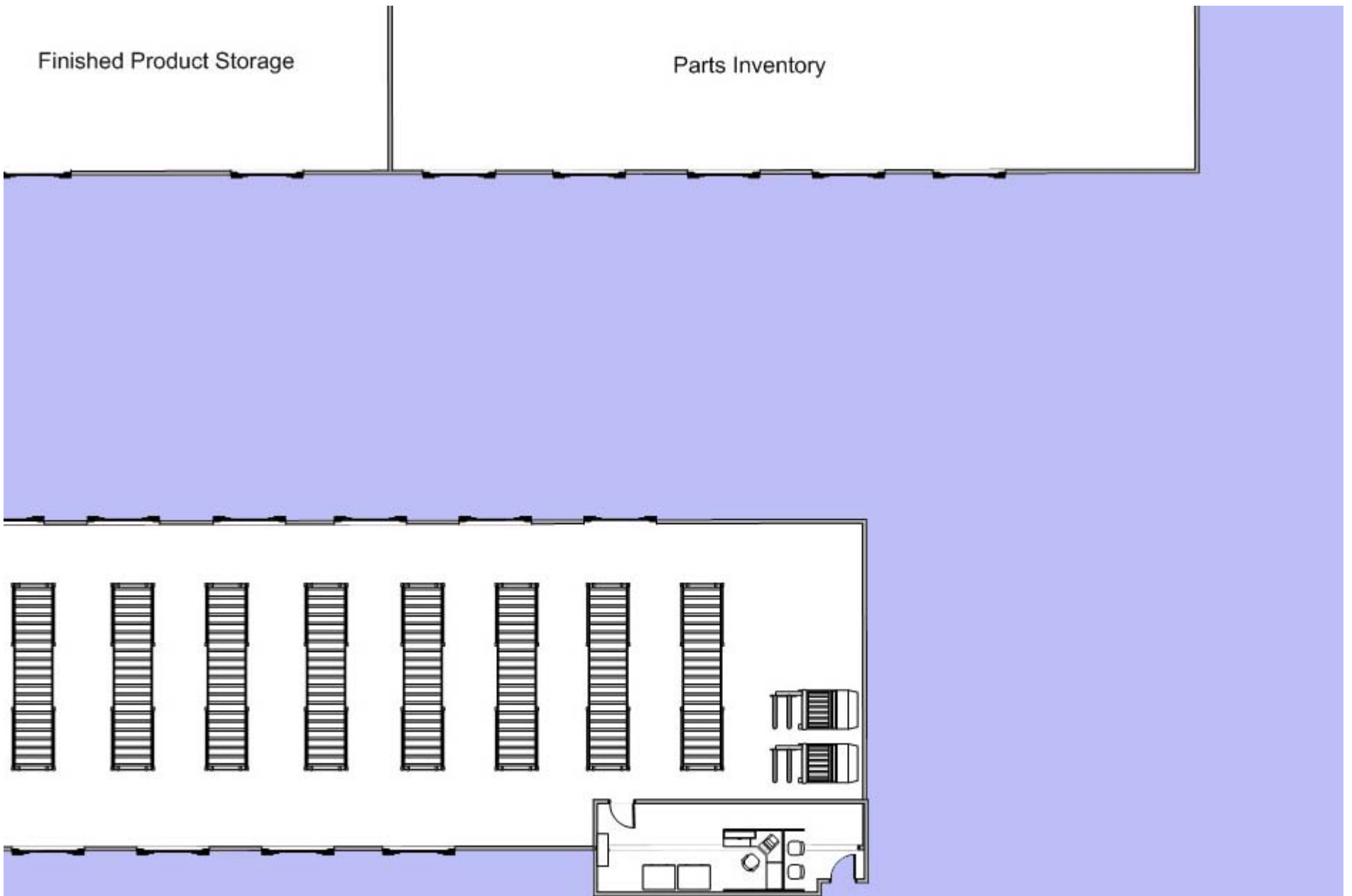






Finished Product Storage

Parts Inventory



## ***MetalStorm acquires RMD property to fulfill new UCAS Navy contract***

12:30pm PST, Friday, April 17<sup>th</sup>, 2071

Metalstorm, a subsidiary of AresArms, is pleased to announce the purchase of the former RMD electric motor manufacturing facility in Bow Mar. After spirited negotiations, RMD CEO David Cherbourne and Metalstorm President Alan Davis held a Matrix virtual press conference at 11:45am today to announce the transaction.

"This sale strengthens our balance sheet, and positions Rocky Mountain Dynamics to expand into high-end electric motor design and production. Our Bow Mar facility's falling profit margins and rising operating costs made it a natural location to begin this restructuring."

*RMD CEO David Cherbourne*

"We are pleased to have the opportunity to acquire this facility from Rocky Mountain Dynamics. The buildings, transportation infrastructure, and location mesh perfectly with our needs. We look forward to bringing the PuebSec the most reliable and technically advanced weapons system in existence."

*MetalStorm President Alan Davis*

As reported Tuesday, MetalStorm won a PuebSec contract to produce and install several classes of ground attack pods in aerial drones and aircraft. To see how MetalStorm's revolutionary technology works, link to the trideo files attached to this press release.

# THE DENVER DAILY

FRESH NEWS FAST! SINCE 2037

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## **AUTOMAKER'S PRICES FLAT**

For the second year in a row, retail prices for 2071 models are mostly unchanged from 2070. This is particularly true in the low-end car, van, and SUV market. High end sports cars and luxury vehicles continue to be hot sellers, however, and their prices have risen 3-5% from a year ago, according to the figures announced at the [International Automotive Convention](#) in Detroit last week.

Auto analysts predict that some manufacturers may cut back on their model line-ups in the entry level market. Many are not making a profit on sales of these vehicles as it is, and are simply trying to supply a complete line up of vehicles to their dealers. These analysts point to [Volkswagen](#), and [Chrysler-Nissan](#) as the most likely automakers to announce these cutbacks.

## **MORE IN BUSINESS**

- **LUCOM STOCK SOARS**
- **WUXING CONSTRUCTION PLANS UNDER REVIEW**

## **MORE SLEAZE FROM BIGBROTHER 56**

Check out [TridChannel 254](#) for the latest steamy scenes between Michael and Michelle, the Tawdry Twins! Tonight at 9:30.

## **MORE IN ENTERTAINMENT**

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

## **MORE IN SPORTS**

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

## **SUPER SHORTY VIOLENCE CONTINUES!**

Last month's hijacking of over 500 [Mossberg](#) "Super Shorty" assault shotguns continues to terrify people across the FRFZ. Six additional assaults and armed robberies in the last 48 hours have been attributable to these weapons.

[Stuffer Shack](#) employees continue to be hardest hit, with two dead and one injured in the latest round of violence. Fifteen-year old Serina, who asked that her last name not be used for this story, was an eyewitness to one of these fatal attacks.

"I never see'd the shotguns until the boosters took 'em out from under their jackets. They shot the place up, and fragged the breeder behind the counter. After they checked him out, they backed a van right up to the doors, and hauled off a drekload of stuff. I just took a couple bags o' soy chips and ran out of there. I never want to see somethin' like that again, unless it's just that bleached ganger. He was a hottie. I'd do some jamming with him."

## **SUPER SHORTY REVIEWED!**

The Super Shorty is a pistol grip shotgun, similar to the famous [Remington](#) Roomsweeper. However, the Super Shorty is capable of firing full size 76mm 12 gauge shotgun rounds of any type. The foregrip provides control and also operates the pump action.

When faced with the Super Shorty, our expert consultant razorboy, [Katana](#), has this advice: "Seek cover immediately, and try to use misdirection or pop up attacks to get the perp to use up his ammo. Even with one in the chamber, he's only got three shots. Then either get your hoop out of there or take him out with aimed fire, depending on your level of expertise."

Erik is very good at his job as general manager of RMD's facility in Bow Mar, but reaps no enjoyment from it. He's a thrill junkie, and spends his time off in pursuit of a fix. Whether it is racing bikes through the residential streets of Denver, powerboat racing, or playing high-stakes craps at a casino, he's in it for the rush.

Away from the office he gets caught up in an imaginary executive protection game. His days as an outrider in a semi pro urban brawl team back at Purdue University serve him well for this purpose.

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**Erik Fjordson**

RMD Plant Manager  
Human Male

**Connection Rating:** 3

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

**Key Active Skills:** Pilot Ground Craft: 5; Etiquette (Corp): 3(+2); Athletics Group: 2;

**Key Knowledge Skills:** Engineering: 4; Gambling(Craps): 3(+2), Motocross and Superbike Leagues: 3

**Cyberware/Bioware:** Control Rig; Datajack  
**Gear:** Actioneer armored clothing;

**Uses:** Information on the Chavez family; Engineering background data; PCC Corporate politics

**Places to Meet:** Lakeside Amusement Park Casino; Racetracks

**Contact:** Commlink

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Human Male

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Wallis tries for a British nobleman look from the 1940s, to differentiate himself from the fly-boy look of the rest of the gang. His attempt at a British accent is ridiculous, but he doesn't take his gang's shtick too seriously. However, he takes his leadership and rep of his gang very seriously, and can quickly turn from laid back to an intense, intimidating leader if either is questioned. His gang provides protection to several coyotes along the PCC/CAS border in exchange for a cut of the action.

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**Wallis**

Dambusters Gang Boss  
Human Male

Connection Rating: 2

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

**Key Active Skills:** Throwing Weapons: 4; Athletics Group: 2; Dodge: 3; Intimidation: 3;  
**Key Knowledge Skills:** Gang ID: 4; Yakuza/Gang/Mafia Turf: 3, BTL Dealers: 2  
**Cyberware/Bioware:** Wired reflexes 1  
**Gear:** Long Coat, Extendable Baton; Improvised high explosives  
**Uses:** Contacting coyotes; PCC Gang, Mafia, and Yakuza activities  
**Places to Meet:** Bow Mar neighborhood bars, especially along Quincy Ave.  
**Contact:** Commlink

**Wallis**

Dambusters Gang Boss  
Human Male

Connection Rating: 2

B A R S C I L W IP  
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**Contact:** Commlink



Romero shares the Zombies' drab grey clothes and heroin chic look, but the look is due to make-up, not drugs or depravation. The ork's ample muscles show he takes care of himself. He enjoys making others feel uncomfortable, and is not interested in negotiation.

If asked about a job, he names his price, take it or leave it. He will enjoys watching "professionals" squirm, and has a fondness for recording embarrassing incidents.

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**Romero**

Zombies Gang Boss  
Ork Male

Connection Rating: 2

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

**Key Active Skills:** Cyber implant combat (razors): 3(+2); Dodge: 4; Intimidation: 2; Perception: 2

**Key Knowledge Skills:** Gang ID: 2; Horror Trids: 3, BTL Market Conditions: 4

**Cyberware/Bioware:** Wired reflexes 1, Two retractable hand razors

**Gear:** Armor Jacket, micro lowlight trideo camera, Mossberg Super Shorty shotgun

**Uses:** Stirring up trouble; Tracking down embarrassing rumors; BTL Trafficking

**Places to Meet:** Bow Mar neighborhood streets; PCC Sector dive bars

**Contact:** Commlink

**Romero**

Zombies Gang Boss  
Ork Male

Connection Rating: 2

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? ? ? ? 3 3 2 4 2

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As boss of a relatively new go gang, Wanda is trying to establish her reputation as a tough leader. She doesn't tolerate any unseemly comments about a mostly girl go gang, and has the hand to hand skills to back up her threats.

Wanda is amenable to any deal to wreak havoc and help establish her gang as a force in Denver.

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**Wanda**

Ghostriders Gang Boss  
Elven Female

Connection Rating: 2

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

**Key Active Skills:** Athletics Skill Group: 2; Pilot: Ground Craft (Bike): 3(+2); Influence Skill Group: 2; Automatics: 3; Dodge: 4

**Key Knowledge Skills:** Gang Turf: 2; Smuggling Routes: 3

**Cyberware/Bioware:** reaction enhancer 2, plastic bone lacing, muscle augmentation 2

**Gear:** Urban Explorer Jumpsuit w. helmet, Ceska Black Scorpion machine pistol, Suzuki Mirage racing bike

**Uses:** Word on the street in PCC Sector; Stirring up trouble

**Places to Meet:** Route 121 and I-285 at night; "All the World's a Stage."

**Contact:** In Person

**Wanda**

Ghostriders Gang Boss  
Elven Female

Connection Rating: 2

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

**Key Active Skills:** Athletics Skill Group: 2; Pilot: Ground Craft (Bike): 3(+2); Influence Skill Group: 2; Automatics: 3; Dodge: 4

**Key Knowledge Skills:** Gang Turf: 2; Smuggling Routes: 3

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**Contact:** In Person

**Wanda**

Ghostriders Gang Boss  
Elven Female

Connection Rating: 2

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

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**Contact:** In Person



Felicity is the heart of the Ghostriders. She tends to play the mediator when tensions rise.

Felicity maintains a surprising number of ties through the PCC mystical community. For a ganger, she has a surprising knowledge of spirit activity in the sector.

Her cat side comes out in her social dealings. She'll quickly and randomly move from cold and aloof to close and personal.

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**Felicity**

Ghostriders Gang Lieutenant  
Human Female

**Connection Rating:** 2

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

**Key Active Skills:** Summoning: 4; Pilot: Ground Craft (Bike): 2(+2); Negotiation (Diplomacy): 1(+2); Sorcery Skill Group: 4; Pistols: 2; Dodge: 3

**Key Knowledge Skills:** Spirits: 3; Gang ID: 2

**Cyberware/Bioware:** None

**Gear:** Riding leathers, Colt America L36 , Suzuki Mirage racing bike

**Advantages:** Magician (Shaman); Mentor Spirit(Cat)

**Uses:** Word on the street in PCC Sector; Magical Healing; Spirit Activity

**Places to Meet:** Route 121 and I-285 at night; "All the World's a Stage."

**Contact:** In Person

**Felicity**

Ghostriders Gang Lieutenant  
Human Female

**Connection Rating:** 2

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

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**Contact:** In Person

**Felicity**

Ghostriders Gang Lieutenant  
Human Female

**Connection Rating:** 2

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

**Key Active Skills:** Summoning: 4; Pilot: Ground Craft (Bike): 2(+2); Negotiation (Diplomacy): 1(+2); Sorcery Skill Group: 4; Pistols: 2; Dodge: 3

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**Contact:** 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		

# SHADOWRUN

## Missions

Player:	Date:
Character:	Location:

Table Level	
<input type="checkbox"/> Green	<input type="checkbox"/> Veteran
<input type="checkbox"/> Streetwise	<input type="checkbox"/> Elite
<input type="checkbox"/> Professional	<input type="checkbox"/> Prime

**Synopsis** The fewer strings attached to a job, the better. At least that's what you've been telling yourself. Now you'll find out if having the power in your hands will be everything you expected, or just a shortcut to electrocution.

Mission Results	
Successful jobs against RMD:	<input type="checkbox"/> 0 <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
Street Gangs Contacted:	<input type="checkbox"/> Godz <input type="checkbox"/> Dambusters <input type="checkbox"/> Zombies <input type="checkbox"/> Ghostriders
Other Notes on Reverse:	<input type="checkbox"/>

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"/> 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"/> 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"/> 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"/> 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"/> 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"/> 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"/> 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"/> 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"/> Ally

Team Members					
Player	/	Character	Player	/	Character
Player	/	Character	Player	/	Character
Player	/	Character	Player	/	Character
Player	/	Character	Player	/	Character

Karma	
Previous Available	<input type="text"/>
Earned	<input type="text"/>
Spent	<input type="text"/>
Remaining Available	<input type="text"/>
New Career Total	<input type="text"/>

Advancement	
Ability Gained	Karma Cost

Nuyen	
Previous Available	¥ <input type="text"/>
Earned	¥ <input type="text"/>
Spent	¥ <input type="text"/>
Remaining	¥ <input type="text"/>

Reputation					
Street Cred	<input type="text"/>	Notoriety	<input type="text"/>	Public Awareness	<input type="text"/>

Contacts/Special Items Gained or Lost	
<input type="checkbox"/> Eric Fjordson	<input type="checkbox"/> Wallis
<input type="checkbox"/> Romero	<input type="checkbox"/> Wanda
<input type="checkbox"/> Felicity	

GM's Name: <small>(PRINT)</small>	GM's Signature:
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# 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:**

