

The Gambler

Playing Aids

The Gambler is the fourth installment in the Rose Croix story arc for the *Shadowrun* game system and the *Shadowrun Missions* campaign setting in particular. It may also be used for players and characters of all experience levels. For use with *Shadowrun, Third Edition* TM





SPECIAL INSTRUCTIONS	3
HANDOUTS	
Screamsheets	4
Security Report	5
MAPS	
Aerial Photo	9
System Map	10
Compound Map	11
First Floor	12
Second Floor	13
Basement	14
FORMS & LOGS	
Alexandra Detwiler	15
Ambidexterity Router	16
Year In Review	17
Debriefing Log	19
Event Summary	20

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SPECIAL INSTRUCTIONS

This is the Player Aids package for the Shadowrun Missions adventure entitled *The Gambler*. These handouts have been separated from the main adventure because a) the adventure package was getting large enough already and b) the handouts were a large package by themselves. This also makes it easier for you to print only the copies of the adventure that you need for actually running the event, usually one per judge, and multiple copies of these handouts. Note, however, that these handouts will be required in different amounts—you may want to print a few extra pages of some sheets in advance in order to save time and confusion during the event.

MAPS

The Maps section contains those maps which can be referenced by both the GM and players during the running of the adventure. It is suggested that the gamemaster have a fresh copy of the maps for each session, since the players will probably desire to mark on them for tactical planning.

FORMS & LOGS

This section contains the various forms and logs that the players will need upon completion of this adventure. In Shadowrun Missions, each player receives a Debriefing Log upon completion of the adventure, and should be filled out according to the instructions in the campaign information package. Try to fill out as much of the sheet as possible, in pen (black or blue preferred), during the adventure, rather than waiting until the last minute. As the characters achieve various goals or critical mission elements, check them off on the sheets. That way, at the end of the adventure, you should only have to worry about filling in the Karma and nuyen awards, plus any special awards, contacts, et cetera.

There is also a pair of sheets for recording a character's yearly activities at-a-glance. These two sheets can be printed back-toback if desired. The sheets are filled out by the players depending on their individual character's activities to help determine the passage of time and lifestyle maintenance.

The final sheet is an Event Summary sheet. We hope that you, the gamemaster and/or event coordinator will take a few moments to fill this out and send us the results. Events with more than one table / gamemaster can certainly compile the results for easier submission or simply place all reports in an envelope for mailing. You can also email the results, using the same format. If you feel particularly strong about the adventure, the campaign, or any other related aspects, or just wish to share your successes and/or failures, or outstanding players, please do so—the information you provide to us will help in making the campaign a better success!

CONTACT/ENEMY REFERENCE CARDS

These pages contain the various contacts/enemies that can be awarded for this scenario. Each page has three copies of the contact/ enemy, and should be carefully separated and trimmed. We recommend that event organizers print these pages on a heavier card stock or weight paper (approximately 60 lbs, normal printer paper is 20 lbs), and certainly the use of colors will help them stand out.

Note that each contact/enemy "card" consists of three regions: a background, game statistics, and contact name and type. Once separated into individual contacts/enemies, they should be folded so that the result is a baseball sized card that can be easily stored in common collectable card carriers or plastic notebook inserts (these inserts commonly hold up to nine standard card sized forms).

The background portion should be folded back to back against the game statistics panel, and then the contact/enemy name panel folded down over the top of the background information. When finished, the "front" of the card will show the contact's (enemy's) name and title, and general information, the "back" will contain the relevant and known game mechanics information, and the inside (under the contact name "flap") will contain the contact's background and/or further information.

Please destroy and dispose of any unused materials to help prevent misuse.

The "Official" Word

The Word on the Street

DocWagon Seattle Posts Second Quarter Losses

KFIN—For the first time, DocWagon's Seattle division posted record losses for the second quarter. While the losses can be absorbed without further damage to the financial stability of the division, the news was met with a momentary panic among shareholders. CFO Dominic Woodhall attributed the losses to overextending the division in an attempt to expand market offerings. Reported last summer at their annual shareholder's meeting, DocWagon Seattle had invested an undisclosed amount of funds in Griffin Biotechnology. The partnership has blossomed during the past year with DocWagon benefiting from some of Griffin's latest medical procedural improvements.

DocWagon was depending, however, on cashing in on rising star Dr. Chantel's research into motor neurology and epilepsy. Sources indicate that Chantel was close to developing a mechanism for the motor cortex that would control the irregular signals associated with neurological disorders such as epilepsy. As a side benefit, a subject would be able to control the impulses from the motor cortex and direct it to the desired limb, granting ambidexterity. Unfortunately, only days from testing the prototype, all of the critical research data was destroyed in an unexpected system crash.

With the setbacks associated with Griffin's tragic data loss, DocWagon could not position themselves to leverage the new cybertechnology. Financial analysts believe that the health care provider made the decision to bank on the new technology as a response to their recent losses in customer contracts, especially Platinum level subscribers. Also, the appearance and growth of new rival Rose Croix has made more than a dent in DocWagon Seattle's operations.

It remains to be seen if DocWagon can maintain their lead in the Seattle Metroplex with all that has happened. What started with the dramatic assassination of their COO at the last shareholders meeting, will DocWagon's latest string of bad luck motivate them to wake from their content slumber and meet their challenges head on? No matter what, the customers can only benefit, and small fortunes can be made or broken with their shares. Ah, this is exactly why shadowruns can make or break a company, no matter how big or how small. It only takes a few mistakes and bad calls to have one datasteal bring you down. DocWagon can handle a little dip, and this is exactly the wakeup call they need—they've been operating basically uncontested in Seattle since the fall of CrashCart.
The Chromed Accountant

So what's the deal with the datasteal? Who's reaping the benefits of Chantel's research?
OurTeam

• My sources tell me that Paladin Medical Services was behind the run—they've had Griffin in their sights for the last year. As one of Griffin's chief rivals in the R&D field, Paladin needs to keep ahead.

Bitrunner

I don't know who was behind it, but my fixer hooked me up with one of these new ambidexterity routers—it hooked right into my wired reflexes, and now I can surprise my opponents by using my sword in either hand!
 Enigo Montova

I've got some sources that mention Rose Croix may be opening negotiations with Paladin for the technology, once the field testing is completed.
 Linei

That would certainly give them a leg up on DocWagon.Bitrunner

• Don't count out the Wagon too soon—I still say that they're gonna come back, and when they do, Rose Croix is going to have to dance hard to stay in the game.

Deacon Blues

Note that this article contains opinions of the author and may or may not constitute forward looking financial analysis of the companies in question. Decisions on purchasing stocks should not be made on this article. Consult with a trained financial analyst.

Physical Security

Location: 172nd Street, off of Marine Drive.

Terrain: Restricted - Hills and woods.

Surrounds: 4-meter natural stone wall - some sections augmented with monowire.

Internal: Fire doors at the end of each hall and every major intersection. External walls are of natural cut stone and heavy Plexiglas. Internal walls are of normal drywall construction except for sensitive areas, where the walls are of Plascrete construction with reinforced rebar.

HVAC: Separated into two systems. Main system services the common areas, halls, and offices. Secondary system services the labs and other sensitive areas. This system is fitted with an Airwall[™] system (SOTA63, pg.83) which sterilizes the air flow with UV light and special filters. Both systems have choke points and filtration systems/fans which prevent metahumans or anything larger than a Body of 1 from using the HVAC system as an entryway into the facility (note that small animals, such as squirrels, may be able to fit through certain areas). They also contain the same detection systems as found on the doors of the facility (see the section on MAD and Chemical sensors below).

Power: Three phased power is provided to the facility, with redundant cross over circuits should one phase drop power due to an accidentally cut power line. Should full power be disrupted, uninterrupted power supplies (battery backups) immediately provide power to all computer systems, internal security systems, laboratory equipment, and emergency lighting. This system is designed to operate for five minutes – plenty of time to start the auxiliary generators. The generators can provide power to essential systems for up to six hours. This window is to allow for the systematic shutdown and/or defense of the facility.

Astral/Magical Security

No spirits or watchers monitor the building. Astral travelers are not totally free to roam the facility, there are still some protective measures in place!

First, because of the high amount of magic used in the construction of this facility, there is a residual Background Count of 1 still pervading astral space everywhere inside the facility and three meters to either side of the main security wall.

Next, wards have been erected to protect various labs and research areas from scrying and astral intrusion. These are astral barriers only, and therefore have no effect on non-magical personnel and/or items. These wards are opaque in astral space, preventing visual inspection of the area inside the ward. Perhaps more disturbing, certain walls will be solid in astral space and not allow an astral traveler to pass through -- these walls are collocated with security doors. The wall contains tanks of Fat Bacteria, which will be pressure sprayed into the surrounding walls, floor and ceiling, and security doors in case of an astral security breach. A second release of fluorescing bacteria will be released into the hallways themselves to aid security forces in locating the unauthorized astral visitor.

Technical Security

Maglocks: External maglocks are activated during non-business hours (7PM – 8AM). They consist of card readers and numeric keypad. Access rosters determine which cards and matching PIN codes will work at various times in various locations. Internal offices and low security areas use keycards only. Labs and high security areas add the numeric keypad, and are slightly more complicated. The most secure areas, including the subterranean labs, armory, and other sensitive rooms add retinal scan identification – the locks of course are of the highest caliber.

Lighting: Exceptional. High powered daylight halogen lights are positioned at the main gate and along the main drive up to the facility. They are also positioned along the front of the facility and in the parking area. Inside the facility, standard fluorescent lighting is used.

Cameras: Located throughout the facility and around the terrain. Cameras are located at the main gate and along the main drive – all of these are mounted securely on posts and obviously visible. Cameras located in the woods, however, and in the terrain around the rear of the facility, are disguised and hidden among natural items such as trees and boulders. Cameras inside the facility are normally mounted in unobtrusive black ceiling globes. All cameras have a 120 degree angle of view (60 degrees to either side of center point) and come with the following options: normal spectrum, low light, thermographic, 5x variable zoom, and normal hearing range audio pickups. Note that cameras inside the facility at major intersections and common areas are able to rotate, therefore allowing a full 360 degree view (in 120 degree increments). The cameras are protected with a black ballistic polymer cover.

Note that the trees or boulders holding cameras around the terrain are artificial.

Sensor grids have been placed to assist the system and the operator in focusing their attention to the correct areas. These sensor grids consist of pressure pads (set to respond to weights over 30 kg to avoid false reports from small animals) and laser grids. The laser grids are set up between two artificial trees and use UV lasers. Inside the facility, these measures are only installed in sensitive areas, and are only designed to be activated after hours when no one should be in those areas.

Ultrasound sensors are used closer to the facility to pick up invisible intruders on the grounds. They are also used in the more sensitive areas of the facility, but like sensor arrays, are only usually on after hours when no one would be working in the area.

Other: Main doors of the facility and at the entrance to high security areas such as the nanolabs, passive detection systems have been placed into the framework of the doors and hallway (and also around the HVAC intake vents). Magnetic anomaly detectors (MAD) serve to detect the presence of weapons and cyberware. Chemical sniffers are also integrated into the system, providing the ability to scan for explosives, gunpowder, and other dangerous chemicals or gases, both entering and exiting the building.

Matrix Access

The computer systems of Griffin Biotechnology are all state-of-the-art. They are very powerful and run almost all the aspects of the facility for an integrated solution. There are safeguards in place, however, which help to protect the system. First of all, each computer system is dedicated to a role or function in the facility, and does not usually connect to the other computer systems. This allows the separate systems to continue to operate, should one of the others be shut down for maintenance or to counteract an intrusion.

The communications network is the only system that is directly connected to the Matrix via a standard SAN. This system houses the corporation's matrix presence for public domain information about the company (i.e. standard corporate web site), email / telecom connections, and special pattern recognition and control software for analyzing and routing of various data packets based on content. All inbound data streams from the matrix are inspected by this program. Telecom signals are passed on to their respective recipients in the main network. Email is retained in the data storage area and is accessed by the main network. Basically, any traffic that tries to pass through this network to the main network through the internal SAN will be analyzed for viruses, smart frames, persona programs, and other illegal data streams. Any attempt by a decker to do so must first evade the program's Sensor rating and then the Access rating of the node itself. Please note the information on the PanicButton[™] system listed in the logistics network.

The logistics network is the "nerve center" for the facility. These systems control all the non-security related automated functions, such as housekeeping drones, gardening drones, HVAC control systems, lighting systems, elevator control, and emergency systems such as fire suppression systems, sprinklers, and the PanicButton[™] system. Note that while this system connects to the communications network, it is only a oneway connection (outbound) that is dedicated for the PanicButton[™] system to pass through to the matrix to notify the authorities. This system is also on a deadman's switch, meaning that update packets are constantly being transmitted to the Matrix with the status of the PanicButton[™] service. Should either the communications network or the logistics network be shut down, this would cut the data feed and immediately trigger an alarm. Note also that the security network has override control on most functions of this network.

The main network handles all the processing for the labs, offices, and research areas. It is not connected to the Matrix directly, although research data, reports, and other necessary data can be routed through the communications network. This requires decking through two SANs from the Matrix – the second SAN is set up to only allow communications data packets such as telecom and email, and standard data packets that have been directly requested by an internal user (such as web traffic). This network otherwise offers all the software and other programs needed to operate the labs and perform research, administrative tasks, etc.

The security network controls all of the security specific hardware of the facility, both inside and out, and also can override the functions of the logistics network if required. This network also includes a smart frame that assists in analyzing the patterns of the various sensors and cameras.

Guard Activity and Procedures

The guard force is contracted out to Knight Errant security forces. Knight Errant guards serve all security functions for the facility, except the actual Security Director's position, which is held by a Griffin employee (see Personnel Actions below). Guards are staffed during three eight-hour shifts, starting at 7:00 AM. A fourth shift in the rotation serves to allow the guards to work various shifts with time off. Each shift team is known by a callsign designator: Alpha, Bravo, Charlie, and Delta. Each team works four days on, one day off, four "swing" (3:00 PM – 11:00 PM) shifts on, one day off, four "mid" (11:00 PM – 7:00 AM) shifts, and then three days off in rotation. The shift on three day break may be recalled as reinforcements during times of heightened security.

Each shift consists of 38 guards, distributed as follows: one shift commander/corporate liaison; two guards at the main gate; three guards in the control room; four guards in the main lobby; four guards on each floor (two floors and one basement level) and four patrolling in each exterior quadrant (four total quadrants).

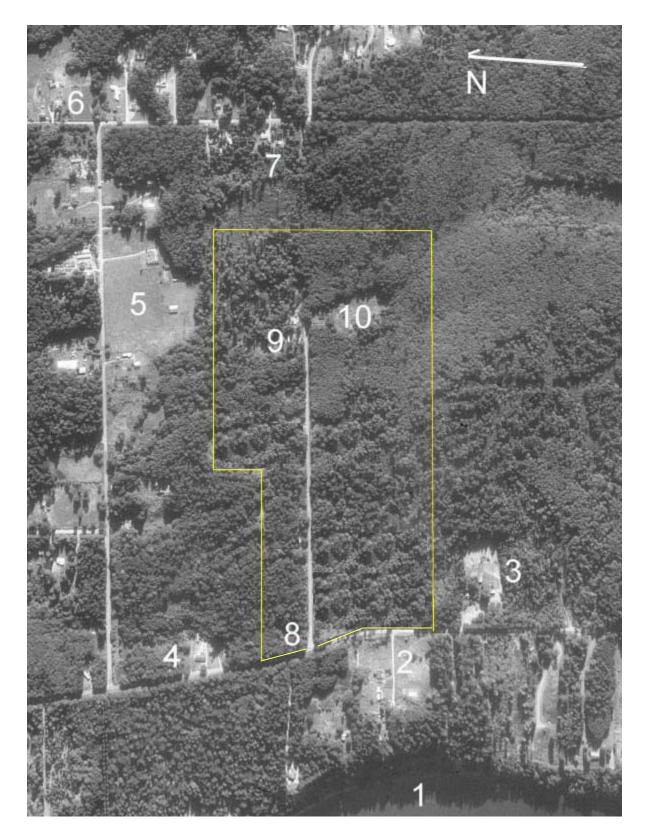
Guards serving in external positions (outside) are wearing light security armor and matching helmets with low-light amplifiers. Weapons consist of a standard AZ-150 stun baton, Ares Predator II, Ares Ravener SMG (same as HK-227), and two flash-bang grenades. All equipment is, of course, Ares brand. Guards serving inside wear just secure ultra-vests and secure clothing – their KE uniforms. They carry a stun baton and pistol, and have a flashlight to round out their equipment. Note that two guards at the front entryway / main lobby are equipped as the external guards – the other two are in normal interior garb. Once an alarm has sounded, all internal guards will report to the armory and refit themselves into light security armor and heavier weapons, as needed and/or directed.

Throughout the day, the roaming guards patrol in pairs in their assigned areas. They are instructed to report via radio communications every ten minutes. Guards also know the location of any cameras and/or sensors in their area, and will also sometimes report in via the cameras audio-visual pickups. They receive a 15 minute break every three hours, and stagger their meal breaks by splitting the lunch hour between them. Shift change covers a half hour period (15 minutes prior – 15 minutes after the hour). Guards arrive in a combination of private vehicles and Ares Citymaster troop transports. The shift commander has an Ares corporate Ford Americar, exclusively made for Ares.

Personnel Actions

The staff consists of scientists and lab technicians, administrative personnel, computer technicians, janitorial staff, and maintenance. Obviously, most of these people cannot divulge too much information about the research being performed, security measures, or other information. They can, however, give information about those areas that they oversee. Normal workers are loyal to the company, and will resist attempts at bribes (unless overly generous). None, except the Security Director, has any kind of combat or defense skills. All normal employees drive private transports to the facility, while the Security Director is currently driving an Ares issued Ford Americar (see above).

If an employee is captured, questioned, or otherwise detained, they have been instructed to not resist and endanger themselves, but to cooperate with their captors and tell them enough to keep them at bay. Once released, the employee will be debriefed to discover what information was compromised so that changes can be made.

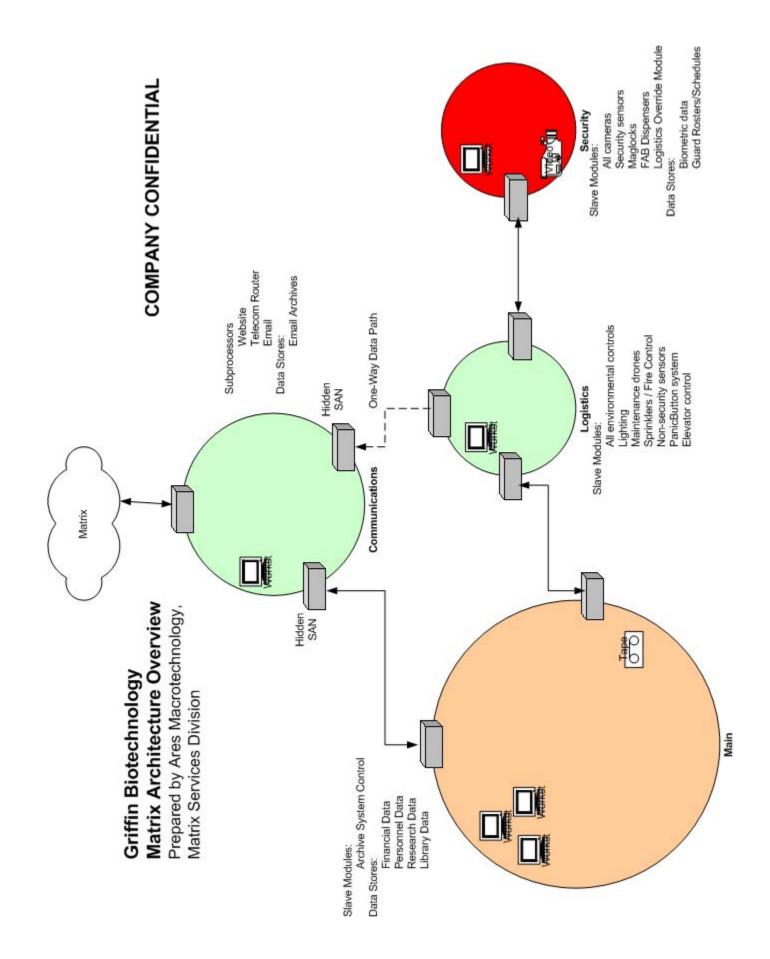


Aerial Reconnaissance Photo

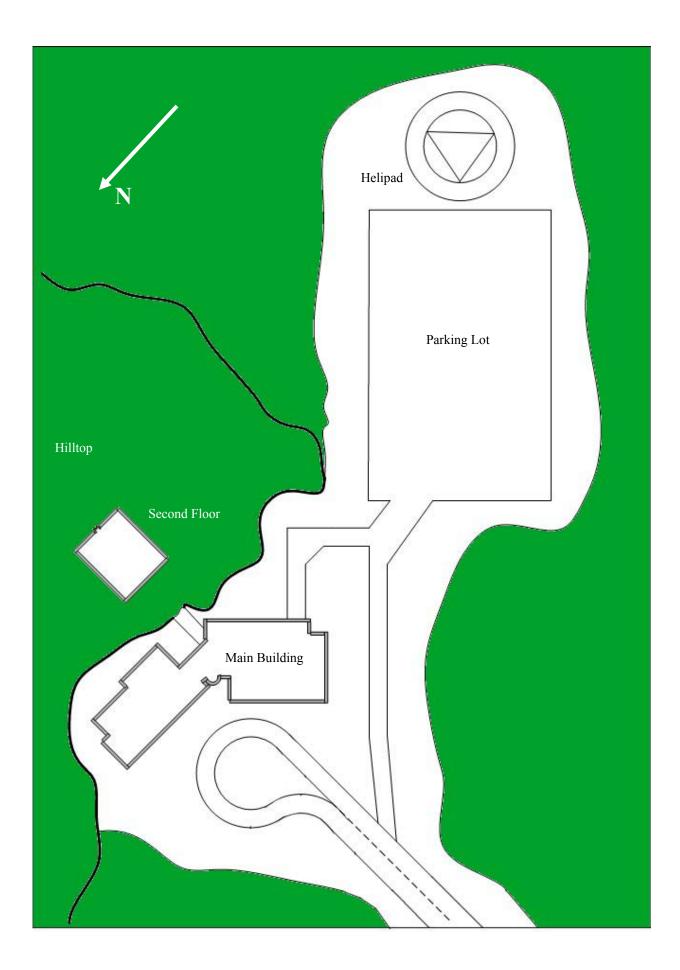
- 1. Puget Sound
- 2. Brackhaven Estate
- Draco Foundation Complex
 Universal Omnitech Private Property
 Ares Private Property

- 6. Stuffer Shack / BP Gas
- 7. Dohner Estate
- 8. Entry / Guard Shack, Griffin Biotech
 9. Main Facility
 10. Parking Areas / Helipad

*Yellow line marks property border / stone wall

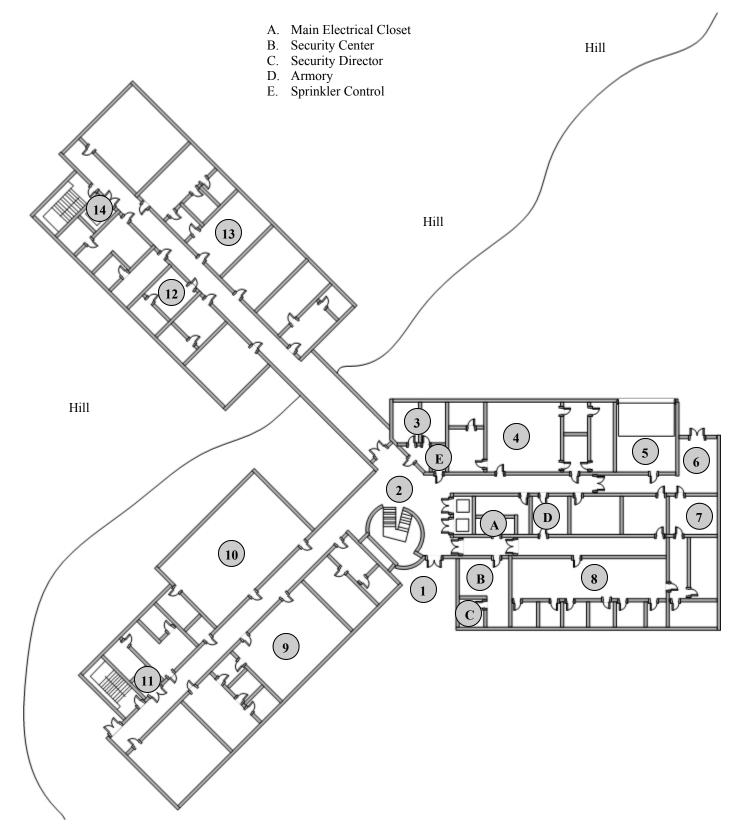


Compound Map



- 1. Main Entrance
- 2. Front Lobby / Stairs / Main Elevators
- 3. Restrooms
- 4. Basic Labs
- 5. Loading Dock
- 6. Snack Machines
- 7. Break Area

- 8. Administrative Offices
- 9. Demonstration Labs
- 10. Conference Room / Auditorium
- 11. Freight Elevator
- 12. Radiology Labs
- 13. Tissue Culture Labs
- 14. Freight Elevator



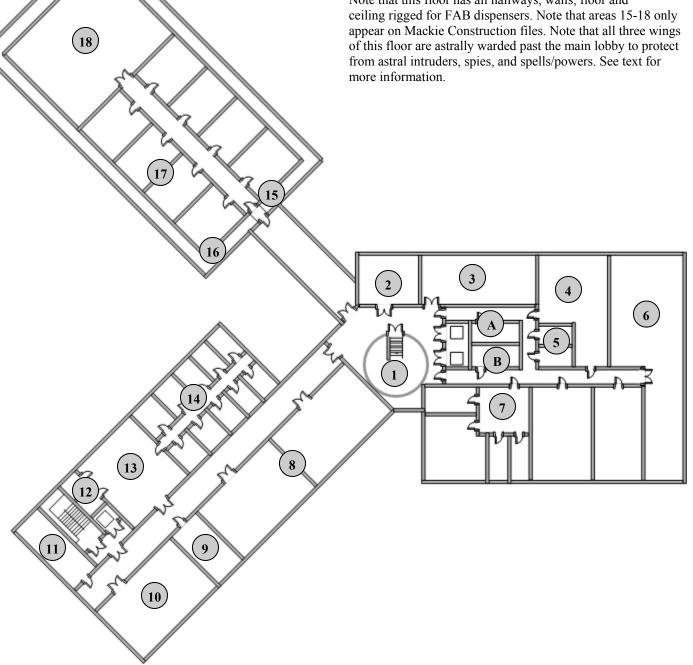
- 1. Main Stairs / Glass Lobby / Elevators
- 2. 1st Floor Hallway into hillside
- 3. Conference Room
- 4. Bio labs
- 5. Computer Center / Administrator's Office
- 6. Dr. Chantel's Private Lab
- 7. Dr. Chantel's Office

- 8. Senior Doctors' Offices
- 9. Conference Room
- Restrooms
 Director's Office
- 11. Director's Office 12. Bio Lab
- Bio Lab
 Medical Equipment Storage
- 14. Secure Labs
- A. Telecom closet B. Electrical closet 2 12 (13)3 $\left(1\right)$ 6 7 4

- Main Stairwell / Lobby Doors / Elevators 1.
- 2. Generators
- General Supplies and Storage 3.
- Maintenance 4.
- Restrooms 5.
- Secure Labs 6.
- **Observation Rooms** 7.
- Mechanical Fabrication Rooms 8.
- 9. Kitchen
- 10. Operating Room (Beta Clinic)

- 11. Laundry
- 12. Restrooms/Showers
- 13. Nurse's Station / Monitoring
- 14. Recovery Rooms
- 15. Airlock / Bridge to Float Floor
- 16. Float Floor-this inner section "floats" above the foundation and is separated from the walls to minimize vibration and external effects.
- 17. Microtech Labs and Cyberware Assembly/Prototyping
- 18. Main Nanotech Lab
- A. Electrical Closet
- B. Telecom Closet

Note that this floor has all hallways, walls, floor and



Alex is a female ork. She works as a professional Alex is a female ork. She works as a professional Alex is a female ork. She works as a professional Johnson for Paladin Medical Services. Alex is very Johnson for Paladin Medical Services. Alex is very Johnson for Paladin Medical Services. Alex is very professional - well dressed, well groomed, and well professional - well dressed, well groomed, and well professional - well dressed, well groomed, and well mannered. She is quite capable of handling herself mannered. She is quite capable of handling herself mannered. She is quite capable of handling herself around shadowrunners, and is not intimidated by them. around shadowrunners, and is not intimidated by them. around shadowrunners, and is not intimidated by them. She is, however, prejudiced against "freaks" - those She is, however, prejudiced against "freaks" - those She is, however, prejudiced against "freaks" - those affected by SURGE, or even those that voluntarily affected by SURGE, or even those that voluntarily affected by SURGE, or even those that voluntarily undergo drastic changes such as visible cyberarms and undergo drastic changes such as visible cyberarms and undergo drastic changes such as visible cyberarms and skulls, reptilian like orthoskin, or anything else that doesn't look "normal." She will be less than courteous skulls, reptilian like orthoskin, or anything else that doesn't look "normal." She will be less than courteous skulls, reptilian like orthoskin, or anything else that doesn't look "normal." She will be less than courteous to such individuals and may even ask them to leave her to such individuals and may even ask them to leave her to such individuals and may even ask them to leave her presence until she concludes a deal with their associates. presence until she concludes a deal with their associates. presence until she concludes a deal with their associates. Attributes Attributes Attributes Unknown Unknown Unknown Active Skills (Relevant): **Active Skills (Relevant): Active Skills (Relevant):** Etiquette (Corporate) 4 (5) Etiquette (Corporate) 4 (5) Etiquette (Corporate) 4 (5) Knowledge Skills (Relevant): **Knowledge Skills (Relevant):** Knowledge Skills (Relevant): Cybertechnology 4, Biotechnology 4 Cybertechnology 4, Biotechnology 4 Cybertechnology 4, Biotechnology 4 Gear (Relevant): Gear (Relevant): Gear (Relevant): Pocket Secretary Pocket Secretary Pocket Secretary If the character is attempting to arrange If the character is attempting to arrange If the character is attempting to arrange access to a Beta Clinic, they must pass an access to a Beta Clinic, they must pass an access to a Beta Clinic, they must pass an Etiquette (6) test with four or more Etiquette (6) test with four or more Etiquette (6) test with four or more successes. For every $5,000 \neq$ the character successes. For every 5,000[¥] the character successes. For every $5,000 \neq$ the character gives Alex as a "gift", reduce the target gives Alex as a "gift", reduce the target gives Alex as a "gift", reduce the target number by 1. Alex will only allow the number by 1. Alex will only allow the number by 1. Alex will only allow the character to access the Beta Clinic a total of character to access the Beta Clinic a total of character to access the Beta Clinic a total of three times. three times three times Beta Clinic Beta Clinic Beta Clinic **Alexandra Detwiler Alexandra Detwiler Alexandra Detwiler** "Alex" "Alex" "Alex" Ms. Johnson Ms. Johnson Ms. Johnson Ork Female Ork Female **Ork Female** Uses: Jobs, Clinic Access Uses: Jobs, Clinic Access Uses: Jobs. Clinic Access Places to Meet: Bars, Clubs, Private Places to Meet: Bars, Clubs, Private Places to Meet: Bars, Clubs, Private meeting rooms meeting rooms meeting rooms Contact: Email, Phone Contact: Email, Phone Contact: Email, Phone Available: 1-6 Chance Available: 1-6 Chance Available: 1-6 Chance

		-
With plans "appropriated" from a rival, Paladin Medical	With plans "appropriated" from a rival, Paladin Medical	With plans "appropriated" from a rival, Paladin Medical
Services has built a limited number of these units for	Services has built a limited number of these units for	Services has built a limited number of these units for
initial field testing.	initial field testing.	initial field testing.
The unit is an option for Wired Reflex systems, and	The unit is an option for Wired Reflex systems, and	The unit is an option for Wired Reflex systems, and
connects in-line similar to the Reflex Trigger. It is	connects in-line similar to the Reflex Trigger. It is	connects in-line similar to the Reflex Trigger. It is
compatible with all other systems tied to Wired Reflexes	compatible with all other systems tied to Wired Reflexes	compatible with all other systems tied to Wired Reflexes
(such as the Reflex Trigger).	(such as the Reflex Trigger).	(such as the Reflex Trigger).
The unit provides the equivalent of six points of the	The unit provides the equivalent of six points of the	The unit provides the equivalent of six points of the
Ambidexterity Edge (CC pg. 96). As such, the character	Ambidexterity Edge (CC pg. 96). As such, the character	Ambidexterity Edge (CC pg. 96). As such, the character
receives the following benefits:	receives the following benefits:	receives the following benefits:
General : Reduce any penalties for using an off hand by 3.	General : Reduce any penalties for using an off hand by 3.	General : Reduce any penalties for using an off hand by 3.
Ranged Combat : The character fires the primary weapon with no penalty, and the second weapon with a +1 target modifier. All other rules and modifiers for firing a second weapon remain unaffected.	Ranged Combat : The character fires the primary weapon with no penalty, and the second weapon with a +1 target modifier. All other rules and modifiers for firing a second weapon remain unaffected.	Ranged Combat : The character fires the primary weapon with no penalty, and the second weapon with a +1 target modifier. All other rules and modifiers for firing a second weapon remain unaffected.
Melee Combat : The character does not need to	Melee Combat : The character does not need to	Melee Combat : The character does not need to
purchase an Off-Hand (Weapon) skill to use a secondary	purchase an Off-Hand (Weapon) skill to use a secondary	purchase an Off-Hand (Weapon) skill to use a secondary
weapon. However, the secondary weapon only uses half	weapon. However, the secondary weapon only uses half	weapon. However, the secondary weapon only uses half
the dice (round down) of the primary skill for the attack	the dice (round down) of the primary skill for the attack	the dice (round down) of the primary skill for the attack
test.	test.	test.
Ambidexterity Router (Prototype)	Ambidexterity Router (Prototype)	Ambidexterity Router (Prototype)
Essence: 0.50	Essence: 0.50	Essence: 0.50
Cost: 50,000 ¥	Cost: 50,000 ¥	Cost: 50,000 ¥
Availability: 12/1 Month	Availability: 12/1 Month	Availability: 12/1 Month
Street Index: 4	Street Index: 4	Street Index: 4
Legality: As per Wired Reflexes	Legality: As per Wired Reflexes	Legality: As per Wired Reflexes
Damage:	Damage:	Damage:
Should the unit become damaged, there is a	Should the unit become damaged, there is a	Should the unit become damaged, there is a
1-in-6 chance that the subject will enter	1-in-6 chance that the subject will enter	1-in-6 chance that the subject will enter
epileptic seizures if the Wired Reflexes	epileptic seizures if the Wired Reflexes	epileptic seizures if the Wired Reflexes
system is activated. The seizures will last	system is activated. The seizures will last	system is activated. The seizures will last
for 1d6 combat turns, during which time the	for 1d6 combat turns, during which time the	for 1d6 combat turns, during which time the
subject is considered immobilized—they	subject is considered immobilized—they	subject is considered immobilized—they
cannot dodge, move, or perform any	cannot dodge, move, or perform any	cannot dodge, move, or perform any
actions.	actions.	actions.
*Note that once the router goes into full	*Note that once the router goes into full	*Note that once the router goes into full
production, the Availability and Street	production, the Availability and Street	production, the Availability and Street
Index will be adjusted accordingly.	Index will be adjusted accordingly.	Index will be adjusted accordingly.
Ambidexterity	Ambidexterity	Ambidexterity
Router	Router	Router
Custom Cyberware	Custom Cyberware	Custom Cyberware
Prototype	Prototype	Prototype
Requires: Wired Reflexes. Note that	Requires: Wired Reflexes. Note that	Requires: Wired Reflexes. Note that
Ambidexterity Router must match the	Ambidexterity Router must match the	Ambidexterity Router must match the
cyberware grade of the Wired Reflexes	cyberware grade of the Wired Reflexes	cyberware grade of the Wired Reflexes
system (i.e. alpha, beta, delta)	system (i.e. alpha, beta, delta).	system (i.e. alpha, beta, delta).
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Player Character				Year		Shadowru Yearly Sumi	Shadowrun Missions Yearly Summary Sheet
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scouted loca							ng for a datasteal truction. Know	in a previously when to hold 'em and
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Player	`` <u></u> ``				Char	acter: _		
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11115510	n Data-	- me Ga	nbler				File Ret	

SHADOWRUN MISSIONS EVENT SUMMARY REPORT

Name		Email		
City	State/Region		Country	
Commando #				
EVENT INFORMATION				
Event Name		Location		
Dates		Slot Length		
How many total tables were scheduled for this	s event time?			
How many tables actually played?	_			
How many players were at your table?				
What level did your table perform at? Green Streetwise Profes	sional 🗖 Veteran	□ Elite	D Prime Runner	
How would you rate the following:	oor Weak	Fair	Good	Excellent

What comments (good/bad) do you have for the adventure?

Unforeseen Outcomes / Results / Player Stories