| 🚔 Virtual Seattle 2.0 | | $\nabla \otimes$ |
|--|--|------------------|
| <u>P</u> ersonal <u>M</u> edical <u>V</u> ehicle Matri <u>x</u> <u>A</u> dept | t <u>H</u> istory Mis <u>c</u> <u>Mi</u> ssions <u>H</u> elp | |
| Codename: <i>Skin Game (round 2)</i> | | |
| Date: | Beginner | |
| | 🛛 Veteran | |
| Location: | 🗍 Elite | |
| | are dying and no one knows why. A luxury, all expenses paid hunting tr ge, ask some questions of the locals, buy some cool tourist trinkets | ip |
| Mission Results: | | |
| Saved Billy Bob's life | Tsimshian copper art plate (10K nuyen) | - 1 |
| Negotiated with Tkshamsem | | |
| Other Notes on Reverse Character Name | Player Name | |
| | - | |
| SIN (RPGA #) Metatype | Total Good Karma | |
| Lifestyle 🛛 Street 🗖 Squatter 🗖 Low | ☐ Middle 	☐ High 	☐ Luxury | |
| Initial + Earned | - Spent = Total | ٦. |
| Karma Pool | | |
| Initial + Earned | - Spent = Total | |
| Nuyen | | - 1 |
| Initial + Earned | - Spent = Total | ٦I |
| Contacts Gained Level 1, Bini, Tsimshian Raven Shaman / Spirit Dancers secret society Yes No | Contacts Lost | |
| Special Items / Notes | | |
| | | |
| | | |
| | | |
| | | |
| Mr. Johnson (GM) | SIN (RPGA #) | |
| Signature | | |
| | | |
| ⊴ Mission Data— Skin Game (round 2) | File Ref VS02-SA11 | |