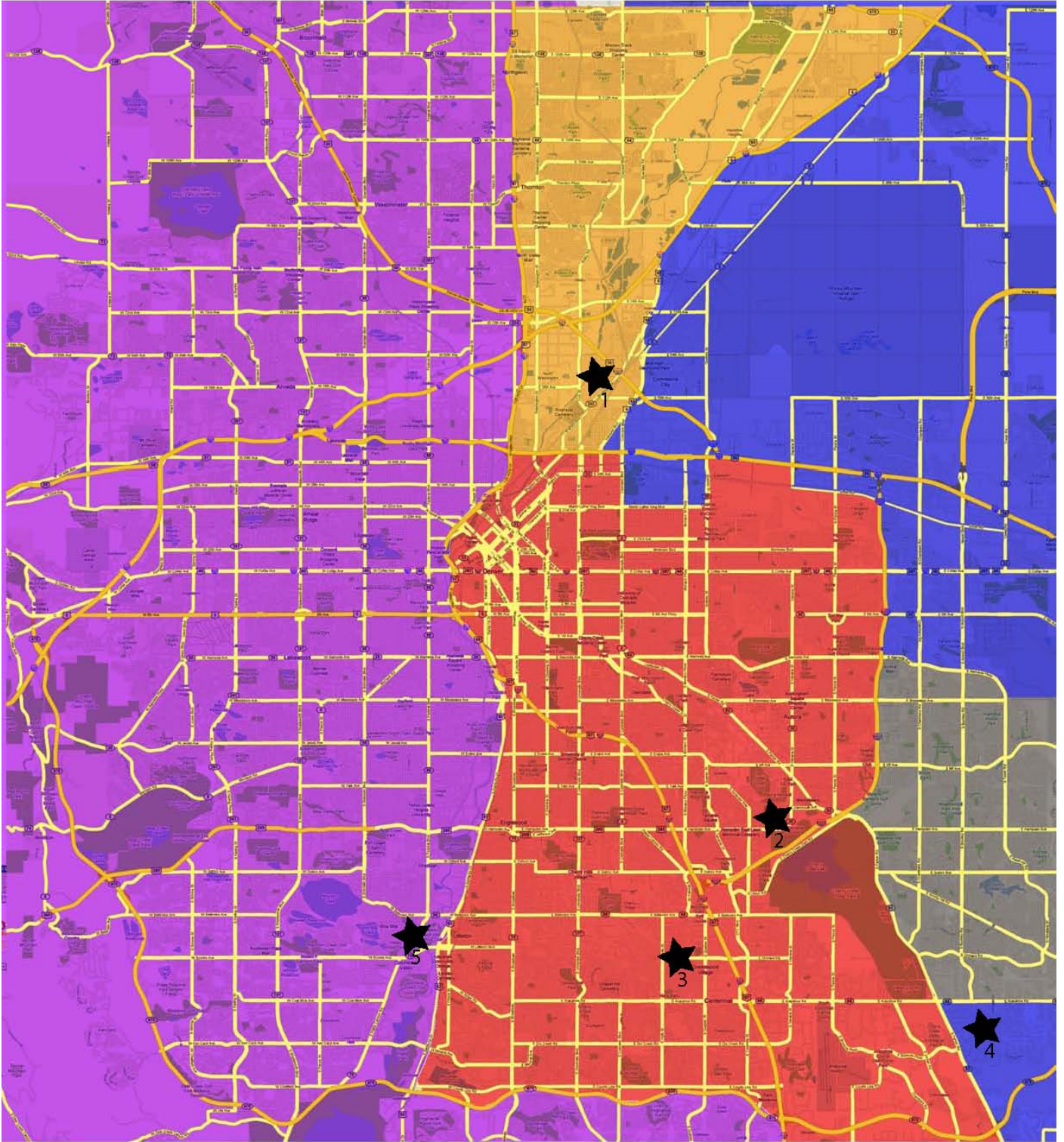


# SHADOWRUN Missions

## *Rising Sin* Player Handouts

*Rising Sin* 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*™

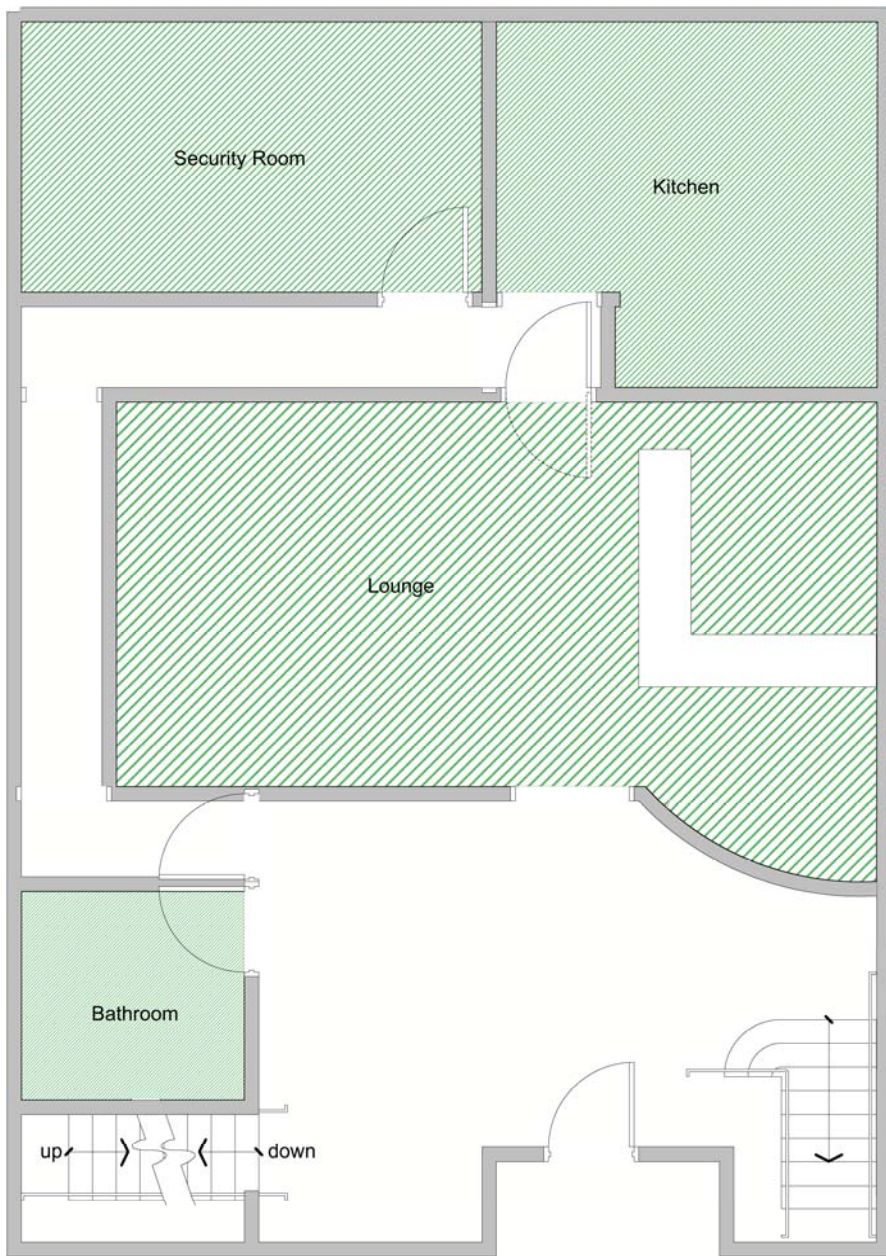




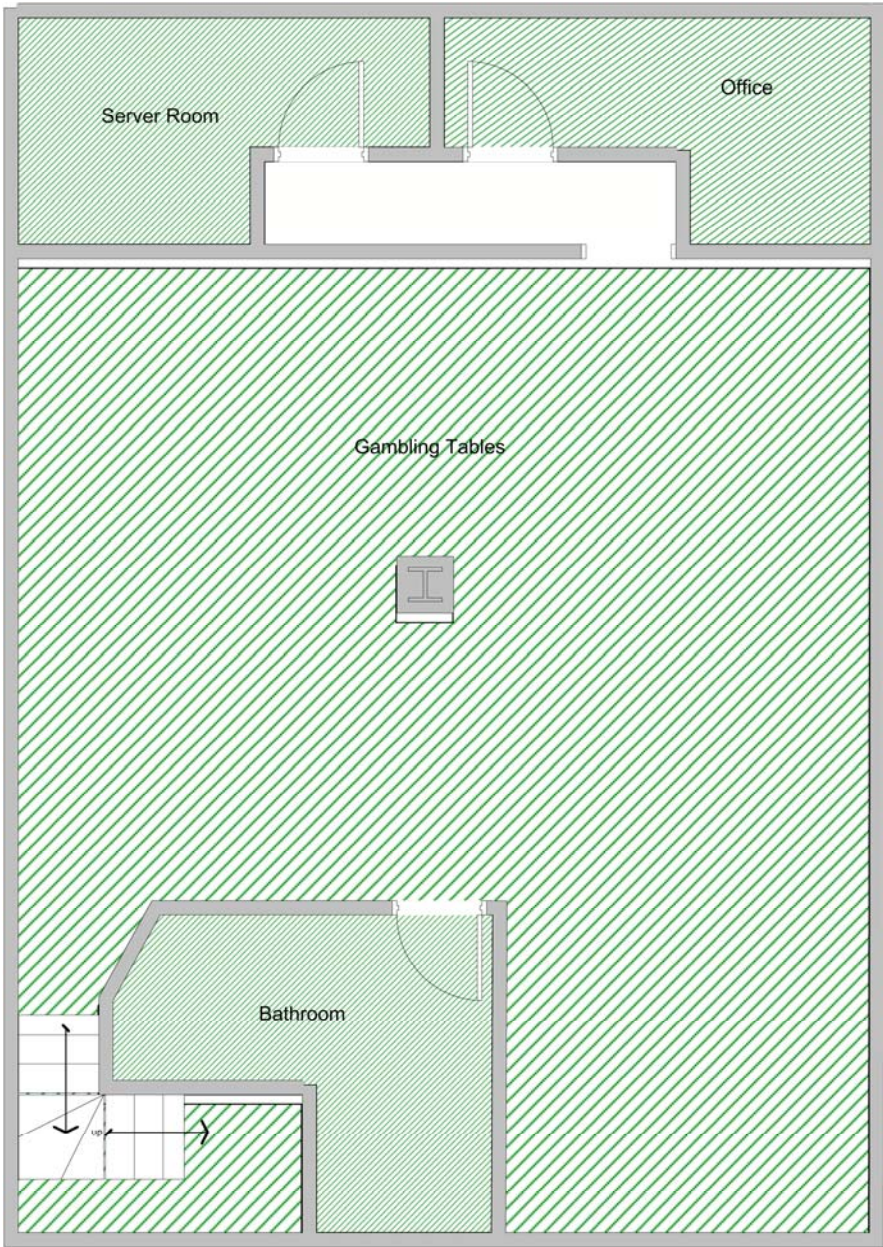
1. Marcell's
2. Aikiwa
3. Geisha house
4. Lucky Eight's
5. Yakuza Casino/Brothel

3 miles

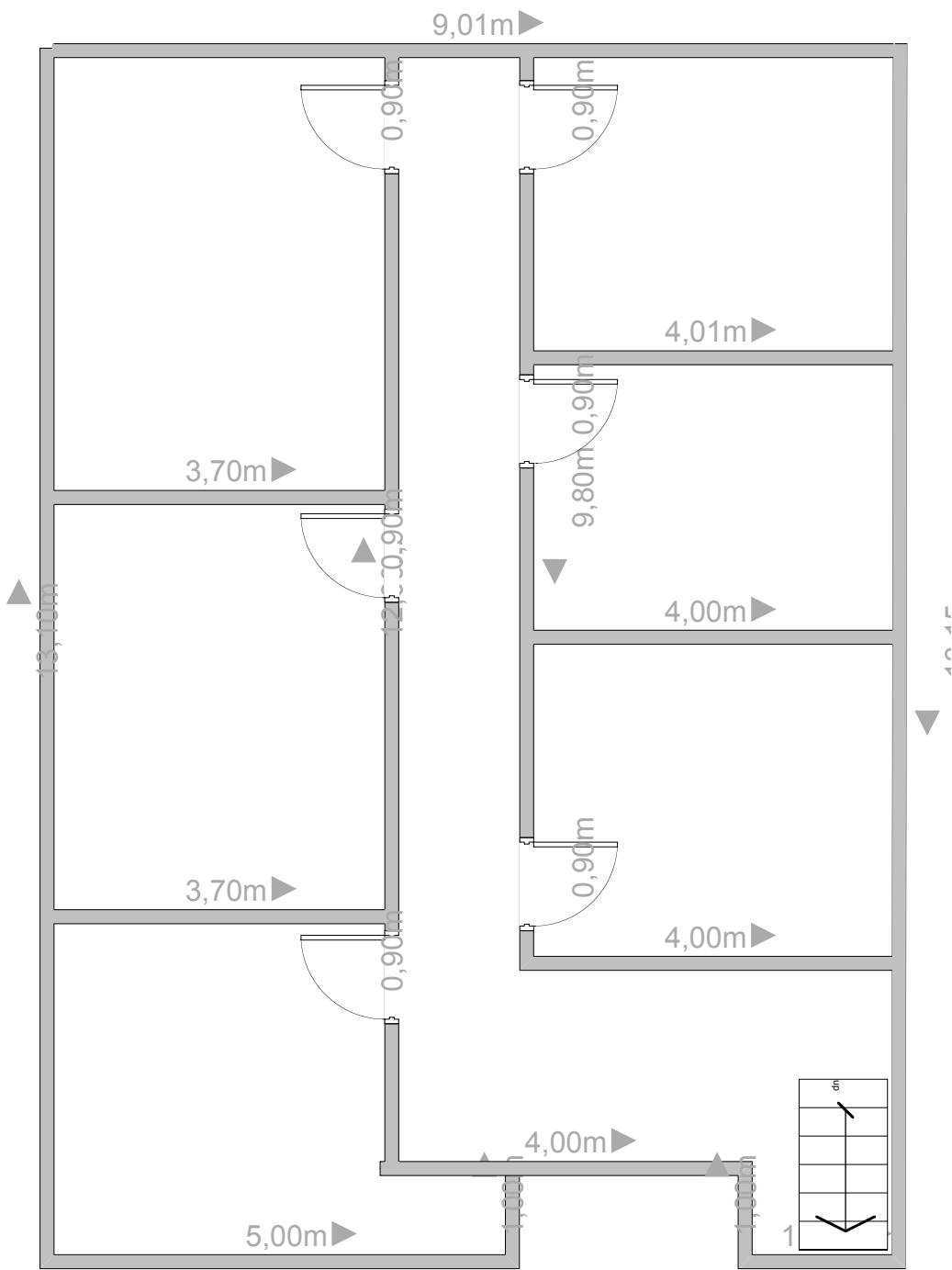




Ground level



Basement/Casino



Upper floors (2)



Tabby is a changeling human female, 5'6" (1.7m) who weighs in at 135 lbs (62 kg). Athletic and furry are two of the first words to come to mind when describing her. She has tawny two toned fur and cat slit eyes.

With SURGE came a need to re-invent herself. On the surface, she's playful and to the point. Underneath, is a woman who had her sense of self-identity stripped away from her by a random surge of ambient mana.

Specializing in Corporate politics, Tabby tries to avoid dealing directly with the syndicates whenever possible. She is based primarily in the CAS sector and does occasional work in the Hub or outlying sectors of Denver when a favor is called in from her associates.

Tabby is a changeling human female, 5'6" (1.7m) who weighs in at 135 lbs (62 kg). Athletic and furry are two of the first words to come to mind when describing her. She has tawny two toned fur and cat slit eyes.

With SURGE came a need to re-invent herself. On the surface, she's playful and to the point. Underneath, is a woman who had her sense of self-identity stripped away from her by a random surge of ambient mana.

Specializing in Corporate politics, Tabby tries to avoid dealing directly with the syndicates whenever possible. She is based primarily in the CAS sector and does occasional work in the Hub or outlying sectors of Denver when a favor is called in from her associates.

Tabby is a changeling human female, 5'6" (1.7m) who weighs in at 135 lbs (62 kg). Athletic and furry are two of the first words to come to mind when describing her. She has tawny two toned fur and cat slit eyes.

With SURGE came a need to re-invent herself. On the surface, she's playful and to the point. Underneath, is a woman who had her sense of self-identity stripped away from her by a random surge of ambient mana.

Specializing in Corporate politics, Tabby tries to avoid dealing directly with the syndicates whenever possible. She is based primarily in the CAS sector and does occasional work in the Hub or outlying sectors of Denver when a favor is called in from her associates.

**Tabitha "Tabby" Morgan**

Corporate Fixer  
Changeling Female

Connection Rating: 3

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

**Key Active Skills:** Con: 4, Dodge: 2, Electronics Skill Group: 2, Etiquette: 5, Intimidation: 3, Negotiation: 5, Perception: 3, Pistols: 2

**Key Knowledge Skills:** Corporate Politics: 4; Area Knowledge Denver (CAS Sector): 4(6); Shadowrunner Teams: 3

**Cyberware/Bioware:** None

**Gear:** 2 Ares Sliverguns (Smartguns, in Quick-Draw Holsters); Lined Coat; Smartlink Contacts

**Uses:** Corporate Procedures, Shadowrunner Haunts, Identifying affiliations

**Places to Meet:** CAS Sector Clubs

**Contact:** Commlink

**Tabitha "Tabby" Morgan**

Corporate Fixer  
Changeling Female

Connection Rating: 3

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

**Key Active Skills:** Con: 4, Dodge: 2, Electronics Skill Group: 2, Etiquette: 5, Intimidation: 3, Negotiation: 5, Perception: 3, Pistols: 2

**Key Knowledge Skills:** Corporate Politics: 4; Area Knowledge Denver (CAS Sector): 4(6); Shadowrunner Teams: 3

**Cyberware/Bioware:** None

**Gear:** 2 Ares Sliverguns (Smartguns, in Quick-Draw Holsters); Lined Coat; Smartlink Contacts

**Uses:** Corporate Procedures, Shadowrunner Haunts, Identifying affiliations

**Places to Meet:** CAS Sector Clubs

**Contact:** Commlink

**Tabitha "Tabby" Morgan**

Corporate Fixer  
Changeling Female

Connection Rating: 3

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

**Key Active Skills:** Con: 4, Dodge: 2, Electronics Skill Group: 2, Etiquette: 5, Intimidation: 3, Negotiation: 5, Perception: 3, Pistols: 2

**Key Knowledge Skills:** Corporate Politics: 4; Area Knowledge Denver (CAS Sector): 4(6); Shadowrunner Teams: 3

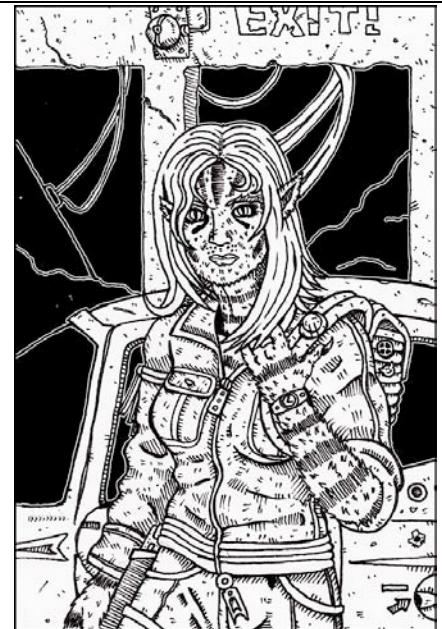
**Cyberware/Bioware:** None

**Gear:** 2 Ares Sliverguns (Smartguns, in Quick-Draw Holsters); Lined Coat; Smartlink Contacts

**Uses:** Corporate Procedures, Shadowrunner Haunts, Identifying affiliations

**Places to Meet:** CAS Sector Clubs

**Contact:** Commlink



Sunshine is a Yakuza prostitute in her mid-twenties. She's half Japanese, half Chinese, and good looking enough. She wears too much makeup, especially glossy cherry-red lipstick. With the bright yellow plastic fabric clothing she wears, this gives her a look that she compliments with a cheerful demeanor.

Sunshine has had a tough, unloving life. She cares only about herself and the almighty dollar. She'll do anything for money. Everything about her is an act to get you to give her more money, or something she can sell.

Sunshine is a Yakuza prostitute in her mid-twenties. She's half Japanese, half Chinese, and good looking enough. She wears too much makeup, especially glossy cherry-red lipstick. With the bright yellow plastic fabric clothing she wears, this gives her a look that she compliments with a cheerful demeanor.

Sunshine has had a tough, unloving life. She cares only about herself and the almighty dollar. She'll do anything for money. Everything about her is an act to get you to give her more money, or something she can sell.

Sunshine is a Yakuza prostitute in her mid-twenties. She's half Japanese, half Chinese, and good looking enough. She wears too much makeup, especially glossy cherry-red lipstick. With the bright yellow plastic fabric clothing she wears, this gives her a look that she compliments with a cheerful demeanor.

Sunshine has had a tough, unloving life. She cares only about herself and the almighty dollar. She'll do anything for money. Everything about her is an act to get you to give her more money, or something she can sell.

**Sunshine**

Yakuza Joygirl  
Human Female

**Connection Rating:** 2

B A R S C I L W I P  
? ? ? ? 3 3 1 2 1

**Key Active Skills:** Con: 4; Negotiation: 2; Etiquette: 1;

**Cyberware/Bioware:** None

**Gear:** Streetline Special, CMT Clip running Vector Xim

**Uses:** Information on street rumors, especially Yakuza activities.

**Places to Meet:** Family restaurants, Shopping Malls, Stuffer Shacks

**Contact:** Commlink

**Sunshine**

Yakuza Joygirl  
Human Female

**Connection Rating:** 2

B A R S C I L W I P  
? ? ? ? 3 3 1 2 1

**Key Active Skills:** Con: 4; Negotiation: 2; Etiquette: 1;

**Cyberware/Bioware:** None

**Gear:** Streetline Special, CMT Clip running Vector Xim

**Uses:** Information on street rumors, especially Yakuza activities.

**Places to Meet:** Family restaurants, Shopping Malls, Stuffer Shacks

**Contact:** Commlink

**Sunshine**

Yakuza Joygirl  
Human Female

**Connection Rating:** 2

B A R S C I L W I P  
? ? ? ? 3 3 1 2 1

**Key Active Skills:** Con: 4; Negotiation: 2; Etiquette: 1;

**Cyberware/Bioware:** None

**Gear:** Streetline Special, CMT Clip running Vector Xim

**Uses:** Information on street rumors, especially Yakuza activities.

**Places to Meet:** Family restaurants, Shopping Malls, Stuffer Shacks

**Contact:** Commlink



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** Who said you should never mix business with pleasure? After dealing with a timeless love story, the runners hit a casino and brothel to steal a file. So, get ready to indulge in a little high-stakes gambling and spend some time in the tender care of the "employees." Just don't forget it's a job!

**Mission Results**

Mayuri  was liberated.  remained under contract.  
 was killed.  was reprimanded by the Yakuza.  
The file was  recovered and delivered.  left with the Yaks.  
**Other Notes on Reverse:**

Faction	
Mafia Chavez	Enemy ○○○○○■○○○○○Ally
Mafia Casquilho	Enemy ○○○○○■○○○○○Ally
Yakuza	Enemy ○○○○○■○○○○○Ally
Triad	Enemy ○○○○○■○○○○○Ally
Koshari	Enemy ○○○○○■○○○○○Ally
Kirillov Vory	Enemy ○○○○○■○○○○○Ally
Fomin Vory	Enemy ○○○○○■○○○○○Ally
Godz	Enemy ○○○○○■○○○○○Ally
Fronts	Enemy ○○○○○■○○○○○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**

Sunshine  
 Tabby

**GM's Name:** (PRINT) \_\_\_\_\_ **GM's Signature:** \_\_\_\_\_

