

# SHADOWRUN Missions

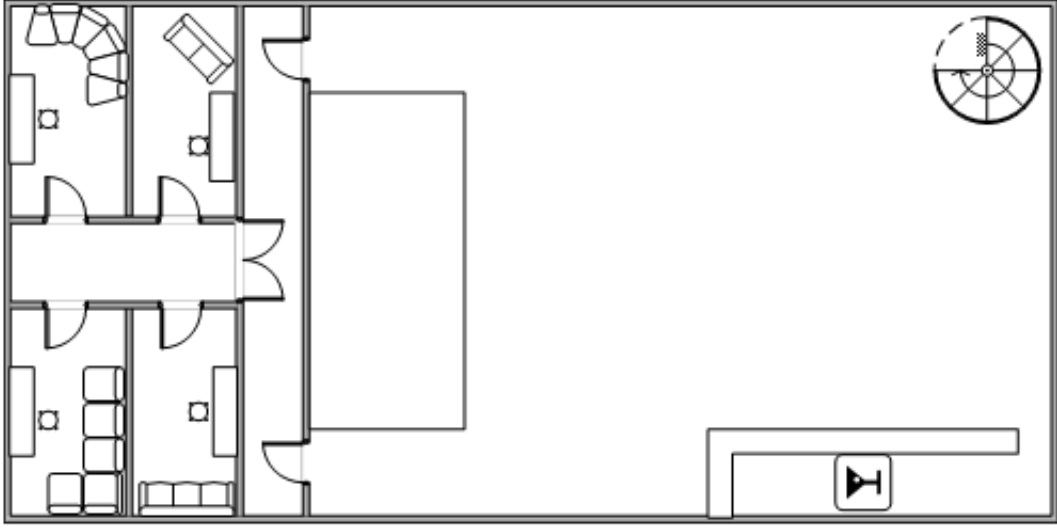
## ***Parliament of Thieves*** **Player Handouts**

*Parliament of Thieves* 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*™

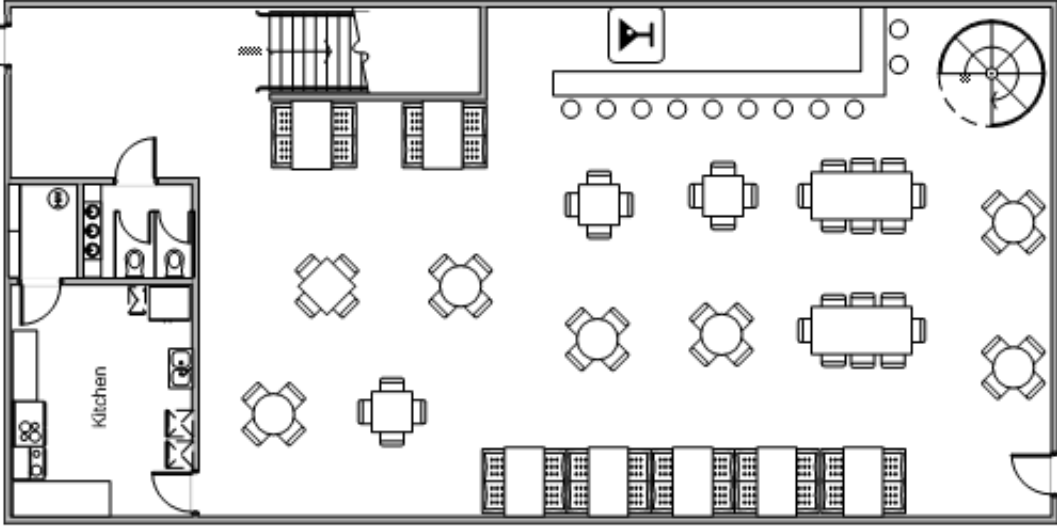




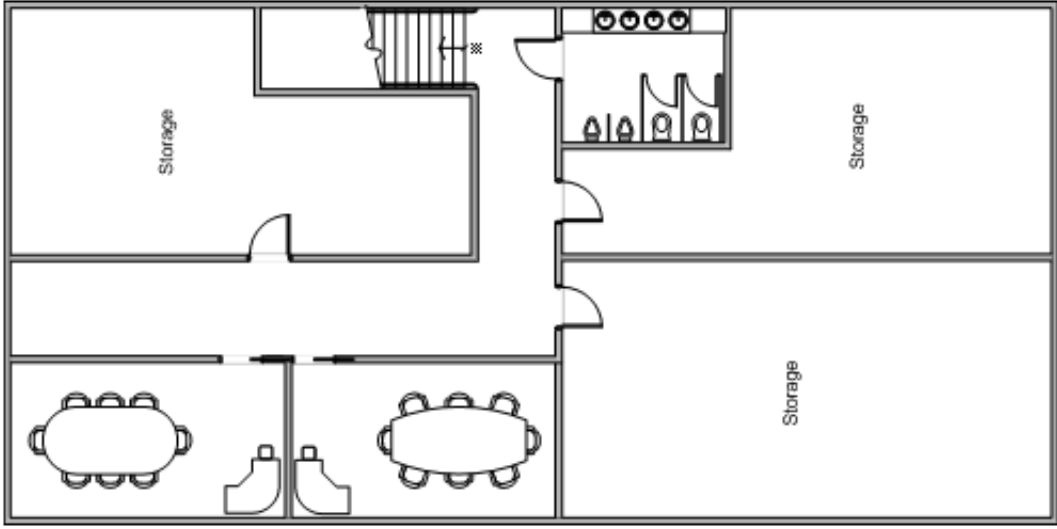
Parliament of Thieves  
Denirm



Ground Floor



Basement



Mark is a member of the Koshari council of elders. When conducting Koshari business, he wears a Raven Mask (his power focus) and traditional garb. When not wearing the mask, his Hopi heritage is immediately recognizable. Physically, he is short and skinny. His short hair has turned grey, and a best estimate would place him at 65-70 years old.

Mark has a wicked sense of humor, and won't hesitate to make wisecracks at the expense of his contacts or his hirelings. The "mocking" aspect of Raven shines through in his personality. He speaks slowly and methodically, with a slight southwestern twang.

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**Mark Longfeather  
"Raven"**

Koshari Chieftain  
Human Male

**Connection Rating:** 4

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

**Key Active Skills:** Conjuring: 4; Sorcery: 4; Etiquette: 4; Leadership: 2; Negotiation: 4  
**Key Knowledge Skills:** Underworld Politics: 4; Drugrunning: 5; Magical Theory: 3  
**Advantages:** Magician; Mentor Spirit (Raven)  
**Spells:** Stunbolt; Analyze Truth; Mind Probe; Mass Confusion  
**Known Cyberare/Bioware:** None  
**Gear:** Power Focus – Mask; Actioneer Business Clothes  
**Uses:** Information on current Koshari activities. Assistance in obtaining BTLs or trafficking information.  
**Places to Meet:** Various Koshari affiliated establishments, especially Denim  
**Contact:** Commlink

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"Raven"**

Koshari Chieftain  
Human Male

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Jonny is a Wakagashira-hosa for the Yamato gumi. He stands at 1.6 m in height and is a slender 55 kg. He wears his black hair parted to the side, and walks with a constant swagger. His two Sliverguns are positioned in shoulder holsters, but he leaves his jacket open, making no attempt to conceal them. He appears to be in his early to mid-twenties.

Jonny is softspoken, but speaks English with a mild Japanese accent. His face wears a near constant sneer, and his attitude makes it obvious that he has no respect for *gaijin*. He doesn't really ask people to help him or cooperate with him – he orders them to.

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### Jonny Ono

Yakuza Wakagashira-hosa  
Human Male

Connection Rating: 3

B A R S C I L W M I P  
? ? ? ? 4 5 3 3 ? 2

**Key Active Skills:**Pistols: 6(9); Dodge: 3; Etiquette: 3; Negotiation: 3

**Key Knowledge Skills:** Yakuza Procedures: 4; Protection Rackets: 3

**Advantages:** Adept; Ambidextrous

**Adept Powers:** Improved Reflexes I; Improved Ability (Pistols): 3; Spell Resistance: 3

**Cyberware/Bioware:** None

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

**Uses:** Yakuza information, Hiring Yakuza assistance, Adept Esoterica

**Places to Meet:** Yakuza establishments, especially in the Aurora Warrens

**Contact:** Commlink

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**Places to Meet:** Yakuza establishments, especially in the Aurora Warrens

**Contact:** Commlink



An is the Hung Kwan for the Golden Triangle Triad. He stands at 2.5 m tall and weighs in at about 305 kg. He dresses in a lined coat, which is heavily embroidered with Wuxing symbolism. His single horn juts from the right side of head, and from the way it glistens, it's clearly been waxed recently and well maintained. It's pretty much impossible to estimate An's age.

An is a native of the Denver area, so speaks with no noticeable accent. He is extremely direct, and does his best to intimidate with his physical presence. For a master of Eastern mysticism, he is rather impatient and has a surprisingly short fuse.

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### An Peng

Triad Hung Kwan  
Troll Male

Connection Rating: 3

B A R S C I L W M IP  
? ? ? ? 3 4 4 5 ? 1

**Key Active Skills:** Banishing: 3; Dodge: 2; Etiquette: 3; Intimidation: 4; Negotiation: 3; Sorcery: 4; Unarmed Combat: 3

**Key Knowledge Skills:** Triad History: 3; Narcotics: 4; ZDF Procedures: 3

**Advantages:** Magician (Wuxing)

**Spells:** Flamethrower; Knockout; Phantasm

**Cyberware/Bioware:** None

**Gear:** Lined Coat

**Uses:** Golden Triangle information, CAS Crime syndicates, Eastern Mysticism

**Places to Meet:** Happy Canyon Mall, Chinatown Restaurants and shops

**Contact:** Commlink

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Troll Male

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**Contact:** Commlink



Peaches is a coyote specializing in crossing the UCAS:CAS border. Her chameleon suit makes it a bit difficult to get a good look at her figure, but with the hood down, it really makes her flamingly bright orange hair stand out. (It's worn in a curly jumbled ponytail.) Judging from her face, she's just past middle-age.

Peaches speaks with a thick southern accent, and acts the part of the stereotypical Southern Belle. She'll be excruciatingly polite, and never talk about money. (That's for the lower class.) However, if the situation becomes tense, her accent will completely disappear.

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**"Peaches"**

CAS:UCAS Coyote  
Ork Female

**Connection Rating:** 2

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

**Key Active Skills:** Gymnastics: 3; Pistols: 4; Shadowing: 4

**Key Knowledge Skills:** BTL Trafficking: 4; Smuggler Hideouts: 3; UCAS:CAS border: 4

**Known Cyberware/Bioware:** Enhanced Articulation

**Gear:** Colt America L36; Chameleon Suit  
**Uses:** Provides safe passage across the border for 250¥ per person.

**Places to Meet:** Abandoned buildings near the border

**Contact:** Commlink

**Availability:** Requires 1 hit on a loyalty test.

**"Peaches"**

CAS:UCAS Coyote  
Ork Female

**Connection Rating:** 2

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

**Key Active Skills:** Gymnastics: 3; Pistols: 4; Shadowing: 4

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Stalker is a coyote who works the CAS:Pueblo border. Stalker stands at 1.9M and masses about 130kg. Based on his cyberware, katana, and receding hairline, it's pretty obvious that he's a retired street samurai. He looks to be early middle-aged.

Stalker isn't thrilled with his work, and he really isn't happy to be saddled with smuggling a bunch of no-nothing punks across the border again. He'll have a non-stop patter of "back in my day" stories. He'll also refer to the any 'runner team he's leading through the tunnels as kids.

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### "Stalker"

CAS:Pueblo Coyote  
Human Male

Connection Rating: 2

B	A	R	S	C	I	L	W	IP
?	?	?	?	3	5	3	3	2

**Key Active Skills:** Blades: 3; Dodge: 3; Firearms: 4; Etiquette: 2; Negotiate: 2

**Key Knowledge Skills:** Denver Gangs: 3; CAS:Pueblo border: 5

**Known Cyberware/Bioware:** Cybereyes, Muscle Replacement, Wired Reflexes

**Gear:** Katana; Ares Predator IV; Lined Coat

**Uses:** Provides safe passage across the border for 250¥ per person.

**Places to Meet:** Sloan Lake Park

**Contact:** Commlink

**Availability:** Requires 1 hit on a loyalty test.

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Human Male

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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		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:**

**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:**

