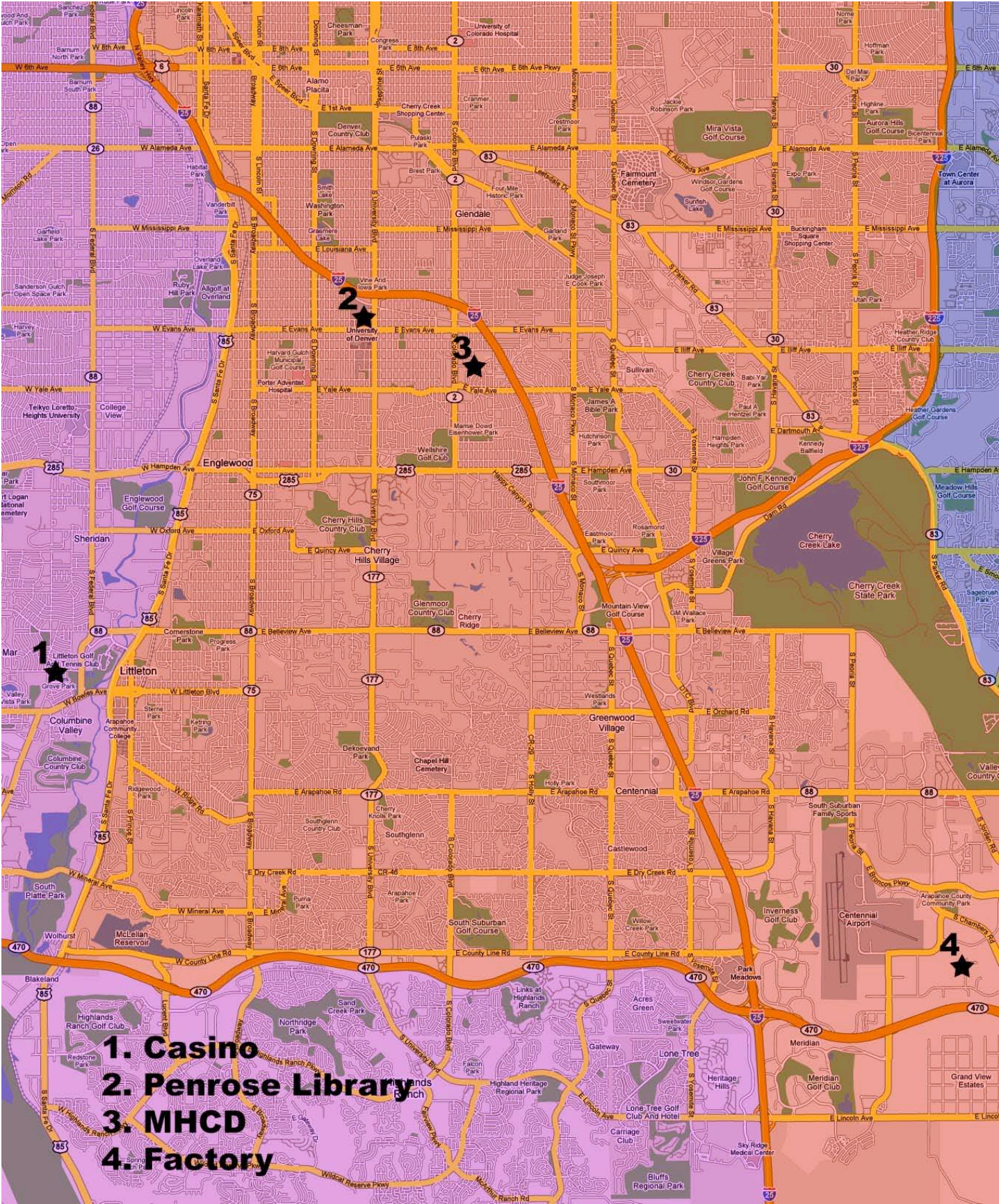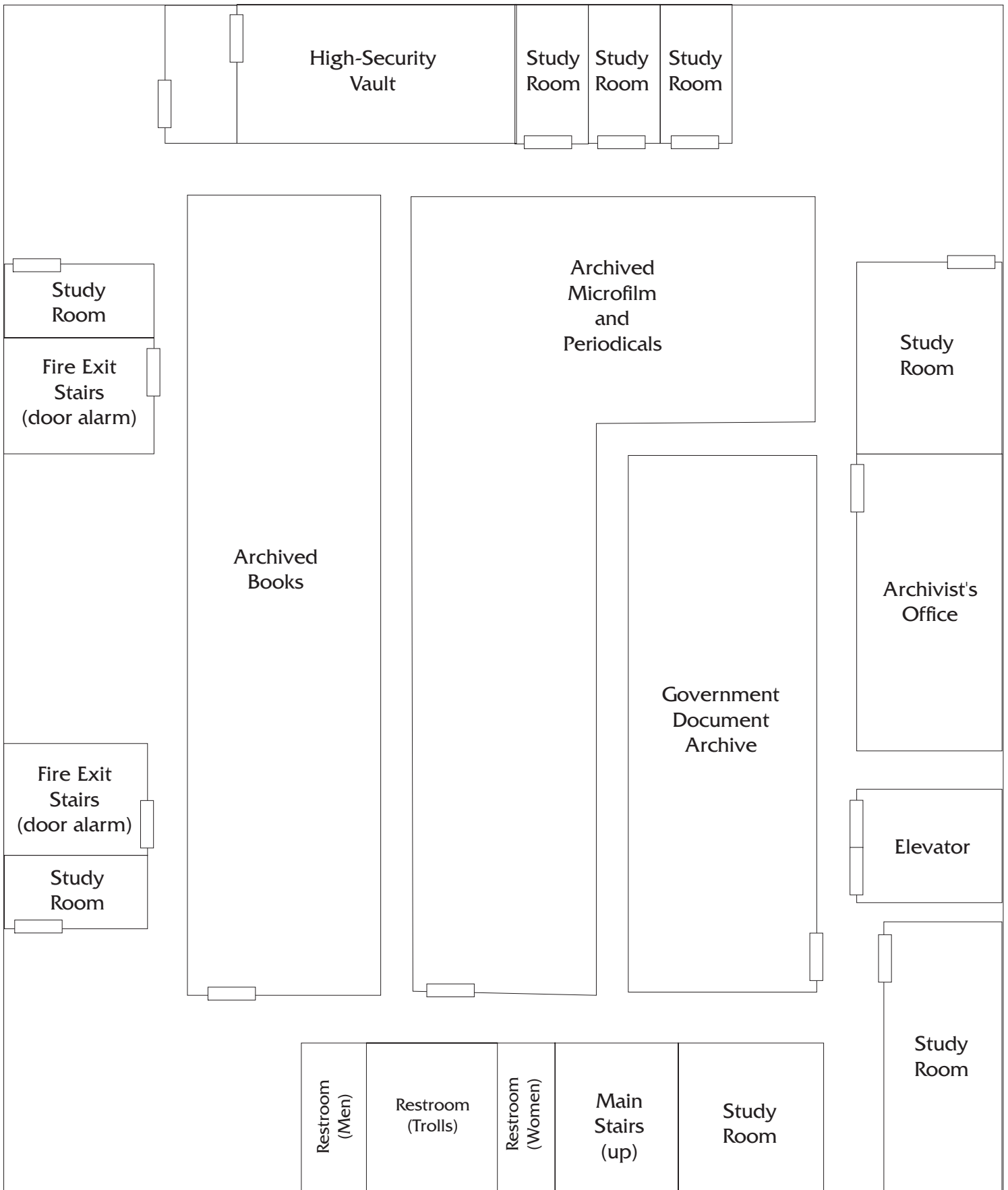# Patient Zero
Player Handouts

Patient Zero 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* ™
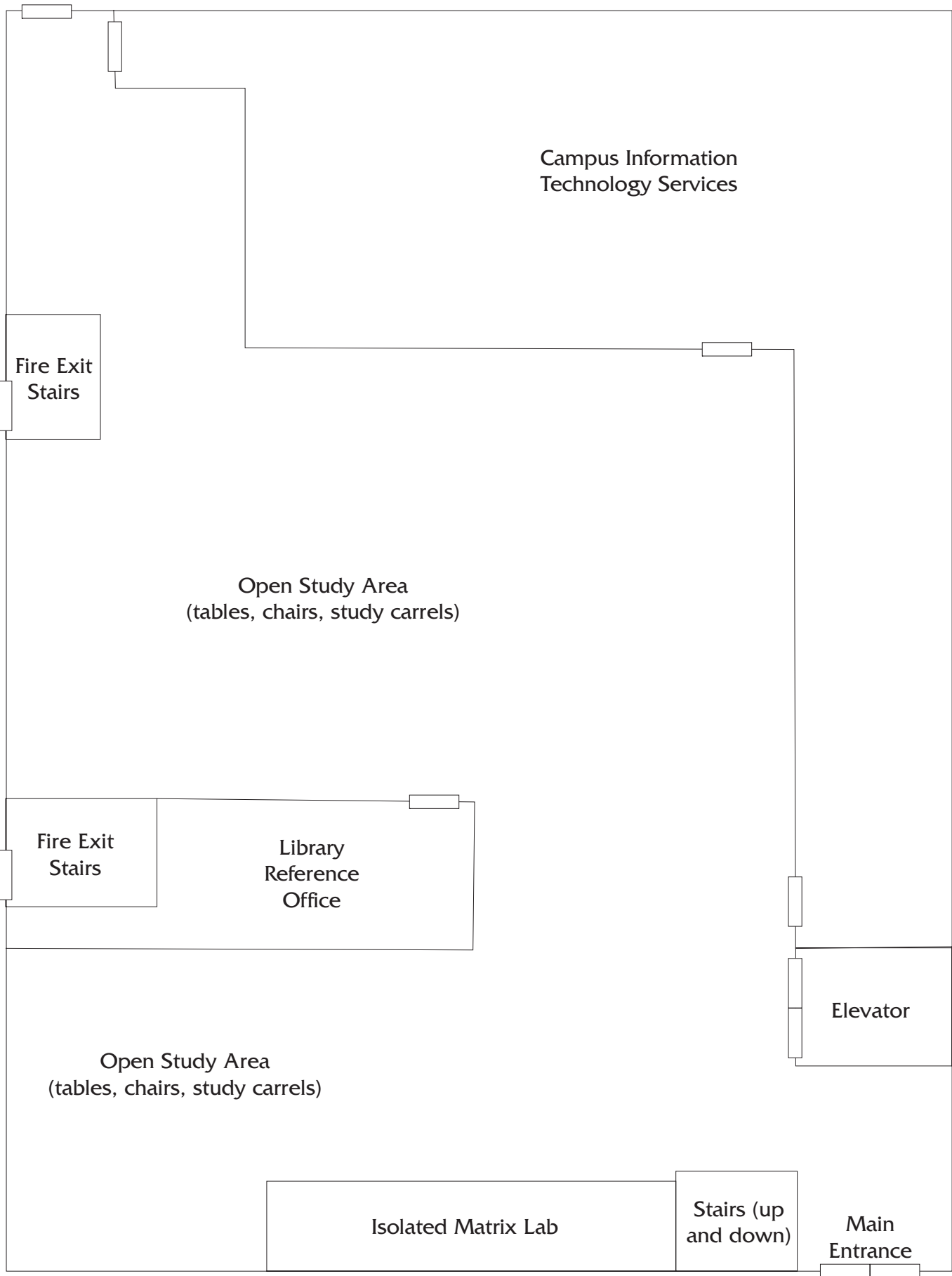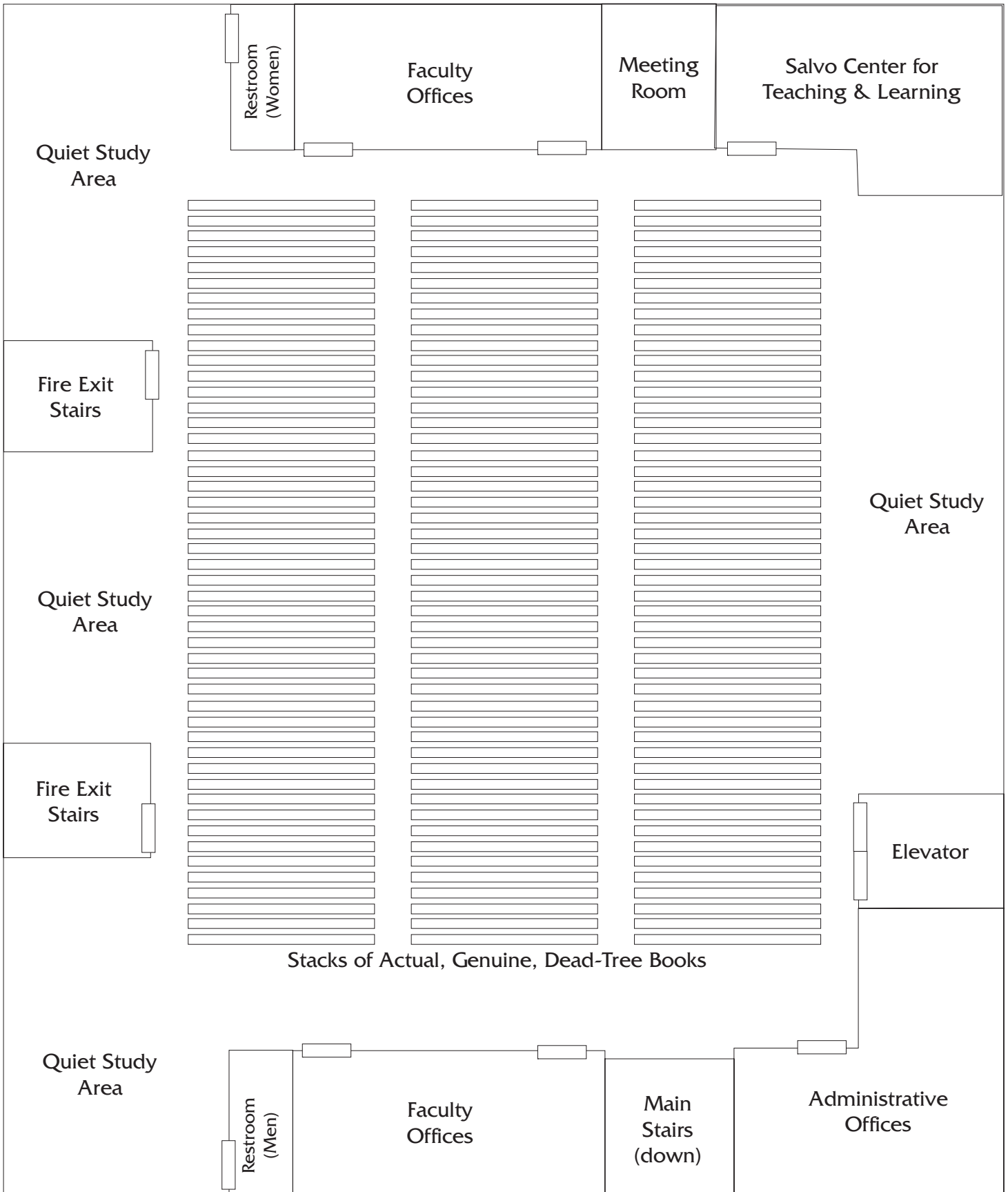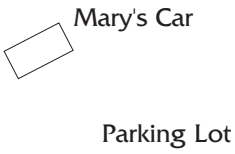
1. Casino
2. Penrose Library
3. MHCD
4. Factory

High-Security Vault
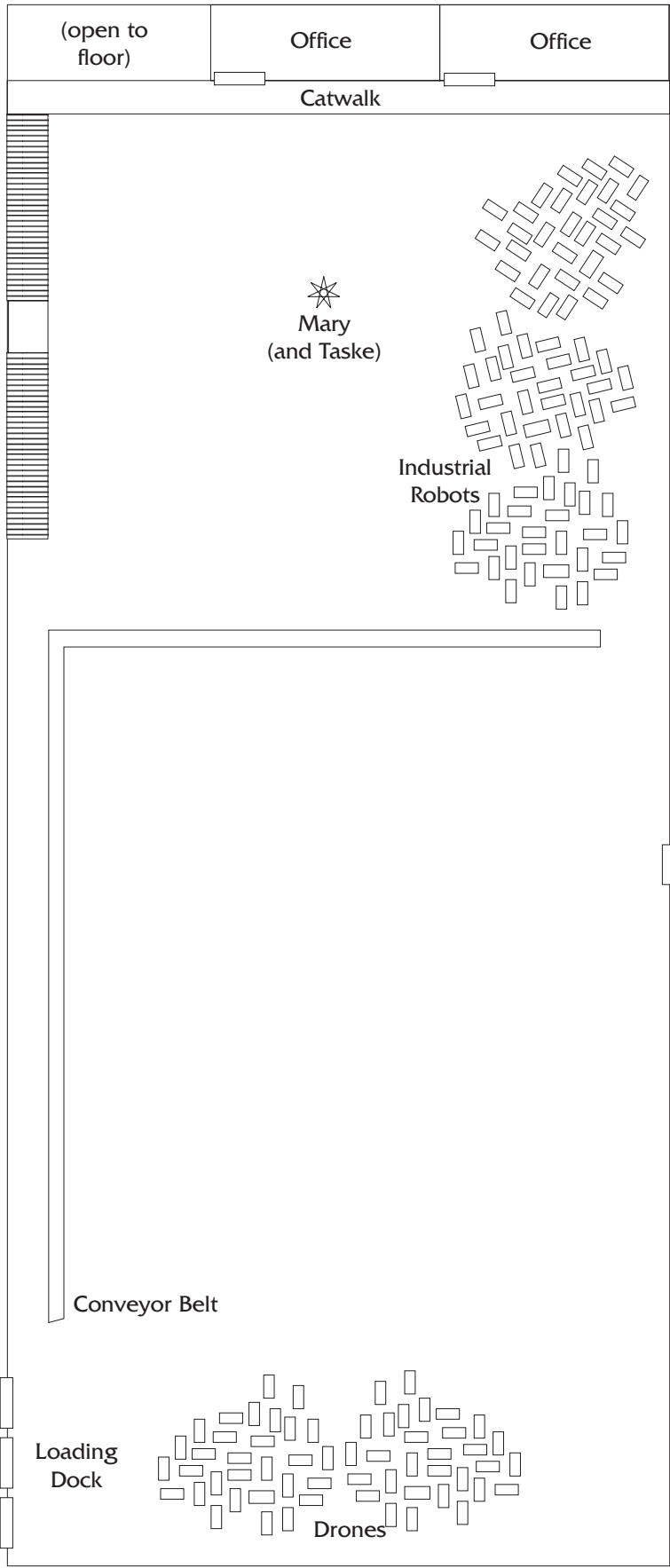
Study Room

Study Room

Study Room

Study Room

Fire Exit Stairs (door alarm)

Archived Microfilm and Periodicals

Study Room

Archived Books

Archivist's Office

Fire Exit Stairs (door alarm)

Government Document Archive

Elevator

Study Room

Study Room

Restroom (Men)

Restroom (Trolls)

Restroom (Women)

Main Stairs (up)

Study Room

Study Room

Pembrose Library: Lower Level

Campus Information
Technology Services

Fire Exit
Stairs

Open Study Area
(tables, chairs, study carrels)

Fire Exit
Stairs

Library
Reference
Office

Elevator

Open Study Area
(tables, chairs, study carrels)

Isolated Matrix Lab

Stairs (up
and down)

Main
Entrance

Pembrose Library: Main Level

Restroom
(Women)

Faculty
Offices

Meeting
Room

Salvo Center for
Teaching & Learning

Quiet Study
Area

Fire Exit
Stairs

Quiet Study
Area

Quiet Study
Area

Fire Exit
Stairs

Elevator

Stacks of Actual, Genuine, Dead-Tree Books

Quiet Study
Area

Restroom
(Men)

Faculty
Offices

Main
Stairs
(down)

Administrative
Offices

Pembrose Library: Upper Level

(open to floor)

Office

Office

Catwalk

★
Mary
(and Taske)

Industrial
Robots

Mary's Car

Parking Lot

Entrance

Conveyor Belt

Loading
Dock

Drones

Upland
Drive
Factory

UNIVERSITY OF
DENVER
Department of Psychology

The Effects of Modern Computer Interface Technology on Metahuman Unconscious Cognition

By: Dr. Yung Jin-Ho Karathanasis
       Dr. Methoataske Nova

Submitted: 14 July 2069

ABSTRACT: With the advent of ubiquitous wireless technology and the increasing market saturation of so-called "Augmented Reality" devices in technological cultures, an increasing concern for the effect of such constant stimulation on the metahuman brain has come to the forefront of scientific and sociological thought. While the existence and effect of "subliminal messages" upon unconscious cognition have long been known, it is has until recently been unknown whether the increasingly popular AR technology can have a similar or more pronounced impact on the metahuman psyche.

After a study with one hundred and twenty-six (126) subjects of various gender, metatype, and ethnic descent, it has become evident that AR devices can cause a more pronounced level of suggestibility in subjects, but only under circumstances that are so rare and extreme as to render the task impossible. The production of measurable results would require five tools capable of working in perfect concert:

1.   A large pool of knowledge of metahuman psychology, rivaling that of a university department.
2.   An unprecedented control of electronic devices, able to adjust the process almost every second. Such speeds can be achieved through an electronic program (or agent), but such a program lacks the decision-making capabilities required. A metahuman mind could achieve such speeds, but only through an illegal and dangerous connection to artificial stimulus, and then would be less effective by virtue of the fatigue that the mind would suffer as a result of constant control.
3.   A program capable of generating truly patternless random numbers.
4.   A program capable of detecting and analyzing metahuman subconscious response and predicting metahuman reaction based on those data. (See Dr. Tashia Cristaldi's paper, "The Development of Predictive Software by Mental Health Institutions and Gambling Establishments," Jun 2068).
5.   Schematics and source-code for various brands of display link products.

M H C D
Patient Admission Record

Patient Name: Mary [surname unknown]

Patient SIN: [PAN detected, no data read]

Patient Number: ‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖

Admit Time Stamp: ‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖‖

Notes: Mary checked into Crisis Triage Unit exhibiting Artificially Induced Psychotropic Schizophrenia. Gave only first name. Wavered between states of catatonia and mania. Admission interview given by PNP-100127 via Matrix Feed:

<<<<< Begin Audio Transcript >>>>>

PNP-100127: Hello, Mary. Can you hear me all right?
Patient: Yes. I hear you. Where are you?
PNP-100127: I'm in Seattle, Mary. I'm here to help you.
Patient: I can see you.
PNP-100127: No, Mary, you can't. I'm talking to you over the Matrix, and we're not using video. I'm connected to your commlink.
Patient: You've been doing this to me!
PNP-100127: No, Mary, I just met you.
Patient: Why have you done this to me?
PNP-100127: You're in a safe room, Mary. We're going to keep you safe so we can find out what's wrong with you.
Patient: I won't do it!
PNP-100127: All right, Mary, that's okay. You don't have to scream, I can hear you fine.
Patient: You wouldn't dare!
PNP-100127: Wouldn't dare what, Mary?
Patient: Leave my family out of this!
PNP-100127: All right, Mary, we don't have to talk about your family. What would you like to talk about?
Patient: Stop doing this to me!
PNP-100127: It's okay, Mary. I just want to ask some questions and talk to you a little while and then we can let you go.
Patient: That's insane! How could you g... [unintelligible]
PNP-100127: Okay, Mary, calm down ...
Patient: [unintelligible]
PNP-100127: We don't have to let you go. Just settle down, take some deep breaths ...
Patient: ...king insane!
PNP-100127: Okay, Mary, can you calm down for me please?
Patient: Okay, I'll do it. Just leave my family alone.
PNP-100127: Good. And I promise not to go near your family. I didn't even mention them. Now, how do you feel.
Patient: Fine. Actually, I'm feeling great. I'll be checking out now.
PNP-100127: Do you think that's a good idea, Mary? I think we should talk more ...
Patient: If you need me, you can come visit me at the Penrose Library. Otherwise, thank you for the lovely conversation. Be seeing you.

<<<<< End Audio Transcript >>>>>

Patient checked out of CTU and was discharged.

Main Floor East

AR Craps Table 8

Main Landing

VR Suite 9

Secondary Floor

AR Baccarat Table 3

Server Room

Main Floor West

Setto's name is a Japanese phonetic transliteration of his real name, Seth Kraemer. He is 36 years old, stands at 1.9 m in height, and weighs about 80 kg. He wears impeccable clothing and a ring made of orichalcum.

Karemaru is the highest-ranking gaijin in the Yamato-gumi. He got there through skillful social manipulation, a perfect sense of timing, and a copy of The Exchange that he keeps in a hidden directory on his commlink.

Karemaru stays cool under pressure. He speaks slowly and pointedly. He prefers to have underlings perform violence and take risks.

Setto Karemaru
Yakuza Wakagashira-Hosa
Human Male

Connection Rating: 3

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

Key Active Skills: Con: 4; Computer: 3; Data Search: 2; Etiquette: 5; Intimidation: 2; Negotiation: 4; Perception: 3
Key Knowledge Skills: Yakuza Policies: 5; Machiavellian Scheming: 3; Japanese Culture (Traditional): 3 (+2); Poetry (Japanese): 2 (+2)
Languages: English: N; Japanese: 5 Lakota (Sioux) 2 (+2); Sperethiel: 2; German: 2
Gear: Tailored Actioneer Business Suit, commlink (all Ratings 5 with Analyze, Browse, and Edit), orichalcum ring, designer sunglasses
Uses: Information on Yakuza activities. Fencing gear to the Yakuza.
Places to Meet: Yakuza establishments
Contact: Commlink

A software package known as The Exchange has begun distribution throughout the Denver shadows. Once installed in a standard commlink, users receive periodic requests to undertake simple actions—anything from taking a picture to leaving an extra copy of a program in an empty data node to delivering a mysterious package—accompanied by the promise of a "karmic reward." Rewards are often tailored to be of specific benefit to the individual bearer, implying a sophisticated understanding of the bearer's life, activities, and current situation. Rewards have included intelligence, software, equipment, and similar favors applied via oblique methods and seemingly unrelated parties.

The Exchange never makes requests for currency, and Exchange members have never reported being "karmically awarded" with money.

The Exchange
Peer to Peer Social Network

Places to Meet: The program is normally active in the background on the 'runner's commlink.

Rules: At the start of each adventure, the GM makes a secret Opposed Test between the character and the Exchange, using a dice pool of 3 for each. If there are no net hits on either side, the Exchange remains quiet for the adventure. If the player receives more hits, the Exchange will at some point in the adventure quietly provide a benefit equivalent to Favor Rating equal to the net hits. If the Exchange wins, the Exchange will ask for a favor with a Favor Rating equal to the net hits at some point in the adventure; if the character fails to perform the favor, the Exchange tags him or her as unreliable and no longer gives the character access to the Exchange network. For more information on Favor Ratings, see **SR4**, p. 280-281.

Shadowrun Missions
Yearly Summary Sheet

Player _____

Year _____

Character _____

SAMPLE	WK	JAN	FEB	MAR	APR	MAY	JUN
SRM00-01	1						
	2						
SRM00-02	3						
Healing	4						
		Free Week				Free Week	

Shadowrun Missions
Yearly Summary Sheet

Player _____

Character _____

Year _____

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
- ❑ Green
- ❑ Streetwise
- ❑ Professional
- ❑ Veteran
- ❑ Elite
- ❑ Prime

Synopsis
Wheels within wheels. An unexpected Johnson leads to a messy situation. Who's pulling whose strings? You'll need to answer that before the Yakuza lose their patience.

Mission Results
Taske: ❑ was captured. ❑ was eliminated. ❑ escaped.
Mary: ❑ went to the Yakuza. ❑ was killed. ❑ survived unharmed.
Penrose Library: ❑ was largely unaffected. ❑ was badly damaged.
Other Notes on Reverse: ❑

Faction

Faction	Alignment
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
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
- ❑ Setto
- ❑ The Exchange

GM's Name: *[PRINT]*   **GM's Signature:**