

SEATTLE SEASON 4 CONTACTS

The following is a list of contacts that will be used in Shadowrun Missions Season 4. Each contact includes a fixed Connection rating, and a maximum Loyalty rating. Missions players may purchase any (and all) of these contacts before play begins. The contacts must be purchased at their fixed Connection rating, since Connection rarely changes. Loyalty can be purchased at any rating up to the listed Maximum.

ASSISTANT DISTRICT ATTORNEY DANA OAKS

Female Human District Attorney

Connection: 4

Loyalty: 2

Specialties: Seattle Law, Criminal Organizations, Police Procedures

Assistant District Attorney Dana Oaks had a good home life, loving parents, went to good schools, and graduated from Yale Law School. Her life seems to be an open book, and there are no skeletons in her closet. She is one of the youngest District Attorneys in Seattle's history and is relentless and single minded in her pursuit of justice. She has recently begun working with Knight Errant's Special Crimes unit, targeting organized crime, specifically smuggling, drug, and gun rings. She's been very vocal in her frustration with the Ork Underground and the fact that it's a major pipeline into the city for criminal elements and has urged city officials to do everything they can to shut down the Underground to "plug a serious threat to Seattle's public safety."

ATHENA TATOPoulos

Female Human Editor

Connection: 4

Loyalty: 3

Specialties: Rumors, Seattle Politics, Journalism

Athena joined famed news network KSAF as Chief Editor shortly after its offices were bombed in 2067. Then she promptly went into hiding and hasn't been seen in the flesh since. Much like KSAF's new business model, she operates entirely out of the Matrix, a ghost in the machine. She has an extensive network of informants and reporters, and she's relentless in her pursuit of corruption, especially in politics or the corporate boardroom.

JOE MARTIN

Male Human Reporter

Connection: 3

Loyalty: 4

Specialties: Rumors, Criminal Organizations, Journalism

Joe Martin is the trid news anchor that every other anchor wishes they could look like. Blond hair, deep blue eyes, sculpted body and tanned to perfection, with a charismatic smile that just wins you over. He oozes charm and charisma in a way that almost makes you feel dirty, but you still can't help but want to like and trust the guy. Despite his looks, though, he's not just a desk jockey. He's relentless in his pursuit of the next big story for NewsNet Seattle, and he's not afraid to get his hands dirty or put himself in the line of fire to get it.

LAURENT NAZaire

Male Dwarf Fixer

Connection: 5

Loyalty: 3

Specialties: Parazoology, Security Procedures, Seattle Shadow Scene

Laurent Nazaire is the head of the Seattle Atlantean Foundation branch. A Haitian dwarf with a French-Quebecois accent, he's open, down-to-earth, and seemingly very honest. This makes many in the shadow community nervous because they don't believe it, but thus far, no one has been able to dig up any dirt on him. He's been a key figure in the Atlantean Foundation's hunt for ancient magical artifacts, and he is almost obsessed in his quest to study these artifacts and discover everything about them. He knows that if the Draco Foundation gets their hands on the artifacts, they'll lock them up tight away from the world, so he knows he needs to get to them first.

LIN YAO CHANG

Male Elf Adept

Connection: 4

Loyalty: 2

Specialties: Magical Theory, Security Procedures, Infiltration

Lin Yao is a known operative for the Eastern Great Dragon Lung. Very little is known about the background of this Chinese elf. He's very reserved and quiet, never smiles, and speaks in short, brief, efficient sentences. He has an unearthly fluidic grace to his movements, and rumor has it that he may serve as an assassin for the dragon.

PROFILES

CONTACTS



MacCALLISTER

Male Ork Fixer**Connection:** 5**Max Starting Loyalty:** 4**Specialties:** Hacking, Shadowrun History, Bug Spirits

MacCallister is a former shadowrunner, an older ork and a “decker not a hacker, fraggit” in his own words. He ran the shadows for over a decade before retiring, and recently returned to Seattle to start a new career as a fixer, still carries his beat up ancient cyberdeck (With a modern bleeding edge commlink mounted inside the case), and he peppers his speech with out of date slang like “drek,” “frag,” and “hoop.” He’s confident and good natured.

He started operating as a fixer in the early part of 2072, and got involved with the copycat Mayan Cutter that showed up during the summer of ’72 when his daughter, Rebecca MacCallister, was one of the copycat’s victims. He has a ton of contacts in the shadow community and uses them to great effect. He’s been acting as the front man for the Metahuman rights groups for a couple months now, working toward legitimatizing the Ork Underground.

MOREAU

Male Human Fixer**Connection:** 4**Max Starting Loyalty:** 4**Specialties:** Parazoology, Security Procedures, Seattle Shadow Scene

A former company man and shadowrunner, Moreau is an expert animal trainer and works as a fixer and trouble-shooter for the Draco Foundation. He’s been operating out of Seattle for several years, and while he’s the DF’s eyes and ears in the shadows, keeping an eye on the artifact trade coming in and out of the city, he still does some personal side business from time to time.

Moreau is sarcastic and world-weary. He’s seen it and done it all, and often finds the antics of younger shadowrunners tired and cliché, and isn’t afraid to tell them so.

SIMON ANDREWS

Male Changeling Troubleshooter**Connection:** 4**Loyalty:** 4**Specialties:** Neo-Anarchist Movement, Magical Theory, Saeder-Krapp

Simon is an odd individual. A full body changeling, he appears to be a bipedal lizard-man with thick scaly. He’s also a rational British punk, wearing a battered leather vest covered in graffiti, anarchy symbols, and punk band buttons. He revels in being a freak, will hit on almost anything that moves, and likes to snack on live white mice. He’s direct and in your face, but is utterly loyal to “Master Lofwyr,” and serves as the dragon’s eyes and ears in Seattle, working as an independent agent and fixer for Seader-Krapp.

THEODORE ‘TOSH’ ATHACK

Male Troll Knight Errant Detective**Connection:** 2**Max Starting Loyalty:** 2**Specialties:** Crime Syndicates, Street Gangs, Police Procedures

Tosh is a Knight Errant detective and works their Special Crimes Task Force. He’s a troll, and not the cleanest officer on KE’s payroll. Tosh likes to say that his retirement plan sucks, so he’s always looking to pad his nest egg. In return, he can help make minor infractions “slip through the cracks” or hook someone up with some info on a case, so long as it doesn’t put his job in jeopardy.

Tosh is a bit of a thug. A big troll, he tops 3 meters high, not counting his bull-like horns. He knows that trolls are expected to be stupid and will play on that stereotype. He’s been frequently cited for excessive force and even brutality on the job, but he’s proven himself valuable enough to the department that he’s avoided demotion or suspension so far.

PROFILES

CONTACTS

Players who participated in previous Shadowrun Missions events should complete this form before playing in the Season Four Seattle (SRM04) Shadowrun Missions scenarios. GMs should verify Karma earned and play dates from existing debriefing logs, then sign this sheet and initial and annotate the old debriefing logs as having been transferred. Characters with 150 or more Karma are automatically promoted to Prime Runner status and may not rollover. Characters under 150 Karma have the option to be promoted to Prime Runner status if the owner wishes.

Please note: This form must be completed in ink and be kept with your character's debriefing logs from the current campaign.

DIRECTIONS

PLAYER _____ DATE ____ / ____ / ____

SEASON 3 CHARACTER NAME _____

WAS CHARACTER PROMOTED TO PRIME RUNNER STATUS? [] YES [] NO

SEASON 4 CHARACTER NAME _____

PLAYER DATA

Mission	Did Not Play	Date Played	Karma Earned
SRM03-00 Everyone's Your Friend	[]	____ / ____ / ____	_____
SRM03-01 Ready Set Gogh	[]	____ / ____ / ____	_____
SRM03-02 Block War	[]	____ / ____ / ____	_____
SRM03-03 Burning Bridges	[]	____ / ____ / ____	_____
SRM03-04 Monkeywrench	[]	____ / ____ / ____	_____
SRM03-05 In and Out	[]	____ / ____ / ____	_____
SRM03-06 Jacknifed	[]	____ / ____ / ____	_____
SRM03-07 Knight at the Opera	[]	____ / ____ / ____	_____
SRM03-08 Firestorm	[]	____ / ____ / ____	_____
SRM03-09 Something Completely Different	[]	____ / ____ / ____	_____
SRM03-10 Spin Control	[]	____ / ____ / ____	_____
SRM03-11 Food Poisoning	[]	____ / ____ / ____	_____
SRM03-12 Elevator Ride to Hell	[]	____ / ____ / ____	_____
Other: SR Scrambles and Special Missions	[]	____ / ____ / ____	_____

SEASON THREE MISSION LIST

See the [Shadowrun Missions FAQ: Season Four](#) PDF for more information on Prime Runner Benefits.

Free Contact Name _____	Connection _____	Loyalty _____
Benefit #1 _____	Benefit #2 _____	
Benefit #3 _____	Benefit #4 _____	
Benefit #5 _____	Benefit #6 _____	

PRIME RUNNER BENEFITS

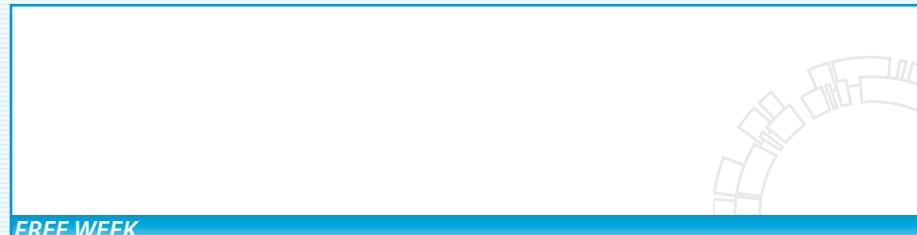
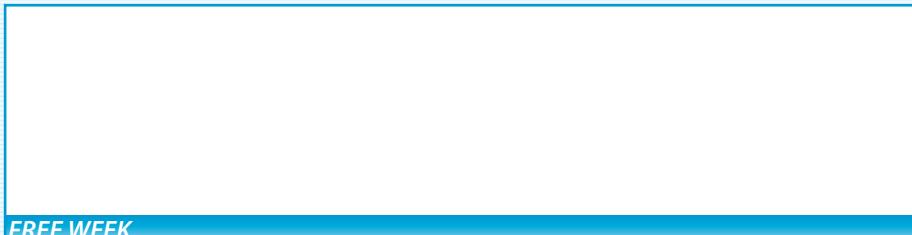
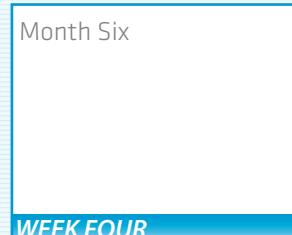
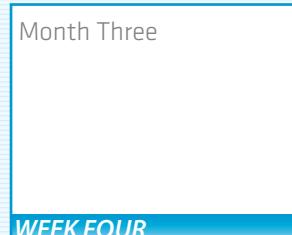
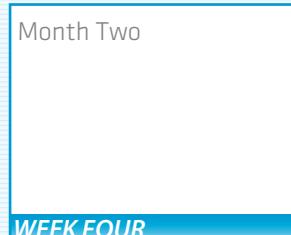
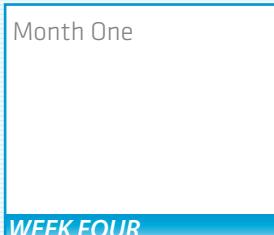
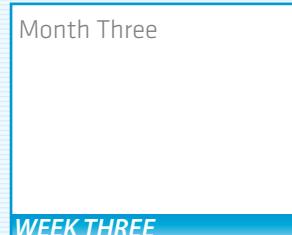
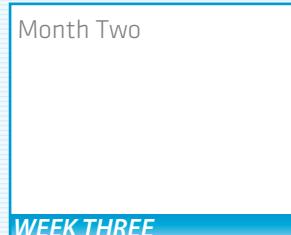
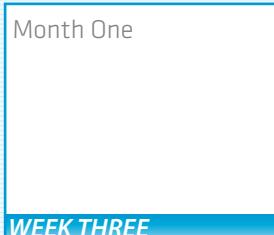
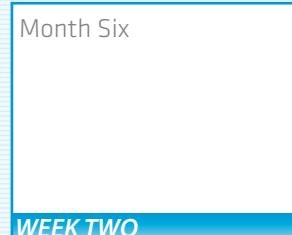
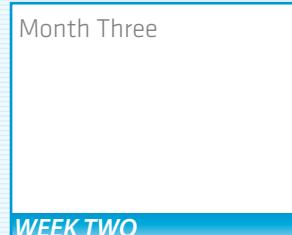
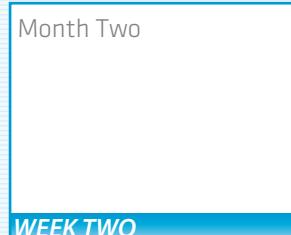
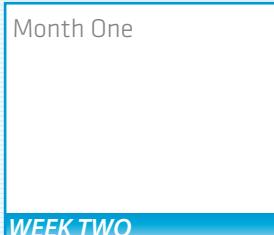
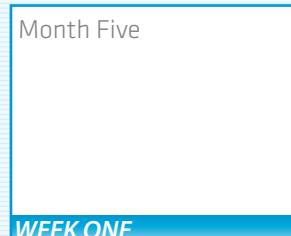
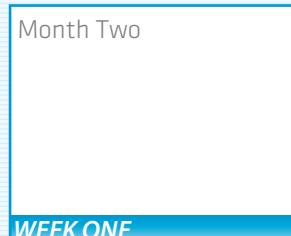
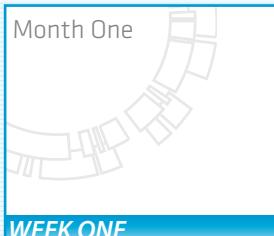
GM Name _____ GM Signature _____

KARMA ROLLOVER.....



PLAYER _____ CHARACTER _____

SHADOWRUN



CALENDAR



SHADOWRUN MISSIONS: SEASON FOUR

PLAYER _____ CHARACTER _____

SHADOWRUN



Month Seven

WEEK ONE

Month Eight

WEEK ONE

Month Nine

WEEK ONE

Month Ten

WEEK ONE

Month Eleven

WEEK ONE

Month Twelve

WEEK ONE

Month Seven

WEEK TWO

Month Eight

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FREE WEEK

FREE WEEK



CALENDAR



SHADOWRUN MISSIONS: SEASON FOUR