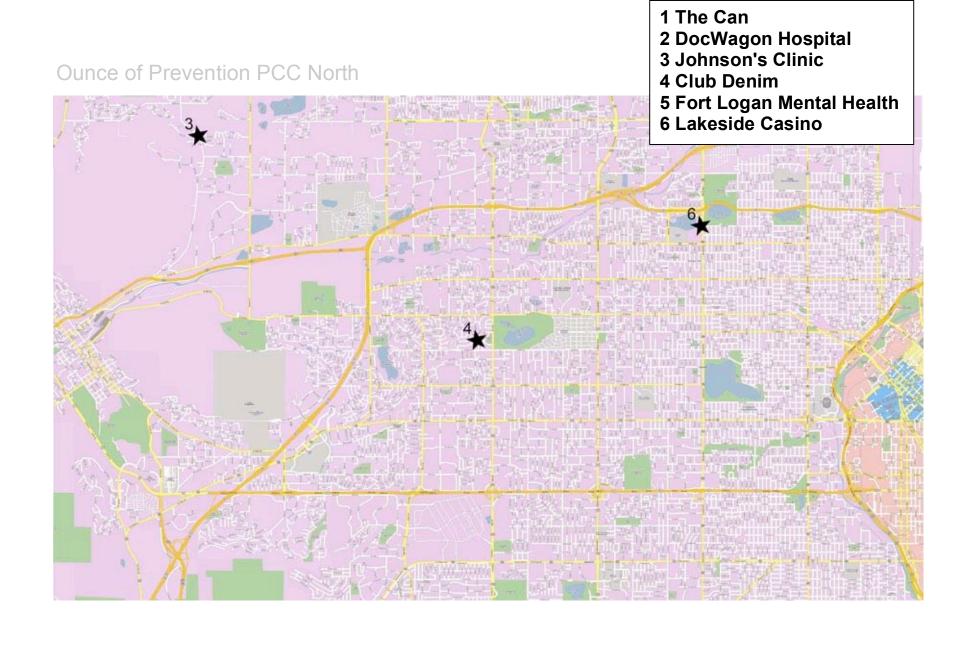


An Ounce of Prevention Player Handouts

An Ounce of Prevention 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* TM

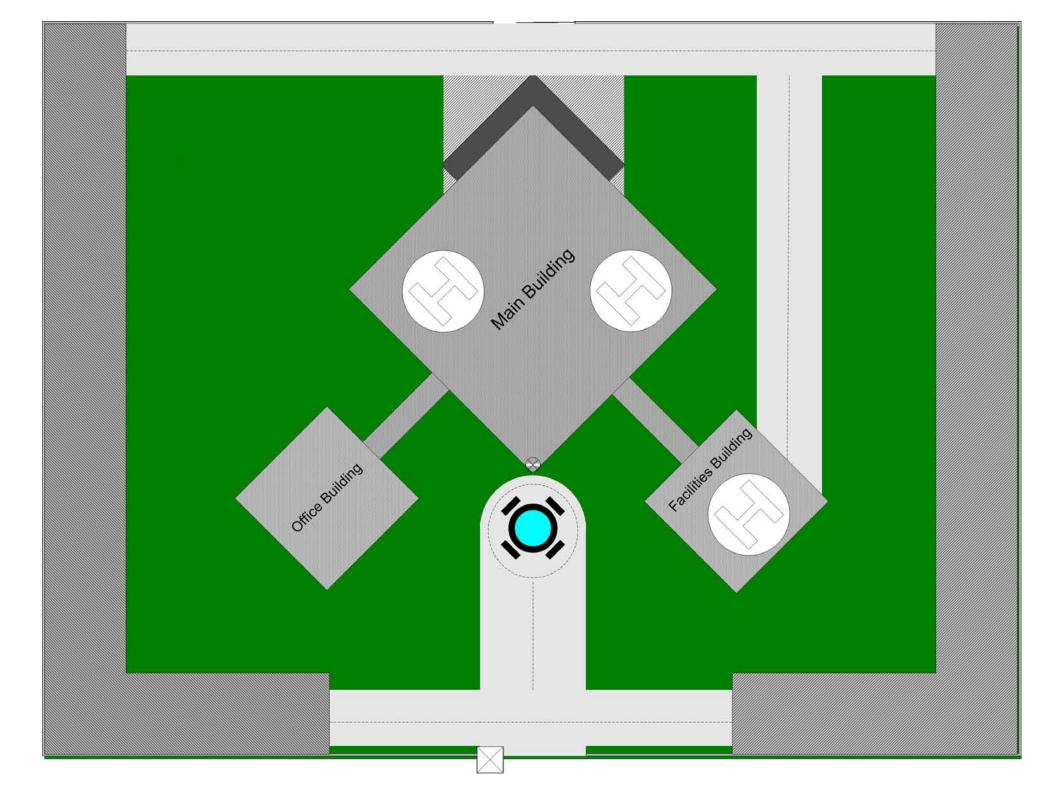


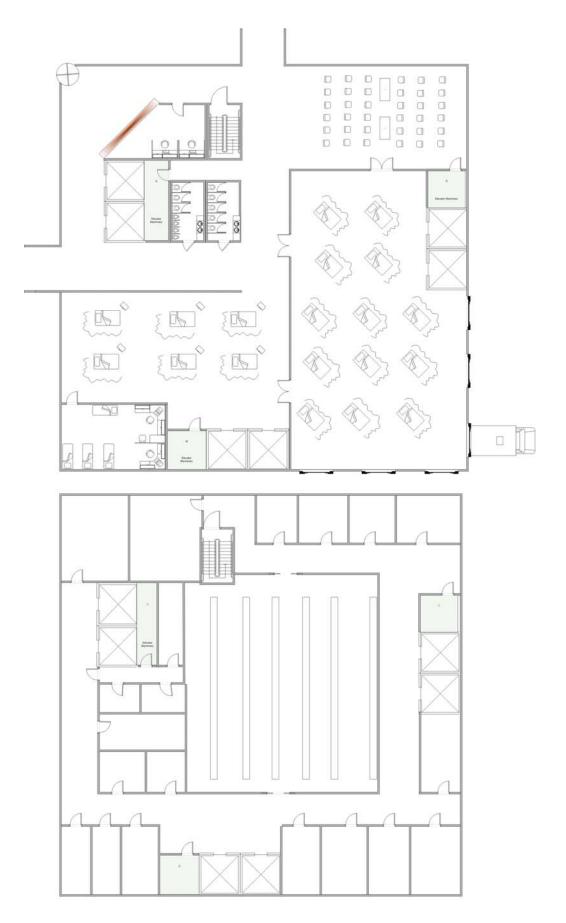




Ounce of Prevention PCC South

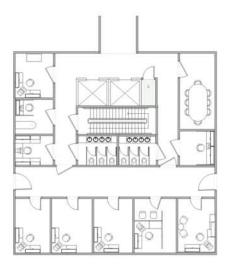


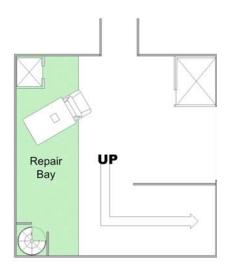






Office Building Ground Floor





Facilities
Building Ground
Floor

"Doc Tico" is in his early 40s. After working for close to ten years at a large private hospital, he started questioning his purpose. He poured all his savings into starting a clinic for the poor and SINIess of PCC. He charged shadow runners but gave "plain" citizens free medical care. It grew to where he could have a real storefront instead of the back room of someone else's. He still only charges the runners and gives medical care to the community for free. He offers elective surgery to them as well, at low rates.

He's visibly tired most of the time, because he puts such long hours in and never takes a break for himself to truly rest. But when he talks about the work he's doing you can see the energy behind it, his whole face lights up and he starts talking faster. Otherwise he speaks reasonably slowly and "well-modulated," like someone who is used to explaining things and doesn't mind.

Doc Tico

Street Doc Human Male

Connection Rating: 3

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

Key Active Skills: Medicine: 5; Perception: 3; Instruction: 2; Cybertechnology: 4 **Key Knowledge Skills:** Anatomy: 3; Professional Knowledge (Medical): 4; Pharmaceuticals: 3; Biology: 2; Chemistry: 2

Cyberware: None

Gear: No shadowrunning relevant gear.
Uses: If you need routine medical care at reasonable prices, or emergency treatment with no questions asked, Doc Tico's the man to talk to

Places to Meet: Jantico Medical Clinic, PCC Contact: Commlink or in person

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Izzy works as a Fixer, primarily for the Vory, though not under their direct employ. He nurtures a tier of secondhand contacts and jobs. He makes his connections across gang boundaries, taking care of business for rivals and partners alike, and they all seem to actually like him for it because he plays no favorites. Lately, the Vory seem to be taking up more of his time as they build their presence in Denver. Izzv has attempted to make it clear that he enjoys playing Switzerland, and so far they seem to be respecting that...but he's gotten the idea, who knows for how long.

Izzy still has a southwest twang. Softspoken, he remains a shrewd negotiator.

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Izzy

Fixer Human Male

Connection Rating: 3

B A R S C I L W IF

Key Active Skills: Negotiation: 5; Etiquette: 4;

Influence: 3; Clubs: 2

Key Knowledge Skills: Denver Gangs: 4; Cityspeak: 3; Spanish: 3; Russian: 2

Cyberware/Bioware: None

Gear: Stun Baton, Armor Jacket, commlink **Uses**: Izzy's a specialist in human resources. While he's not as useful at procuring hard to find items, if you need an ally in a pinch, he can usually find one for hire.

Places to Meet: Various smoky bars and all-

night diners throughout Denver

Contact: Commlink

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rlayer Character				Year		Shadowru Yearly Sum	Shadowrun Missions Yearly Summary Sheet
SAMPLE	WK	JAN	FEB	MAR	APR	MAY	NUL
SRM00-01	-						
	7						
SRM00-02	м						
Healing	4						
			Free Week			Free Week	

Player				Year		Shadowru Vearly Sum	Shadowrun Missions Vearly Summary Sheet
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SAMPLE	WK	nr	AUG	SEP	OCI	NOV	DEC
SRM00-01	-						
	2						
SRM00-02	3						
Healing	4						
			Free Week			Free Week	



Debriefing Log 02-07

	Player: Character	:		ate: ocation:		□Greer □Stree □Profe	n twise		/eteran Elite Prime	
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Earned Spent Remaining Available New Career Total										
Nuyen Previous Available Earned Spent Remaining				Reputation Street Cred Notoriety Public Awareness						
	Contacts/Special Items Gained or Lost Doc Tico Izzy									
Ī	GM's Nam	20:			GM	's Signa	turo			



Player: Date:	SR4 Character Name:
Location:	SR3 Character Name:
before playing fourth edition Shadowrun Missions. GN	ion Shadowrun Missions events should complete this form Ms should verify Karma earned and play dates from existing annotate the third edition logs as having been transferred. and be kept with your fourth edition debriefing logs.
SR3 Adventure Record	
SRM00-01 Mission Briefing	
	Good Karma on//
SRM00-02 Demolition Run	
	Good Karma on//
SRM00-03 FORCEd RECON	
	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	Good Railla oii//
	Good Karma on//
SRM01-01 Double Cross	_ 5500 Namia on
	Good Karma on / /
SRM01-02 Strings Attached	
☐ Did not Play ☐ Played, earned	Good Karma on//
SRM01-03 Harvest Time	O HI
☐ 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	Good Karma on//
	Good Karma on//
SRM01-06 Lost and Found	Attends III
Did not Play Played, earned	Good Karma on / /
SRM01-07 Keys to the Asylum	
	Good Karma on//
SRM01-08 Duplicity	Cood Vermo on / /
	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	

ure:

GM's Name: [PRINT]

GM's Signature: