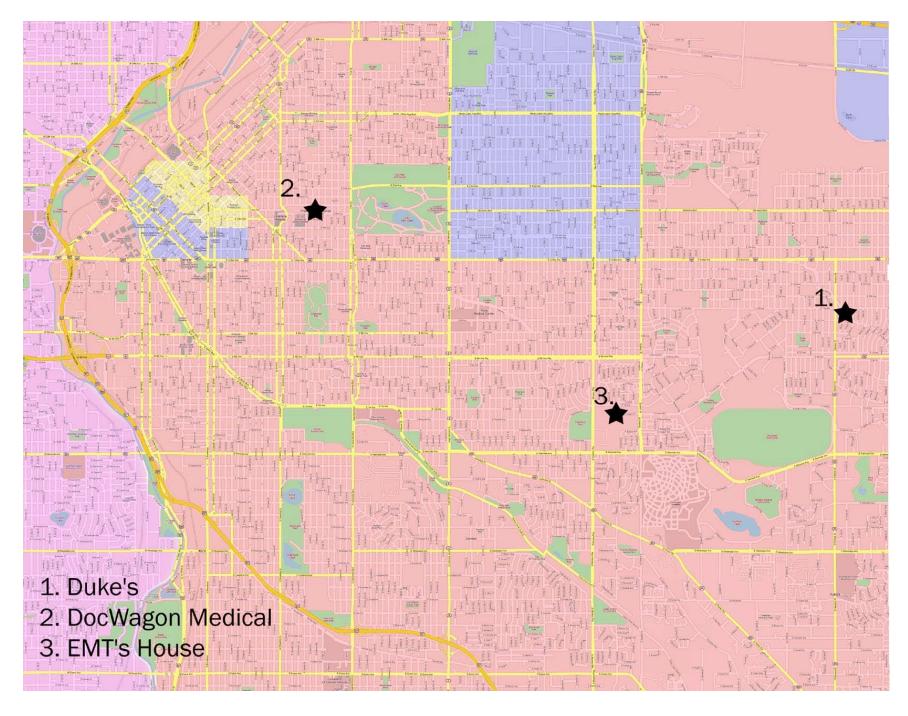


Critical CarePlayer Handouts

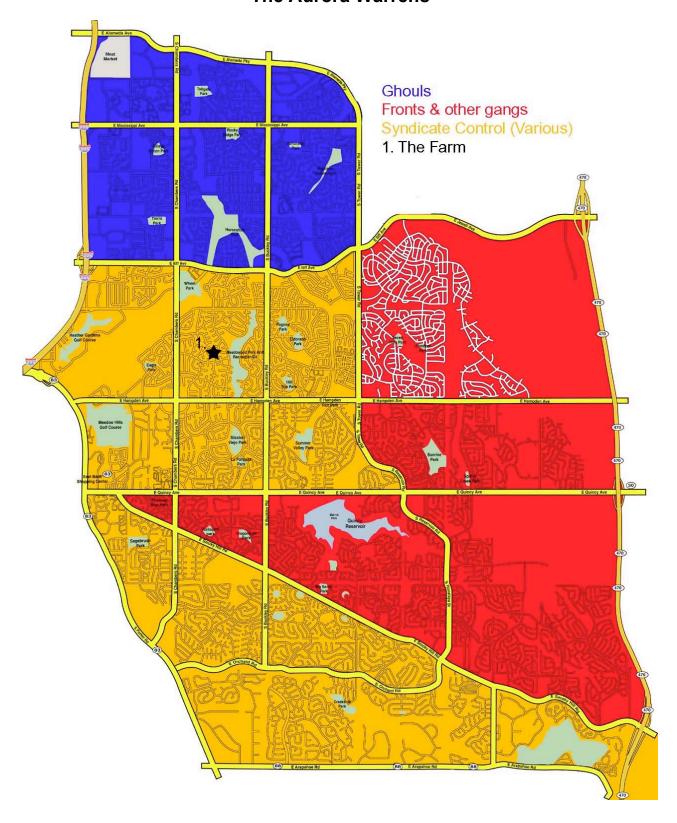
Critical Care is an adventure for the Shadowrun game system and the Shadowrun Missions campaign setting. It may be used for players and characters of all experience levels. For use with Shadowrun, Fourth Edition TM







The Aurora Warrens





The Farm

Brent Fuller has spent his entire career working for DocWagon as a mediator. He recently switched divisions to increase his career opportunities by taking over a problem resolution task group. DocWagon's image is very important to Brent and he will do almost anything to protect it, whatever the cause. Brent is something of an idealist even after nearly a decade of working for DocWagon.

Brent speaks in a calm, measured tone with a hint of genuine friendliness. He has something of a casual air when sitting. Even during difficult negotiations, he can be seen sitting back his left leg lifted so that it rests across his right as he leans back, arms resting across the ankle and knee respectively of his leg.

Brent Fuller has spent his entire career working for DocWagon as a mediator. He recently switched divisions to increase his career opportunities by taking over a problem resolution task group. DocWagon's image is very important to Brent and he will do almost anything to protect it, whatever the cause. Brent is something of an idealist even after nearly a decade of working for DocWagon.

Brent speaks in a calm, measured tone with a hint of genuine friendliness. He has something of a casual air when sitting. Even during difficult negotiations, he can be seen sitting back his left leg lifted so that it rests across his right as he leans back, arms resting across the ankle and knee respectively of his leg.

Brent Fuller has spent his entire career working for DocWagon as a mediator. He recently switched divisions to increase his career opportunities by taking over a problem resolution task group. DocWagon's image is very important to Brent and he will do almost anything to protect it, whatever the cause. Brent is something of an idealist even after nearly a decade of working for DocWagon.

Brent speaks in a calm, measured tone with a hint of genuine friendliness. He has something of a casual air when sitting. Even during difficult negotiations, he can be seen sitting back his left leg lifted so that it rests across his right as he leans back, arms resting across the ankle and knee respectively of his leg.

Brent Fuller

DocWagon Johnson Human Male

Connection Rating: 4

B A R S C I L W IF

Key Active Skills: Computer: 4; Con: 4; Data Search: 4; Etiquette: 4 (Corporate +2); Intimidate: 2; Negotiation: 4; Pistols: 4

Key Knowledge Skills: Corporate Rumors: 4; Corporate Finances: 4; Medical Advances: 2 Languages: English: N

Gear: Actioneer Business Clothing, Colt Manhunter

Uses: Insider information on DocWagon activities. Emergency assistance from a DocWagon HTRT

Places to Meet: Coffee shops, Golf Courses, Nice restaurants

Contact: Commlink

Brent Fuller

DocWagon Johnson Human Male

Connection Rating: 4

B A R S C I L W IP

Key Active Skills: Computer: 4; Con: 4; Data Search: 4; Etiquette: 4 (Corporate +2); Intimidate: 2; Negotiation: 4; Pistols: 4

Key Knowledge Skills: Corporate Rumors: 4; Corporate Finances: 4; Medical Advances: 2

Languages: English: N

Gear: Actioneer Business Clothing, Colt Manhunter

Uses: Insider information on DocWagon activities. Emergency assistance from a DocWagon HTRT.

Places to Meet: Coffee shops, Golf Courses, Nice restaurants

Contact: Commlink

Brent Fuller

DocWagon Johnson Human Male

Connection Rating: 4

BARSCIL WIF

Key Active Skills: Computer: 4; Con: 4; Data Search: 4; Etiquette: 4 (Corporate +2); Intimidate: 2; Negotiation: 4; Pistols: 4

Key Knowledge Skills: Corporate Rumors: 4; Corporate Finances: 4; Medical Advances: 2

Languages: English: N

Gear: Actioneer Business Clothing, Colt Manhunter

Uses: Insider information on DocWagon activities. Emergency assistance from a

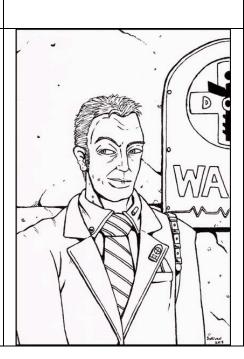
DocWagon HTRT.

Places to Meet: Coffee shops, Golf Courses,

Nice restaurants Contact: Commlink







A professional barman who just wants to be left alone by the syndicates, Matty Zorn set up shop down in the abandoned subway developments. He knows people who know people, and serves as a middleman, never asking too many questions and just handing over names and phone numbers. Pushing forty with a vengeance, the Denver native doesn't like to worry about everything that happened before he was born and focuses on the present, thinking as far forward as next month's supply shipment. Matty sells drinks at honest prices to dishonest men, but they all pay in The bartender has been a advance. sounding board often enough that he jokes he should have been a priest but he liked the drink too much to give it up.

A professional barman who just wants to be left alone by the syndicates, Matty Zorn set up shop down in the abandoned subway developments. He knows people who know people, and serves as a middleman, never asking too many questions and just handing over names and phone numbers. Pushing forty with a vengeance, the Denver native doesn't like to worry about everything that happened before he was born and focuses on the present, thinking as far forward as next month's supply shipment. Matty sells drinks at honest prices to dishonest men, but they all pay in The bartender has been a advance. sounding board often enough that he jokes he should have been a priest but he liked the drink too much to give it up.

A professional barman who just wants to be left alone by the syndicates, Matty Zorn set up shop down in the abandoned subway developments. He knows people who know people, and serves as a middleman, never asking too many questions and just handing over names and phone numbers. Pushing forty with a vengeance, the Denver native doesn't like to worry about everything that happened before he was born and focuses on the present, thinking as far forward as next month's supply shipment. Matty sells drinks at honest prices to dishonest men, but they all pay in The bartender has been a advance. sounding board often enough that he jokes he should have been a priest but he liked the drink too much to give it up.

Matty Zorn

Five by Five Bartender Human Male

Connection Rating: 3

B A R S C I L W IF ? ? ? 4 3 2 3 1

Key Active Skills: Automatics: 3; Electronics: 4; Gunnery: 4; Pilot Aircraft: 6; Pilot Ground Craft: 4;

Key Knowledge Skills: Street Rumors: 4; Smuggling Routes: 1, Denver Fixers: 3 **Cyberware/Bioware**: Cybereyes, Datajack, Reaction Enhancers, Touchlink

Gear: Armor Jacket

Uses: Connecting with Smugglers; Finding out current rumors; Looking for a place to hole up

Places to Meet: Five by Five Contact: Commlink

Matty Zorn

Five by Five Bartender Human Male

Connection Rating: 3

B A R S C I L W IP ? ? ? 4 3 2 3 1

Key Active Skills: Automatics: 3; Electronics: 4; Gunnery: 4; Pilot Aircraft: 6; Pilot Ground Craft: 4;

Key Knowledge Skills: Street Rumors: 4; Smuggling Routes: 1, Denver Fixers: 3 **Cyberware/Bioware**: Cybereyes, Datajack, Reaction Enhancers, Touchlink

Gear: Armor Jacket **Uses**: Connecting with Smugglers; Finding out current rumors; Looking for a place to hole up

Places to Meet: Five by Five

Contact: Commlink

Matty Zorn

Five by Five Bartender Human Male

Connection Rating: 3

BARSCILWIP

Key Active Skills: Automatics: 3; Electronics: 4; Gunnery: 4; Pilot Aircraft: 6; Pilot Ground Craft: 4;

Key Knowledge Skills: Street Rumors: 4; Smuggling Routes: 1, Denver Fixers: 3 **Cyberware/Bioware**: Cybereyes, Datajack,

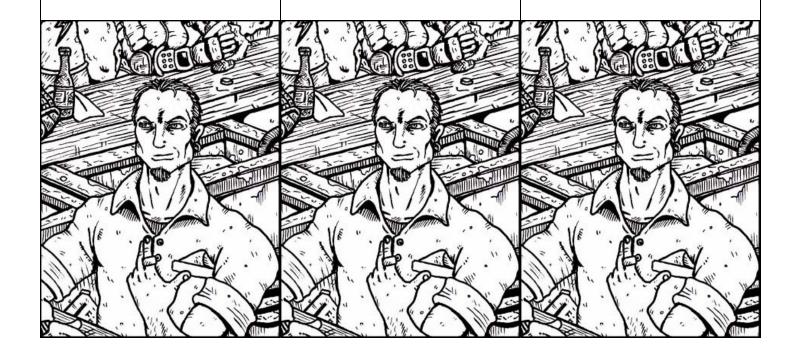
Reaction Enhancers, Touchlink

Gear: Armor Jacket

Uses: Connecting with Smugglers; Finding out current rumors; Looking for a place to hole up

Places to Meet: Five by Five

Contact: Commlink



Duke's a happy-go-lucky kind of guy. He knows loud music, custom bodywork, and engines. He likes them best in that order.

He's had his shop up and running for 8 years. During that time, he's been extremely careful to avoid getting involved with any of the different criminal syndicates. He pays his protection money to the Triads and the Yakuza, but takes whatever work he's offered by whoever asks for it.

He's too intensely focused on his core interests – vehicles and music – to really keep up on much else. So, he's pretty oblivious to any recent news or politics. That's especially true for any news of shadowy or underworld activities. He just quietly pursues his passion.

Duke's a happy-go-lucky kind of guy. He knows loud music, custom bodywork, and engines. He likes them best in that order.

He's had his shop up and running for 8 years. During that time, he's been extremely careful to avoid getting involved with any of the different criminal syndicates. He pays his protection money to the Triads and the Yakuza, but takes whatever work he's offered by whoever asks for it.

He's too intensely focused on his core interests – vehicles and music – to really keep up on much else. So, he's pretty oblivious to any recent news or politics. That's especially true for any news of shadowy or underworld activities. He just quietly pursues his passion.

Duke's a happy-go-lucky kind of guy. He knows loud music, custom bodywork, and engines. He likes them best in that order.

He's had his shop up and running for 8 years. During that time, he's been extremely careful to avoid getting involved with any of the different criminal syndicates. He pays his protection money to the Triads and the Yakuza, but takes whatever work he's offered by whoever asks for it.

He's too intensely focused on his core interests – vehicles and music – to really keep up on much else. So, he's pretty oblivious to any recent news or politics. That's especially true for any news of shadowy or underworld activities. He just quietly pursues his passion.

"Duke"

Mechanic Troll Male

Connection Rating: 2

B A R S C I L W IF

Key Active Skills: Automotive Mechanic: 5; Computer: 2; Pilot Ground Craft: 2; Industrial

Mechanic: 4; Hardware: 4

Key Knowledge Skills: Chop Shops: 4; Vehicles: 4; Troll Thrash Metal: 6 **Languages**: English: N; Spanish: 2 **Uses**: Smuggling activities, Vehicle Repairs and upgrades, Vehicle purchases

Places to Meet: Duke's Garage Contact: Commlink or in person

"Duke"

Mechanic Troll Male

Connection Rating: 2

B A R S C I L W IP

Key Active Skills: Automotive Mechanic: 5; Computer: 2; Pilot Ground Craft: 2; Industrial Mechanic: 4; Hardware: 4

Key Knowledge Skills: Chop Shops: 4; Vehicles: 4; Troll Thrash Metal: 6

Languages: English: N; Spanish: 2 **Uses**: Smuggling activities, Vehicle Repairs and upgrades, Vehicle purchases

Places to Meet: Duke's Garage Contact: Commlink or in person

"Duke"

Mechanic Troll Male

Connection Rating: 2

B A R S C I L W IP ? ? ? ? 2 3 4 3 1

Key Active Skills: Automotive Mechanic: 5; Computer: 2; Pilot Ground Craft: 2; Industrial

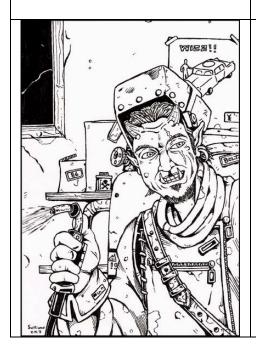
Mechanic: 4; Hardware: 4

Key Knowledge Skills: Chop Shops: 4; Vehicles: 4; Troll Thrash Metal: 6 **Languages**: English: N; Spanish: 2 **Uses**: Smuggling activities, Vehicle Repairs

and upgrades, Vehicle purchases

Places to Meet: Duke's Garage

Contact: Commlink or in person







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
्।।बाबदादा 							
SAMPLE	WK	nr	AUG	SEP	OCI	NOV	DEC
SRM00-01	-						
	7						
SRM00-02	3						
Healing	4						
			Free Week			Free Week	



Debriefing Log 02-15

Player: Character:	Date: Location	1:	□Green □Street □Profes	twise	e Level Ueteran Elite Prime
Synopsis Doc fault, right? M	•	•	•	•	ay it could be your
The victims: 🚨 wer	shut down. e all rescued. w survived.	as moved. ost were rescu ed horribly.	ed.	Mafia Chavez Mafia Casquilho Yakuza Triad	Faction Enemy accompand and ally Enemy accompand accompandly Enemy accompand accompandly Enemy accompand accompandly
Player / Player / Player / Player /	Team Member Character Player Character Player Character Player Character Player	/s /	Character Character Character Character	Koshari Kirillov Vory Fomin Vory Godz Fronts	Enemy OCCOME OCCOMENTALLY Enemy OCCOME OCCOMENTALLY Enemy OCCOMENTALLY Enemy OCCOMENTALLY Enemy OCCOMENTALLY Enemy OCCOMENTALLY Enemy OCCOMENTALLY
Karma Previous Available Earned Spent Remaining Available New Career Total			Adv Ability Gained	ancement	Karma Cost
Nuyen Previous Available ¥ Earned ¥ Spent ¥ Remaining ¥ Contacts/Speci	Street C		Re Notoriety	outation Pu	blic Awareness
□Brent □Ma □Duke GM's Name: [PRIII] Debriefing Log 02-15	tty		M's Signat	ture:	