



Lost and Found

Players Aids

Lost and Found is the sixth adventure in the Rose Croix story arc 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, Third Edition*™



SPECIAL INSTRUCTIONS

This is the Player Aids package for the Shadowrun Missions adventure entitled *The Gambler*. These handouts have been separated from the main adventure because a) the adventure package was getting large enough already and b) the handouts were a large package by themselves. This also makes it easier for you to print only the copies of the adventure that you need for actually running the event, usually one per judge, and multiple copies of these handouts. Note, however, that these handouts will be required in different amounts—you may want to print a few extra pages of some sheets in advance in order to save time and confusion during the event.

MAPS

The Maps section contains those maps which can be referenced by both the GM and players during the running of the adventure. It is suggested that the gamemaster have a fresh copy of the maps for each session, since the players will probably desire to mark on them for tactical planning.

FORMS & LOGS

This section contains the various forms and logs that the players will need upon completion of this adventure. In Shadowrun Missions, each player receives a Debriefing Log upon completion of the adventure, and should be filled out according to the instructions in the campaign information package. Try to fill out as much of the sheet as possible, in pen (black or blue preferred), during the adventure, rather than waiting until the last minute. As the characters achieve various goals or critical mission elements, check them off on the sheets. That way, at the end of the adventure, you should only have to worry about filling in the Karma and nuyen awards, plus any special awards, contacts, et cetera.

There is also a pair of sheets for recording a character's yearly activities at-a-glance. These two sheets can be printed back-to-back if desired. The sheets are filled out by the players depending on their individual character's activities to help determine the passage of time and lifestyle maintenance.

The final sheet is an Event Summary sheet. We hope that you, the gamemaster and/or event coordinator will take a few moments to fill this out and send us the results. Events with more than one table / gamemaster can certainly compile the results for easier submission or simply place all reports in an envelope for mailing. You can also email the results, using the same format. If you feel particularly strong about the adventure, the campaign, or any other related aspects, or just wish to share your successes and/or failures, or outstanding players, please do so—the information you provide to us will help in making the campaign a better success!

CONTACT/ENEMY REFERENCE CARDS

These pages contain the various contacts/enemies that can be awarded for this scenario. Each page has three copies of the contact/enemy, and should be carefully separated and trimmed. We recommend that event organizers print these pages on a heavier card stock or weight paper (approximately 60 lbs, normal printer paper is 20 lbs), and certainly the use of colors will help them stand out.

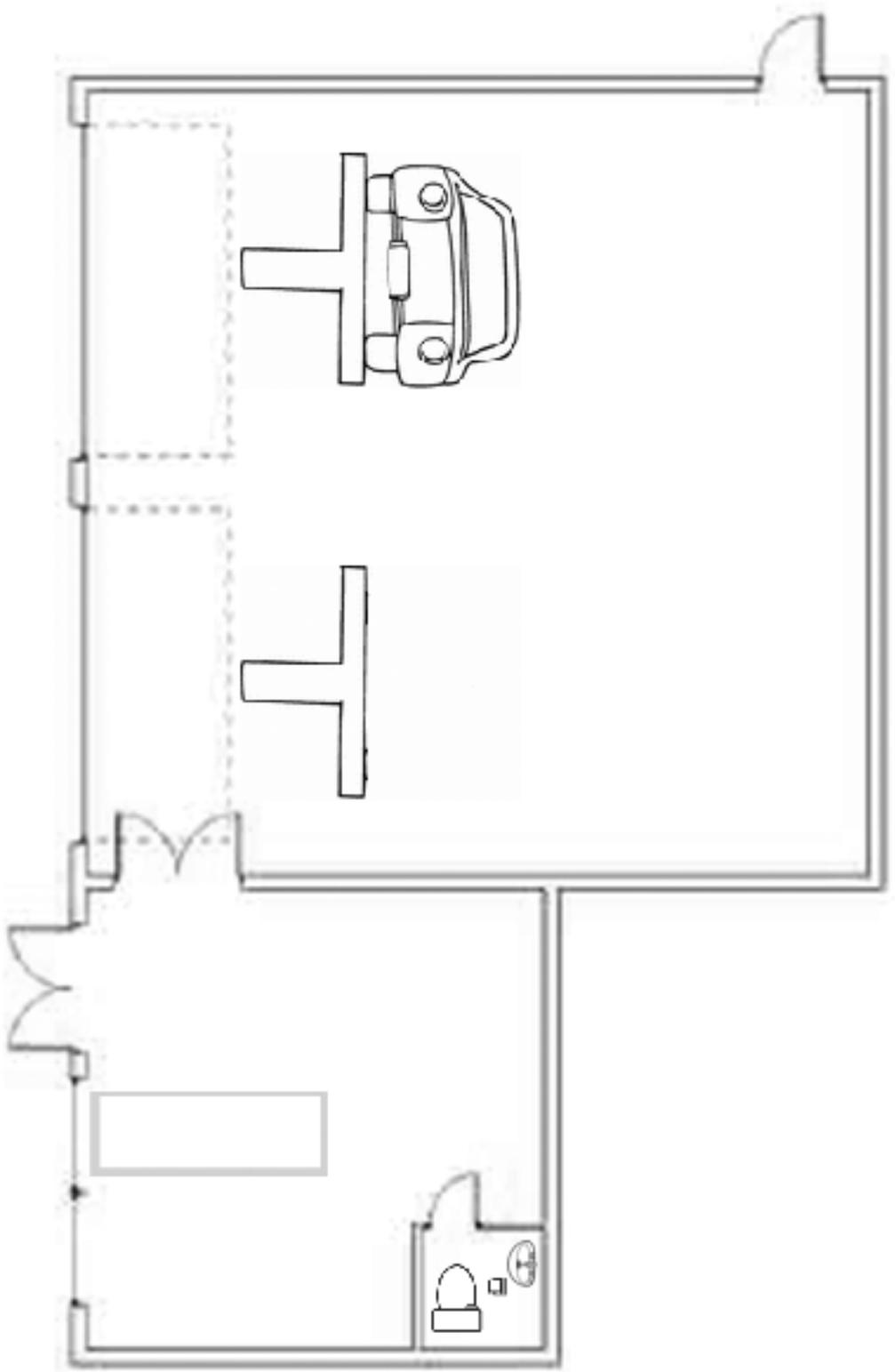
Note that each contact/enemy "card" consists of three regions: a background, game statistics, and contact name and type. Once separated into individual contacts/enemies, they should be folded so that the result is a baseball sized card that can be easily stored in common collectable card carriers or plastic notebook inserts (these inserts commonly hold up to nine standard card sized forms).

The background portion should be folded back to back against the game statistics panel, and then the contact/enemy name panel folded down over the top of the background information. When finished, the "front" of the card will show the contact's (enemy's) name and title, and general information, the "back" will contain the relevant and known game mechanics information, and the inside (under the contact name "flap") will contain the contact's background and/or further information.

Please destroy and dispose of any unused materials to help prevent misuse.

Sidhe Devils Garage

SRM 01-06 Lost and Found



A Corporate Favor

Name of the AAA Megacorporation:

Your efforts on their behalf were impressive. This has not gone unnoticed. You are granted one of the following privileges for your assistance.

- You are granted access to a betaware clinic, once. This surgery is completely paid for and is automatically successful with neither benefit nor drawback resulting from the operation. If this is used to install an implant you must supply the implant.
- You are granted one, verbal only, electronic communication with any member of the board of directors of this corporation or any sub-corporations this corporation controls (e.g. Ares and Knight Errant). They will be positively inclined toward and will give you any information they feel is appropriate as long as there is no obvious detriment to their company.
- You are granted one cessation of hostilities between yourself and one aspect of their company. You may cancel out any "Enemy" status you have earned with this corporation.

Circle the option chosen when used.

Adventure Number where used:

GM Initials:

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|--|--|--|
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| <p>You're really stepped in it now Chummer, I hope it was worth it. You've got Big A's full attention.</p> <p>Granting: This is granted if the runners give the car to any AAA megacorporation other than Aztechnology and are gain the favor of that organization for their efforts.</p> <p>Consequence: The next time this character needs to deal with Aztechnology, it will go badly. Full ramifications are subject to gamemaster fiat. After one such interaction, the Enemy status will be rescinded.</p> | <p>You're really stepped in it now Chummer, I hope it was worth it. You've got Big A's full attention.</p> <p>Granting: This is granted if the runners give the car to any AAA megacorporation other than Aztechnology and are gain the favor of that organization for their efforts.</p> <p>Consequence: The next time this character needs to deal with Aztechnology, it will go badly. Full ramifications are subject to gamemaster fiat. After one such interaction, the Enemy status will be rescinded.</p> | <p>You're really stepped in it now Chummer, I hope it was worth it. You've got Big A's full attention.</p> <p>Granting: This is granted if the runners give the car to any AAA megacorporation other than Aztechnology and are gain the favor of that organization for their efforts.</p> <p>Consequence: The next time this character needs to deal with Aztechnology, it will go badly. Full ramifications are subject to gamemaster fiat. After one such interaction, the Enemy status will be rescinded.</p> |
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|--|--|--|
| <p>Lucien is a human male of Aztlan decent. He wears a black duster as well as a black t-shirt and jeans. A bullet hole scar in his right cheek mars his features. The exit wound is in the back of his neck near the spinal cord, hidden by mid-back length black hair pulled into a ponytail. He speaks with only the slightest trace of the Spanish accent of his Aztlan heritage. He has dark eyes and a patient, unflappably calm demeanor, as befitting someone who has accepted the possibility that he may be awaiting his own death. His only obvious cyberware is a datajack in the back of his neck.</p> <p>Lucien follows a very rigid code of honor and will rarely break a promise unless the person responsible has already broken a promise to him. Even then depending on the circumstances he may understand the reasoning behind it and allow the infraction to slide. Lucien is very open about "not being in it for the money".</p> | <p>Lucien is a human male of Aztlan decent. He wears a black duster as well as a black t-shirt and jeans. A bullet hole scar in his right cheek mars his features. The exit wound is in the back of his neck near the spinal cord, hidden by mid-back length black hair pulled into a ponytail. He speaks with only the slightest trace of the Spanish accent of his Aztlan heritage. He has dark eyes and a patient, unflappably calm demeanor, as befitting someone who has accepted the possibility that he may be awaiting his own death. His only obvious cyberware is a datajack in the back of his neck.</p> <p>Lucien follows a very rigid code of honor and will rarely break a promise unless the person responsible has already broken a promise to him. Even then depending on the circumstances he may understand the reasoning behind it and allow the infraction to slide. Lucien is very open about "not being in it for the money".</p> | <p>Lucien is a human male of Aztlan decent. He wears a black duster as well as a black t-shirt and jeans. A bullet hole scar in his right cheek mars his features. The exit wound is in the back of his neck near the spinal cord, hidden by mid-back length black hair pulled into a ponytail. He speaks with only the slightest trace of the Spanish accent of his Aztlan heritage. He has dark eyes and a patient, unflappably calm demeanor, as befitting someone who has accepted the possibility that he may be awaiting his own death. His only obvious cyberware is a datajack in the back of his neck.</p> <p>Lucien follows a very rigid code of honor and will rarely break a promise unless the person responsible has already broken a promise to him. Even then depending on the circumstances he may understand the reasoning behind it and allow the infraction to slide. Lucien is very open about "not being in it for the money".</p> |
| <p>B Q S C I W E R ? ? ? 4 6 6 ? ?</p> <p>Relevant skills: Pistols(QCK) [6] Negotiation(CHA) [6] Etiquette(CHA)/Matrix [2/4] Etiquette(CHA)/Street [2/4]</p> <p>Known Cyberware: Datajack Talents: Data acquisition, bypassing security.</p> <p>Key Gear : Ares Predator, Leyland-Rover Trans Electric Minibus.</p> | <p>B Q S C I W E R ? ? ? 4 6 6 ? ?</p> <p>Relevant skills: Pistols(QCK) [6] Negotiation(CHA) [6] Etiquette(CHA)/Matrix [2/4] Etiquette(CHA)/Street [2/4]</p> <p>Known Cyberware: Datajack Talents: Data acquisition, bypassing security.</p> <p>Key Gear : Ares Predator, Leyland-Rover Trans Electric Minibus.</p> | <p>B Q S C I W E R ? ? ? 4 6 6 ? ?</p> <p>Relevant skills: Pistols(QCK) [6] Negotiation(CHA) [6] Etiquette(CHA)/Matrix [2/4] Etiquette(CHA)/Street [2/4]</p> <p>Known Cyberware: Datajack Talents: Data acquisition, bypassing security.</p> <p>Key Gear : Ares Predator, Leyland-Rover Trans Electric Minibus.</p> |
| <p>Eduardo Castellian “Lucien”</p> <p>Independent Fixer Human Male</p> <p>Uses: Charity cases, runs against Aztechnology Places to Meet: typical places include barrens bars, quiet back alleys</p> <p>Contact: Phone Available: usually</p> | <p>Eduardo Castellian “Lucien”</p> <p>Independent Fixer Human Male</p> <p>Uses: Charity cases, runs against Aztechnology Places to Meet: typical places include barrens bars, quiet back alleys</p> <p>Contact: Phone Available: usually</p> | <p>Eduardo Castellian “Lucien”</p> <p>Independent Fixer Human Male</p> <p>Uses: Charity cases, runs against Aztechnology Places to Meet: typical places include barrens bars, quiet back alleys</p> <p>Contact: Phone Available: usually</p> |

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|--|---|---|----------|----------|----------|----------|----------|----------|---|---|---|---|---|---|---|---|--|----------|----------|----------|----------|----------|----------|----------|----------|---|---|---|---|---|---|---|---|--|----------|----------|----------|----------|----------|----------|----------|----------|---|---|---|---|---|---|---|---|
| <p>An accomplished dog shaman, Heather is very difficult to dissuade from a task once she has set her mind to it. Leader of the Sidhe Devils elf-poseur gang, she tends to see Tir Tairngire through rose-colored glasses, aspiring to join the elven nation though they refuse to have her.</p> <p>Special: Heather owes the player a favor for allowing her to escape to Tir Tairngire. Three times Heather will make a Force 2 expendable fetish of the player's choice. She can only work on one at a time and each fetish takes 2 weeks to make. Missions may be done during this time. The fetish arrives after the completion of activities on the second week. mark off each box when it is used.</p> <p style="text-align: center;">□□□</p> | <p>An accomplished dog shaman, Heather is very difficult to dissuade from a task once she has set her mind to it. Leader of the Sidhe Devils elf-poseur gang, she tends to see Tir Tairngire through rose-colored glasses, aspiring to join the elven nation though they refuse to have her.</p> <p>Special: Heather owes the player a favor for allowing her to escape to Tir Tairngire. Three times Heather will make a Force 2 expendable fetish of the player's choice. She can only work on one at a time and each fetish takes 2 weeks to make. Missions may be done during this time. The fetish arrives after the completion of activities on the second week. mark off each box when it is used.</p> <p style="text-align: center;">□□□</p> | <p>An accomplished dog shaman, Heather is very difficult to dissuade from a task once she has set her mind to it. Leader of the Sidhe Devils elf-poseur gang, she tends to see Tir Tairngire through rose-colored glasses, aspiring to join the elven nation though they refuse to have her.</p> <p>Special: Heather owes the player a favor for allowing her to escape to Tir Tairngire. Three times Heather will make a Force 2 expendable fetish of the player's choice. She can only work on one at a time and each fetish takes 2 weeks to make. Missions may be done during this time. The fetish arrives after the completion of activities on the second week. mark off each box when it is used.</p> <p style="text-align: center;">□□□</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| 2 | 4 | 1 | 6 | 5 | 6 | 6 | 4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| <p style="text-align: center;">“Heather”</p> <p style="text-align: center;">Go-Ganger and Dog Shaman Elf Female</p> <p>Uses: Tir Tairngire info, Street info Places to Meet: Puyallup Barrens</p> <p>Contact: Phone Available: sometimes</p> | <p style="text-align: center;">“Heather”</p> <p style="text-align: center;">Go-Ganger and Dog Shaman Elf Female</p> <p>Uses: Tir Tairngire info, Street info Places to Meet: Puyallup Barrens</p> <p>Contact: Phone Available: sometimes</p> | <p style="text-align: center;">“Heather”</p> <p style="text-align: center;">Go-Ganger and Dog Shaman Elf Female</p> <p>Uses: Tir Tairngire info, Street info Places to Meet: Puyallup Barrens</p> <p>Contact: Phone Available: sometimes</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Player _____

Year _____

Shadowrun Missions

Yearly Summary Sheet

Character _____

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

Player _____
Character _____

Year _____

Shadowrun Missions
Yearly Summary Sheet

| SAMPLE | WK | JUL | AUG | SEP | OCT | NOV | DEC |
|----------|----|-----------|-----|-----|-----------|-----|-----|
| SRM00-01 | 1 | | | | | | |
| | 2 | | | | | | |
| SRM00-02 | 3 | | | | | | |
| Healing | 4 | | | | | | |
| | | Free Week | | | Free Week | | |

Codename: **Lost and Found**

Table Level

Date: Green Veteran
 Streetwise Elite
 Professional Prime

Synopsis: It's a simple job. Something was stolen and someone wants it back. How complicated could it be?

Mission Results:

The Amanecer 5000 was delivered to Lucien delivered to Telestrian sold destroyed
The Sidhe Devils were delivered to Lucien delivered to Telestrian slaughtered
The Aztechnology Jaguars were defeated out-negotiated triumphant

Other Notes on Reverse

Team Members

Primary Lifestyle Street Squatter Low Middle High Luxury

Player: _____ Character: _____

Metatype: _____ Rep: _____

Good Karma

Total Career Good Karma

Initial + Earned - Spent = Available

^A = New Career Total

Human: Every 10th point
Meta: Every 20th point

Copy to A on next sheet

Karma Pool

Initial + Earned - Spent = Total

Nuyen

Initial + Earned - Spent = Total

Contacts Gained/Lost

Heather Yes No Was a contact upgraded to Level 2? Yes No
Lucien Yes No If yes, who?

Special Items / Notes

A Corporate Favor Yes No
Aztechnology: ENEMY Yes No

Mr. Johnson (GM) SIN (SRC #)

Signature _____

SHADOWRUN MISSIONS EVENT SUMMARY REPORT

PERSONAL INFORMATION

Name _____ Email _____

City _____ State/Region _____ Country _____

Commando # _____

EVENT INFORMATION

Event Name _____ Location _____

Dates _____ Slot Length _____

How many total tables were scheduled for this event time? _____

How many tables actually played? _____

How many players were at your table? _____

What level did your table perform at?

Green Streetwise Professional Veteran Elite Prime Runner

How would you rate the following: Poor Weak Fair Good Excellent

| | | | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| Adventure | <input type="checkbox"/> |
| Balance | <input type="checkbox"/> |
| Non-player characters | <input type="checkbox"/> |
| Player handouts (if any) | <input type="checkbox"/> |
| Overall package | <input type="checkbox"/> |

What comments (good/bad) do you have for the adventure?

Unforeseen Outcomes / Results / Player Stories