

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







Main Building, Floors 1 and 3

"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 SINless 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

BARSCIL

? ? ? ? 4 4 5 3

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 "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

5 3

IL

Key Active Skills: Medicine: 5; Perception: 3;

Pharmaceuticals: 3; Biology: 2; Chemistry: 2

С

Instruction: 2; Cybertechnology: 4

Contact: Commlink or in person

Key Knowledge Skills: Anatomy: 3;

Professional Knowledge (Medical): 4;

Gear: No shadowrunning relevant gear.

Uses: If you need routine medical care at

reasonable prices, or emergency treatment

Places to Meet: Jantico Medical Clinic, PCC

with no questions asked, Doc Tico's the man to

Connection Rating: 3

ARS

Cyberware: None

В

talk to.

"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 SINless 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

thing	qs a	nd (doe	<u>sn't</u>	min	d.			
				Do	с 1	Tic	0		
				Stre	eet	Do	С		
			H	lum	nan	Ма	le		
Con	nect	ion	Rat	ing:	3				
В	А	R	S	С	Ι	L	W	IP	
?	?	?	?	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.

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







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.

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

Izzy

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.

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

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.

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

Fixer									
	Human Male								
Con	Connection Rating: 3								
				•					
В	А	R	S	С	I	L	W	IP	
?	?	?	?	4	5	3	4	1	
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 allnight diners throughout Denver Contact: Commlink

	g				
Izzy	lzzy				
Fixer	Fixer				
Human Male	Human Male				
Connection Rating: 3	Connection Rating: 3				
BARSCILWIP	BARSCILWIP				
? ? ? ? 4 5 3 4 1	? ? ? ? 4 5 3 4 1				
Key Active Skills: Negotiation: 5; Etiquette: 4; Influence: 3; Clubs: 2	Key Active Skills: Negotiation: 5; Etiquette: 4; Influence: 3; Clubs: 2				
Key Knowledge Skills: Denver Gangs: 4;	Key Knowledge Skills: Denver Gangs: 4;				
Cityspeak: 3; Spanish: 3; Russian: 2	Cityspeak: 3; Spanish: 3; Russian: 2				
Cyberware/Bioware: None	Cyberware/Bioware: None				
Gear: Stun Baton, Armor Jacket, commlink	Gear: Stun Baton, Armor Jacket, commlink				
Uses : Izzy's a specialist in human resources.	Uses : Izzy's a specialist in human resources.				
While he's not as useful at procuring hard to	While he's not as useful at procuring hard to				

While 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

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







Shadowrun Missions Yearly Summary Sheet	NUL YAM					Free Week
	APR					
Year	MAR					
	FEB					Free Week
	NAL					
	\gg	ς	2	m	4	
Player Character	SAMPLE	SRM00-01		SRM00-02	Healing	

Player Character				Year		Shadowru Yearly Sum	Shadowrun Missions Yearly Summary Sheet
SAMPLE	WK	JUL	AUG	SEP	OCT	NON	DEC
SRM00-01	τ						
	\sim						
SRM00-02	\sim						
Healing	4						
			Free Week			Free Week	

SHAD	OWR MISSIC				An Ounce of F	Prevention SRM02-07
Player: Character:	Date: Location	:	□Green □Street □Profes	wise	le Level Vetera Elite Prime	n
they're strapped	at local street doc for more than cash ce to "pay it forwar	n. So when				
The Datachip was Defined to the left a	ered to Doc Tico. ald des held by DocWagon. t DocWagon. f to Doc Tico. ald des ald des	troyed.	Character Character Character Character Character	Mafia Chavez Mafia Casquilho Yakuza Triad Koshari Kirillov Vory Fomin Vory Godz Fronts	Faction Enemy Image: Component of the second sec	ana Ally ana Ally ana Ally ana Ally ana Ally ana Ally
Karma Previous Available Earned Spent Remaining Available New Career Total New Career Total Previous Available Earned			Ability Gained	ancement	1/	na Cost
Spent ¥ Remaining ¥ Contacts/Spec Doc Tico Izzy GM's Name: [PRI	ial Items Gained	l or Lost	Notoriety M's Signat	Pu	Iblic Awareness	
Debriefing Log 02-07	NIJ	G	w s Signat	5-50-5		



Player:

Date:

SR4 Character Name:

Location:

SR3 Character Name:

Directions Players who participated in third edition Shadowrun Missions events should complete this form before playing fourth edition Shadowrun Missions. GMs should verify Karma earned and play dates from existing debriefing logs, then sign this sheet and initial and annotate the third edition logs as having been transferred. **PLEASE NOTE:** This form must be completed in ink and be kept with your fourth edition debriefing logs.

SR3 Adventure Reco	rd		
SRM00-01 Mission Briefing			
Did not Play	Played, earned	_ Good Karma on//	
SRM00-02 Demolition Run	· · ·		
Did not Play	Played, earned	_ Good Karma on///	
SRM00-03 FORCEd RECON			
🗖 Did not Play	Played, earned	_ Good Karma on//	
SRM00-04 A Fork in Fate's Pa	th		
🗖 Did not Play	Played, earned	_ Good Karma on///	
SRM00-05 A Dark and Stormy	^v Night		
Did not Play	Played, earned	_ Good Karma on///	
SRM01-01 Double Cross			
Did not Play	Played, earned	_ Good Karma on//	
SRM01-02 Strings Attached			
Did not Play	Played, earned	_ Good Karma on//	
SRM01-03 Harvest Time			
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			
Did not Play	Played, earned	_ Good Karma on//	
SRM01-06 Lost and Found			
Did not Play		_ Good Karma on//	
SRM01-07 Keys to the Asylur			
Did not Play	Played, earned	_ Good Karma on//	
SRM01-08 Duplicity			
		_ Good Karma on//	
SRM01-09 For Whom the Bell			
Did not Play	Played, earned	_Good Karma on//	
Total Career Good Karma Ear	ned	_ Transferred on//	_



Special Notes

GM's Name: [PRINT]

GM's Signature: