

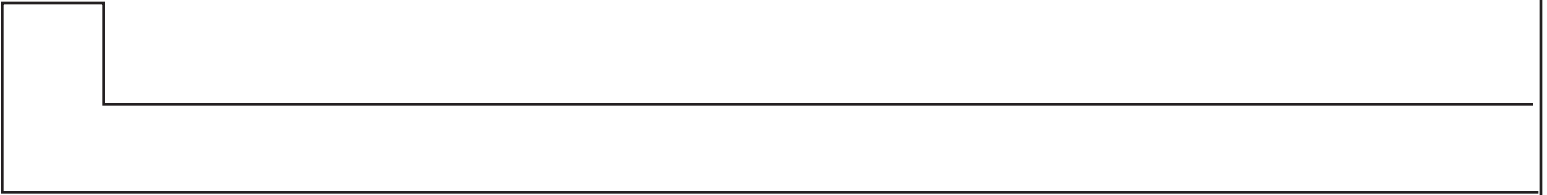
SHADOWRUN Missions

The Flip Side Player Handouts

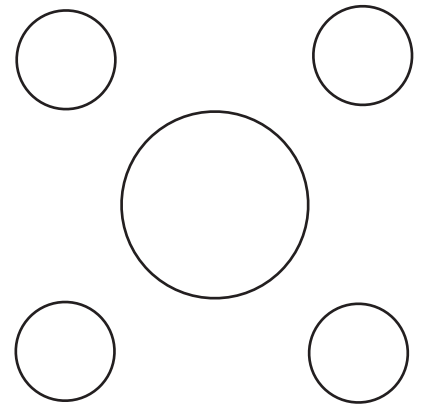
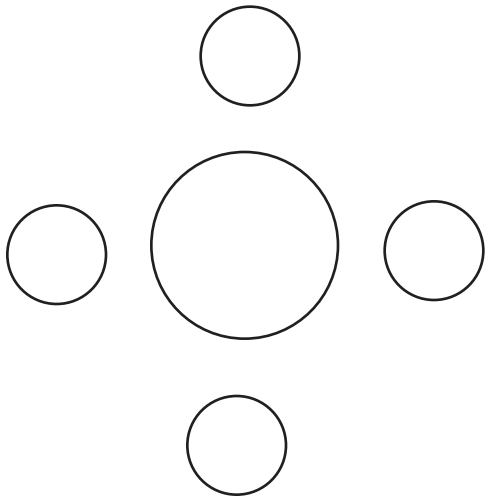
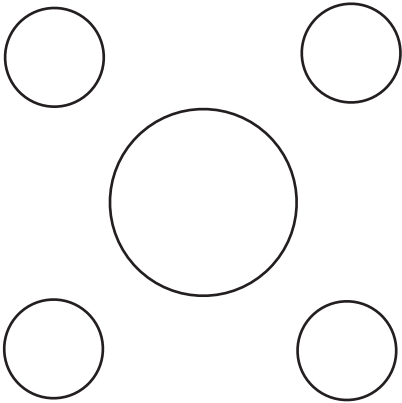
The Flip Side is an adventure for the *Shadowrun* game system and the *Shadowrun Missions* campaign setting. It may be used for players and characters of all experience levels. For use with *Shadowrun, Fourth Edition*™



Storage



Weapons



Plain of appearance, with a medium height and build, Jana relies on her ability to blend in during her work. This coyote is fiercely loyal to her community and friends, and she seems utterly fearless. She often jumps first and only realizes the level of danger after the fact. Her shoulder length dark blonde hair is generally pulled back in a ponytail and blue eyes help her fall into the background of most groups. While her clothing choices are feminine, the style is fairly asexual with a masculine bent.

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Jana McKee

Coyote

Human Female

Connection Rating: 2

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

Key Active Skills: *Intimidation:* 3; *Dodge:* 3
Pistols: 3; *Blades:* 3

Key Knowledge Skills: *Denver Area Knowledge:* 3; *CAS:UCAS Border:* 4; *Denver Smugglers:* 3

Cyberware/Bioware: None

Gear: Ceska Black Scorpion; Lined Coat

Uses: Smuggling activities; Crossing the CAS:UCAS border; Casquilho family activities

Places to Meet: Aurora Warrens dive bars; Five by Five

Contact: Commlink

Jana McKee

Coyote

Human Female

Connection Rating: 2

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Gentlemanly on the surface, Mikael is a scorpion in a silk suit. As a high ranking Avtoritey lieutenant, Mikael is always dressed to the nines and appears more suited for a boardroom than meeting with criminals. Cresting six foot with close cropped black hair and dark brown eyes, Mikael speaks with a heavy accent that is only a few years removed from St Petersburg. The Russian disapproves of violence for its own sake and prefers to use the exact amount of force necessary. Enormously patient, Mikael only loses his temper in the face of impatience and violence.

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Mikael Petrov

Avtoritey Lieutenant
Human Male

Connection Rating: 4

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

Key Active Skills: *Intimidation:* 3; *Pistols:* 4; *Leadership:* 2; *Perception:* 3;

Key Knowledge Skills: *Law Enforcement:* 4
Cyberware/Bioware: *Reaction Enhancers* 2, *Cyberarm*, *Smartlink*

Gear: *Armor Jacket*, *Browning Max-Power* with *Smartlink*

Uses: *Vory V Zakone* information; *Street Rumors*; *Smuggled Goods*

Places to Meet: *Expensive restaurants*; *Dark alleys* *Fences*

Contact: *Commlink*

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Places to Meet: *Expensive restaurants*; *Dark alleys* *Fences*

Contact: *Commlink*



At 2m and 100kg, Miguel fills most rooms that he walks in. He's loud, brash, and often tries to intimidate those around him if he thinks that he can get away with it. He is the street though down to his badly shaven head and gold plated tusk. The ork understands the pulse and hardship that moves through the squatter life. Since becoming more legit, he has developed a soft spot for some of the untouchable groups—older women and young children. Under his coat, Miguel generally has a couple bucks in hard currency or a few granola bars to pass out.

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Miguel Sanchez

Mafia Fixer
Ork Male

Connection Rating: 3

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

Key Active Skills: Negotiations: 4;
Intimidation: 3; Etiquette: 3 (Street +2);
Survival: 2 (Urban+2)

Key Knowledge Skills: Mafia Run
Establishments: 5; Denver Area Knowledge: 2;
Gang ID: 4

Cyberware/Bioware: Datajack, Muscle Replacement

Gear: Remington Roomsweeper, Harley Davidson Scorpion, Armor Jacket, Sony Emperor Commlink, running Redcap Nix OS
Uses: Mafia activities; BTL smuggling; Hiring muscle for street jobs

Places to Meet: UCAS dive bars; Mafia Fences; Ganger hang-outs

Contact: Commlink

Miguel Sanchez

Mafia Fixer
Ork Male

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Ork Male

Connection Rating: 3

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Intimidation: 3; Etiquette: 3 (Street +2);
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Contact: Commlink



Player _____
Character _____

Year _____

Shadowrun Missions
Yearly Summary Sheet

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

Player _____

Year _____

Shadowrun Missions
Yearly Summary Sheet

Character _____

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

Player: _____ **Date:** _____
Character: _____ **Location:** _____

Table Level

Green Veteran
 Streetwise Elite
 Professional Prime

Synopsis When the choice comes down to your reputation or your life, most runners choose to keep breathing. Now a team is needed to find out why a smuggler cut his losses and ran at the first sign of heat.

Mission Results
 Wyatt was given to the Casquilho. was given to the Vory. escaped Denver.
 The BTLs were returned to the Casquilho. sold to the Vory.
 fenced elsewhere.
 5X5 stayed open. was trashed.
Other Notes on Reverse:

Faction	
Mafia Chavez	Enemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ally
Mafia Casquilho	Enemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ally
Yakuza	Enemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ally
Triad	Enemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ally
Koshari	Enemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ally
Kirillov Vory	Enemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ally
Fomin Vory	Enemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ally
Godz	Enemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ally
Fronts	Enemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ally

Team Members					
Player	/	Character	Player	/	Character
Player	/	Character	Player	/	Character
Player	/	Character	Player	/	Character
Player	/	Character	Player	/	Character

Karma

Previous Available	
Earned	
Spent	
Remaining Available	
New Career Total	

Advancement

Ability Gained	Karma Cost

Nuyen

Previous Available	¥
Earned	¥
Spent	¥
Remaining	¥

Reputation

Street Cred Notoriety Public Awareness

Contacts/Special Items Gained or Lost

Jana McKee Miguel Sanchez
 Mikael Petrov

GM's Name: [PRINT] **GM's Signature:** _____



SHADOWRUN Missions

Player:

Date:

Location:

SR4 Character Name:

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 Record

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 Path

Did not Play Played, earned ____ Good Karma on ____/____/____

SRM00-05 A Dark and Stormy 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 Played, earned ____ Good Karma on ____/____/____

SRM01-07 Keys to the Asylum

Did not Play Played, earned ____ Good Karma on ____/____/____

SRM01-08 Duplicity

Did not Play Played, earned ____ 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

GM's Name: [PRINT]

GM's Signature:

