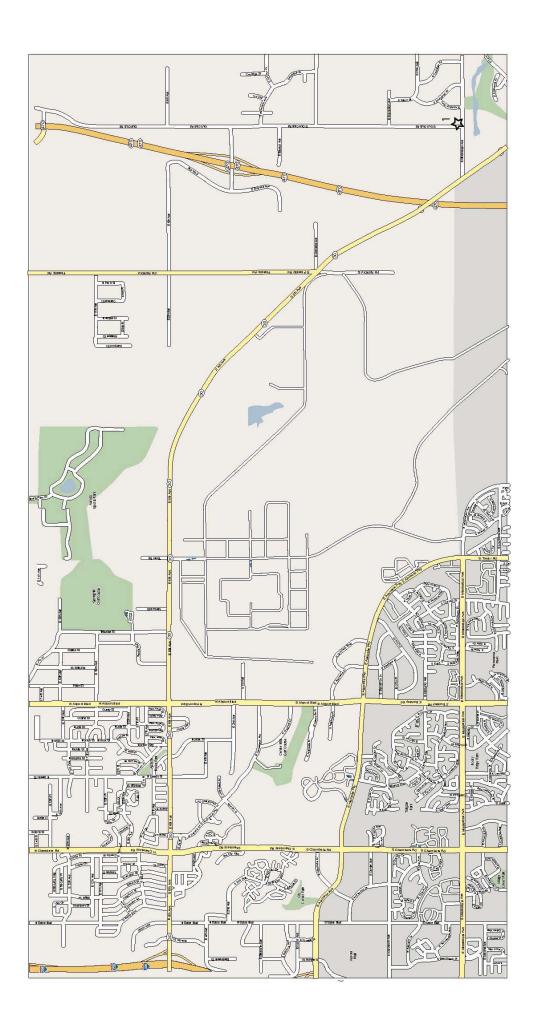


# The Flip Side Player Handouts

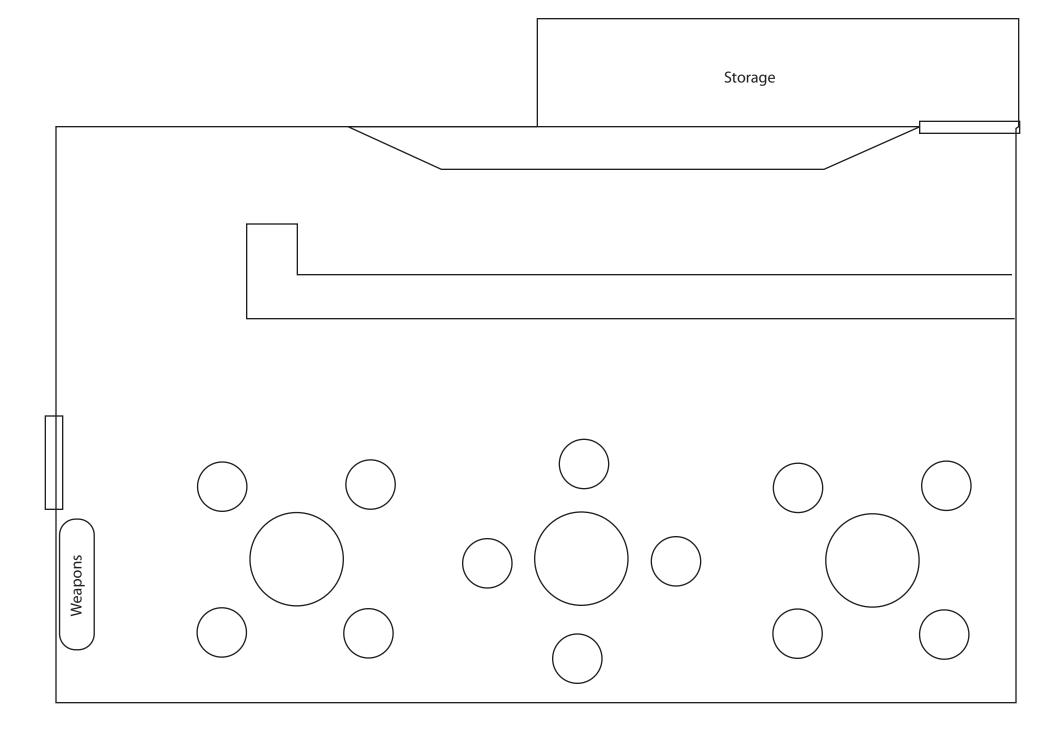
*The Flip Side* is an adventure for the *Shadowrun* game system and the *Shadowrun Missions* campaign setting. It may be used for players and characters of all experience levels. For use with *Shadowrun, Fourth Edition* <sup>TM</sup>







Gray shaded area is Aurora Warrens 1-Meeting with Jana



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 She often jumps first and only realizes the level of danger after the fact. 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

Covote Human Female

Connection Rating: 2

BARSC

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

Covote Human Female

Connection Rating: 2

A R S

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

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Covote Human Female

Connection Rating: 2

BARS

Key Active Skills: Intimidation: 3; Dodge: 3

Pistols: 3; Blades: 3

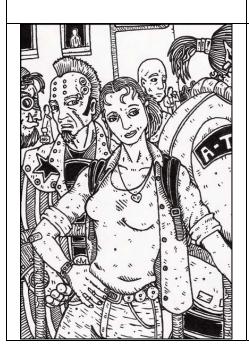
Key Knowledge Skills: Denver Area Knowledge: 3; CAS:UCAS Border: 4; Denver

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







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 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 IF

**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 allevs Fences

Contact: Commlink

#### **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 allevs Fences

Contact: Commlink

#### Mikael Petrov

Avtoritey Lieutenant Human Male

Connection Rating: 4

B A R S C I L W IP

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

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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







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 groupsolder 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 IF

**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

Connection Rating: 3

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

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

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rlayer Character				Year		Shadowru <b>Yearly Sum</b>	Shadowrun Missions <b>Yearly Summary Sheet</b>
SAMPLE	WK	JAN	FEB	MAR	APR	MAY	NUL
SRM00-01	<del>-</del>						
	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	<del>-</del>						
	7						
SRM00-02	3						
Healing	4						
			Free Week			Free Week	



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Character:	L	ocation:	□Stree		□ Elite □ Prime
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Mission Result			annual Parama		Faction
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Other Notes on R		u.		Casquilho Yakuza	Enemy 00000=0000Ally  Enemy 00000=0000Ally
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Player / Player /	Character Character	Player /	Character Character	Fomin Vory	Enemy aaaaa = aaaaa Ally
Player /	Character	Player /	Character	Godz Fronts	Enemy addad=addadlly Enemy addad=addadlly
Karma Previous Available Earned Spent Remaining Available New Career Total			Adv Ability Gained	ancemen	Karma Cost
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Remaining ¥					
Contacts/Spec □Jana McKee □Mikael Petrov		Gained or Los Sanchez	t		
GM's Name: IPRINTI					



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 Namid 611
	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: