

SHADOWRUN Missions

Backlash **Player Handouts**

Backlash 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*™



News Flash!

FROM: *Denver International News Service*
Earlier tonight, a firefight occurred between a ZDF patrol and unknown forces at the Sloan Lake Park in PCC. The ZDF has shut down all border exits into and out of all sectors of Denver. They are currently conducting a manhunt for the people involved in that gun battle. The ZDF is offering a 100,000¥ bounty for information leading to the capture and conviction of these felons. Anyone with such information should [contact the ZDF.](#)

INCOMING FEED.....

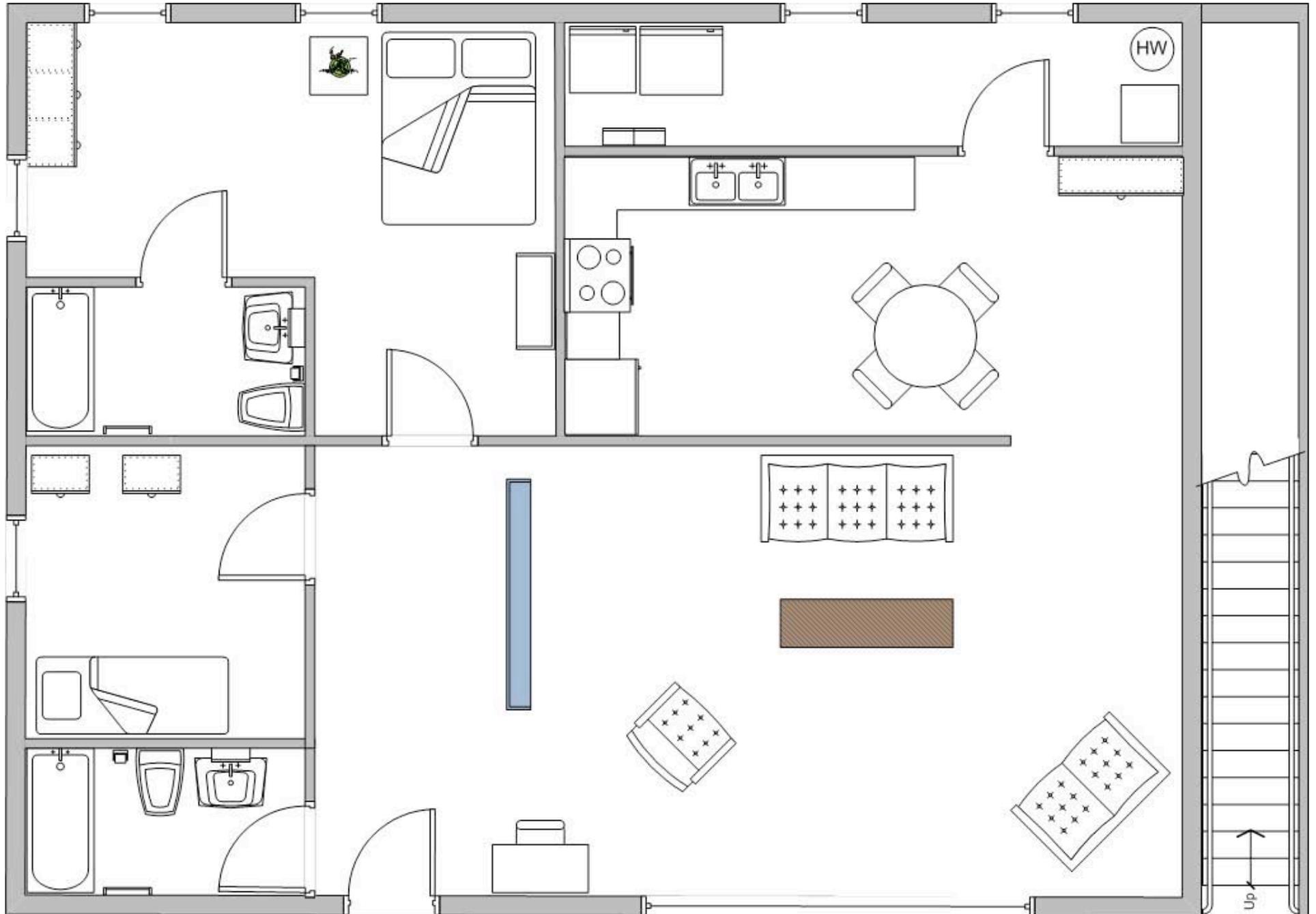
News Flash!

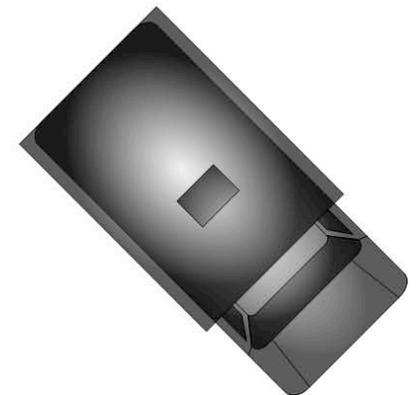
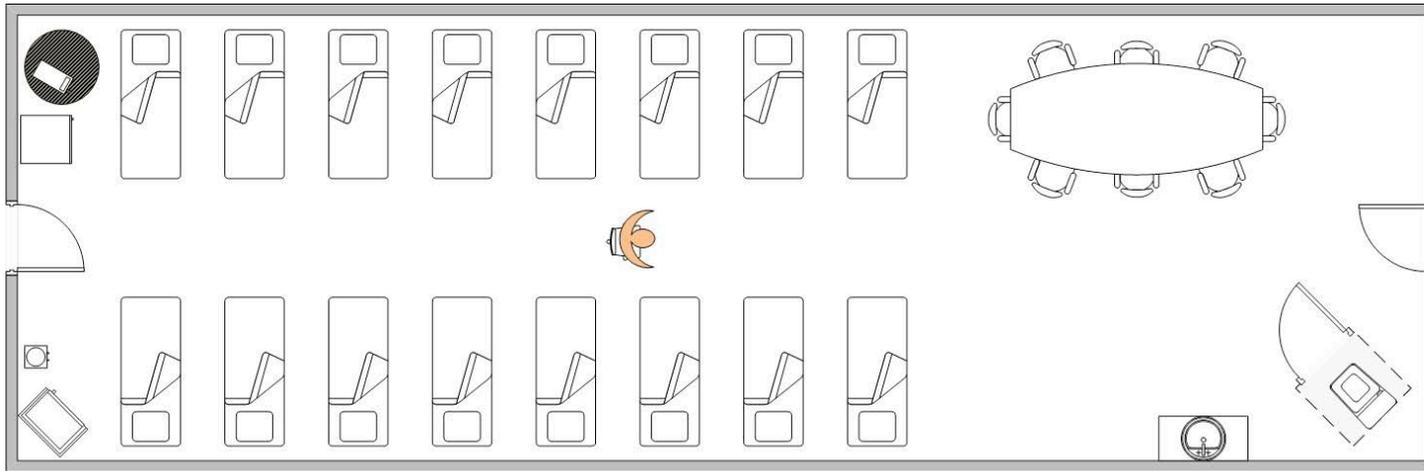
FROM: *Denver International News Service*
One of the casualties from the previously reported firefight is Lieutenant Jolee Benjamin, daughter of the Commander of the ZDF, UCAS Colonel David “Juggernaut” Benjamin. This ZDF has reportedly gone on priority alert. We urge all citizens of Denver to stay indoors until these killers are brought to justice.

INCOMING FEED.....



Sloan Lake Park Parking Lot





Tabby is a changeling human female, 5'6" (1.7m) who weighs in at 135 lbs (62 kg). Athletic and furry are two of the first words to come to mind when describing her. She has tawny two toned fur and cat slit eyes.

With SURGE came a need to re-invent herself. On the surface, she's playful and to the point. Underneath, is a woman who had her sense of self-identity stripped away from her by a random surge of ambient mana.

Specializing in Corporate politics, Tabby tries to avoid dealing directly with the syndicates whenever possible. She is based primarily in the CAS sector and does occasional work in the Hub or outlying sectors of Denver when a favor is called in from her associates.

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Tabitha "Tabby" Morgan

Corporate Fixer
Changeling Female

Connection Rating: 3

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

Key Active Skills: Con: 4, Dodge: 2, Electronics Skill Group: 2, Etiquette: 5, Intimidation: 3, Negotiation: 5, Perception: 3, Pistols: 2

Key Knowledge Skills: Corporate Politics: 4; Area Knowledge Denver (CAS Sector): 4(6); Shadowrunner Teams: 3

Cyberware/Bioware: None

Gear: 2 Ares Sliverguns (Smartguns, in Quick-Draw Holsters); Lined Coat; Smartlink Contacts

Uses: Corporate Procedures, Shadowrunner Haunts, Identifying affiliations

Places to Meet: CAS Sector Clubs

Contact: Commlink

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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: Sometimes a run goes well. Other times it goes badly. Then, there are those times where you get caught up in the middle of someone else's run. Those you try really hard to forget. Good luck forgetting!

Mission Results

Matt Greyfox: is with the Chavez. died. survived.

The ZDF are: hunting the PCs. were called off by Tabby.

received the file.

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

Tabby

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

