## **Sample Plot**

## Introduction

This document contains a sample plot outline for a Shadowrun game. These notes are meant to serve as a guide for a single sitting of the mock Shadowrun campaign we described in an earlier resource. For more information on plot design, listen to Episode 6 on FearTheBoot.com.

- 1. It's the morning of a dreary, November Monday. Begin in Bonnie's apartment. Her alarm is going off to wake her for her shift at Grozy's Groceries. Allow her to describe (in brief) her process of waking up and preparing for work.
- 2. On her way to work, describe the depressed state of the neighborhood. Once important buildings are now abandoned and decayed, the homeless and lower-class workers drift along the streets, and gangers can been seen rough-housing on the corners.
- 3. Upon arrival at the store, have Mr. Grozy give Bonnie a hearty hello. Have him RP with her for a bit, talking about the business of the day and making other small talk.
- 4. A short while into her shift, a half dozen local gangers (use the Gang Member archetype) will show up to collect protection money that Mr. Grozy refuses to give them. They beat up Mr. Grozy, try to take the cash registers, and smash windows on the store front.
  - a. The gangers are looking to damage the store, steal the registers, and hurt anyone that gets in their way. However, they ultimately want the protection money in an on-going basis, so they will not kill anyone.
  - b. Once they've either made their point or been defeated, they will depart from the store, leaving the injured where they fell.
  - c. If Bonnie is seriously injured, she will be taken to a local hospital.
- 5. Shift the action to Lyle and Travis who are on their way back to the neighborhood, now only a short distance away.
  - a. Whether through Bonnie or Mr. Grozy, Lyle and Travis will get a call explaining what happened at the grocery store.
  - b. Allow Lyle and Travis to return to the neighborhood to examine its state for themselves, rent an apartment to stay in, or do whatever else they chose to do.
- 6. Nudge the players to start gathering up so the plot can progress with them together.
  - a. If Porter has not been contacted yet, get him into the action somehow.
    - i. He could have a vision of Gator who's feeling restless and somewhat concerned that Porter's friends are in trouble.
    - ii. If this isn't sufficient to get him moving, a local should stop by to tell him that Bonnie and Mr. Grozy have been beaten up at the grocery store.
- 7. Mr. Grozy will inform Bonnie he knows where that gang's preferred haunt is. He believes hitting them there is the only way to put a stop to this.
  - a. If the players do not pursue this, the gang will continue to harass and assault the neighborhood residents -- including the characters -- until they retaliate.
- 8. The gang haunt is an abandoned, two-story office building about two blocks from the grocery store. It will be inhabited by eleven gangers and a handful of non-gangers (such as drug dealers, prostitutes, and wannabes).
  - a. The non-gangers will flee should any conflict begin.
  - b. For the gangers, use the Gang Member archetype. Arm them only with melee weapons, weak armor (if any at all) and pistols. Though more numerous than they players, they should have much weaker weapons and gear.
  - c. To make the fight manageable, the gangers should only confront the players in small groups with reinforcements slowly trickling in.
  - d. If the fight begins to turn against the players, either...
    - i. Have the gangers -- unused to people fighting back -- panic and flee.
    - ii. Have Mr. Grozy show up and join the fight, a shotgun in hand.
- 9. Once the fight is over...
  - a. The gangers will disappear, too afraid to reconstitute their gang.
  - b. If Mr. Grozy survived, once everyone has received medical attention, he will suggest going somewhere to celebrate.
  - c. If Mr. Grozy did not survive, RP a brief funeral for him, which the characters will presumably attend.
- 10. Whether at the celebration, funeral, or whatever location the players end up at next, they will begin to see the reaction of the locals.
  - a. Many people will privately thank them for what they've done, relating their own stories about how that particular gang harmed them or the cruelties they saw them do to Mr. Grozy.
  - b. Others will ask them rather pointedly, "If you were capable of this, where have you been all these years? Why have you left us to suffer like this while you did nothing?"
  - c. The response of the players to both groups of people is important.

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- i. If they can provide a positive response to both their supporters and detractors, they will begin to receive more support and favors from the locals throughout the plot, such as financial help, tips, and hiding places.
- ii. If they offend them, they will find themselves rather isolated and resented.
- 11. After the RP with the locals has sufficiently progressed, roll a die and randomly select one of the characters. That character will get a call from Councilman Trevor Langley.
  - a. Trevor will be very congratulatory and positive in tone. He'll regret seeing law taken into the hands of citizens, but he fully understands why that was necessary and he's pleased with the result.
  - b. Seeing how brave the characters are, he'd like to put them to further use cleaning up the town, this time by fighting corruption at its source. Specifically there's an Alderman, Jack Hermann, who he believes is providing aid and support to the local gangers. Jack supposedly offers them city money, bribes, and legitimacy, and in return the gangers do not harm Jack or his interests.
  - c. If the players will investigate Jack and either provide detailed proof that he's paying these bribes -- or simply "take him out of the picture, if you know what I mean" -- Trevor's willing to offer them 5,000 nuyen.
    - i. If anyone attempts to bargain the amount, roll negotiation. Each success the players get over Trevor will increase the amount by 1,000. Each success he gets over the players will reduce it by 1,000.
  - d. If the players attempt to investigate Trevor or Jack (through contacts, for example), roll the appropriate dice.
    - i. If they roll poorly, they will learn...
      - 1. Trevor is a councilman who has made a lot of statements about his intention to clean up the neighborhood.
      - 2. Jack is an Alderman who has given several high profile olive branches to gang members, offering them housing, cash, and job assistance to supposedly rehabilitate them into society.
    - ii. If they roll moderately well, they will learn the information above, plus...
      - 1. Trevor is a part owner of the small First Union Bank that is located in the neighborhood, which may explain his interest in cleaning it up. Trevor's intentions seem honest, but he almost never sets foot in the streets of the neighborhood which has made some people wonder why.
      - 2. As for Jack, no one believes his offer could work, so it sounds like cover for a ganger pay-off. He's also been seen visiting two local gangs -- the Red Bloods with a hideout in a warehouse to the north and the King's Men who have taken over an apartment building on the west -- on an almost daily basis.
    - iii. If they roll extremely well, they will learn the information above, plus...
      - 1. Trevor is on the payroll of a crime syndicate run by Harvey Luchon.
      - 2. Jack may be naive, but he's a very honest and honorable person. His plan may be stupid, but he's not corrupt in any way.
- 12. If they asked for some time to think about Trevor's offer, he will call back after a while, demanding to know an answer. He insists that if the characters aren't interested, he wants to find someone that is.
- 13. End the plot at this point and prepare the next plot based on how they responded to Trevor.