

# Sample Plot

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## 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 be 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.*

