BOUNDLESS MERCY

Sample file

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Dedication: To my wife Shelly: For not killing me in my sleep. The Kaladi Brothers for giving me a place to write. Pete for trying to keep me focused and on track-ish. And the rest of the Shadowrun community for encouraging me to keep doing what I love. Stay in the shadows. Robert M

JACKPOINT

CONNECTING TO JACKPOINT VPN...
...IDENTITY SPOOFED
...ENCRYPTION KEYS GENERATED
...CONNECTED TO ONION ROUTERS

›››LOGIN: XXXXXXXXXXXXX
›››ENTER PASSCODE: XXXXXXXXXXXXX
...BIOMETRIC SCAN CONFIRMED
YOU'RE IN. USE IT WELL.

> "[W]E CAN NOT DEDICATE–WE CAN NOT CONSECRATE–WE CAN NOT HALLOW–THIS GROUND."
> –ABRAHAM LINCOLN

JACKPOINT STATS
Interaction rate: -18%
Posts per hour: -11%
Today's content quality
(signal:noise): 2:3

LATEST NEWS
◦The largest piles of drek hide the biggest cases of nuyen. – Anon

PERSONAL ALERTS
◦You have **5 new** private messages.
◦Your internal **Q score** is 42 (up 8 points)
◦You have **6 new responses** to your JackPoint posts.
◦You have **3 new friend requests**; 2 friends have dropped you.
◦ **PDA:** Three tagged technomancers are located in the building directly ahead of you. Do you still wish to enter?

THE INNER CIRCLE
You are visible to your closest 2 levels of contacts.
Your Eyes Only posts have been viewed 22 times
Current Time: August 1, 2077, 0617 hrs

WELCOME BACK TO JACKPOINT, OMAE:
Your last connection was severed 3 days, 13 hours, 46 minutes ago.

TODAY'S HEADS UP
◦The best part of the movie is the twist at the end. – Slamm-0!

INCOMING
◦The Matrix has become home to a number of different "friends." [Tag: 10 AIs]
◦ Everyone's life has another chapter, until it doesn't. [Tag: Seattle Gambit]
◦ Welcome to the party. [Tag: City by Shadow: Metropole]

TOP NEWS ITEMS
◦ Knight Errant has announced a regarding for information relating the location of missing Officer Jennifer Falsee. The troll officer was assigned to the White Center patrol route. Link

◦ Dayton City Councilman Henry Daystrom has been reported missing by family members to Lone Star. The official was last seen entering the local Sony facility. Link

◦ Protests in Manila were suppressed by contracted security forces. The United Nation's observers have requested that charges be pressed against several different operators for excessive force. Link

INTRODUCTION

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The following adventures were originally part of the Shadowrun Convention Missions campaign. They were run at various conventions and tournaments. Full information on the *Shadowrun Missions* campaign is available at http://www.shadowruntabletop.com/missions and includes a guide to creating Missions characters and a regularly updated FAQ. Player handouts and other playing aids are found at the end of this book.

PREPARING THE ADVENTURE

The adventures are intended for use with *Shadowrun, Fifth Edition*, and all character and rules information refers to the Fifth Edition of the *Shadowrun* rules.

ADVENTURE STRUCTURE

The adventures consist of several scenes. These scenes form the basis of the adventure, which should be completed in approximately four hours. If you are running short on time and are in an organized play environment, you should streamline each and be a little more generous with clues, target numbers, and other requirements to aid in guiding the players through the adventure. If you are playing at home, make the adventure as long or as short as you would like!

Each scene outlines the most likely sequence of events, as well as how to handle unexpected twists and turns that inevitably crop up. Each one contains the following subsections, providing gamemasters with all the information necessary to run it.

- Scan This provides a quick synopsis of the scene's action, allowing you to get a feel for the encounter at a glance.

- Tell It to Them Straight is written to be read aloud to the players, describing what their characters experience upon entering the scene. You should feel free to modify the narrative as much as desired to suit the group and the situation, since the characters may arrive at the scene by different means or under different circumstances than the text assumes.

- Behind the Scenes covers the bulk of the scene, describing what's happening, what the non-player characters are doing, how they will react to the player

characters' actions, and so forth. It also covers the setting of the encounter, going over environmental conditions and other properties of the location as well as providing any descriptions of important items.

- Pushing the Envelope looks at ways to make the encounter more challenging for experienced or powerful characters and other ways you can add some "extra spice" to the scene. This subsection should usually only be used for home games, or games where time is not a factor. At most convention and Open Play events, gamemasters should omit this information. It adds to the scene but does not contain important information.

- Debugging offers solutions to potential problems that may crop up during the encounter. While it's impossible to foresee everything that a group of player characters might do, this section tries to anticipate common problems and other suggestions for dealing with them.

RUNNING THE ADVENTURE

Gamemastering is more of an art than a science, and every gamemaster does things a bit differently. Use your own style when it comes to preparing and running the adventure and do whatever you feel is best to provide the best *Shadowrun* game you can for your players.

These adventures were originally designed to run in a standard four-hour convention time slot. Please keep this in mind when running the adventure. When running at a convention, you should leave at least 15–20 minutes at the end of the time slot to complete any necessary paperwork and pass out the players' Debriefing Logs. (Make sure that you have enough copies of the Debriefing Log for this adventure to give one copy to each player after running the adventure.) This section offers some guidelines you may find useful in preparing to run any *Shadowrun Missions* adventure.

STEP 1: READ THE ADVENTURE

Carefully read the adventure from beginning to end. Get a feel for the overall plot and what happens in each scene. That way, if something different happens, you won't be caught off guard and you can adapt things smoothly.

STEP 2: TAKE NOTES

Take notes for yourself while reading through the adventure that you can refer to later on. Possible things to note include: major plot points (so you can see them all at a glance), the names of various non-player characters, possible problems you notice, situations where you think a particular character can shine and other things you'll want to keep in mind while running the adventure.

STEP 3: KNOW THE CHARACTERS

Prior to the start of the adventure, examine the PCs' record sheets and Debriefing Logs for your reference and have basic information about their important abilities handy so you can refer to it during play. Also go over the character and keep their previous events listed on the Debriefing Logs in mind when determining non-player character actions in various scenes if such a dynamic has been included.

STEP 4: DON'T PANIC!

Gamemastering involves juggling a lot of different things. Sometimes you drop the ball and forget something, or you just make a mistake. It happens, don't worry about it. Nobody is perfect all of the time, and everybody makes mistakes. Just pick up from there and move on. Your players will understand and forget about it once you get back into the action.

GENERAL ADVENTURE RULES

Shadowrun Missions adventures use the rules presented in *Shadowrun, Fifth Edition (SR5)*. Standard rules such as success tests, the Rules of One and Six, and other common mechanics are described in *SR5* and are not repeated in this adventure.

Please keep in mind when preparing for the adventure that the PCs will not necessarily compose a balanced party. It's entirely possible that the party will be made up entirely of technomancers or back-to-nature shamans. If the characters run into a brick wall because of such complications, show flexibility and use your best judgment in how you lead them back to the plot.

NON-PLAYER CHARACTERS

Non-player characters (NPCs) are essential to any adventure. They are the allies, antagonists, and background characters in the adventure that interact with the player characters. NPCs in this adventure have already been created and can be found throughout the adventure.

Minor NPCs are found in the individual scene that they appear in and generally have a brief write up, noting only their important skills and the gear they are carrying.

Major NPCs can be found in the **Cast of Shadows** at the end of the adventure and have more detailed write ups including most of the skills and gear they should be able to employ.

The NPCs in this adventure should generally stand up to the average player character but may need some adjustment to suit a particular group of characters, especially a more experienced and powerful group. The scenes and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your group. To adjust the power level of an NPC, refer to the **Building Prime Runners** section of *SR5* (p. 385). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

MISSION DIFFICULTY

Gamemasters are encouraged to use their own judgment and to adjust the difficulty of the encounter to take into account the abilities of the players. If the players have no magical support, replace magical defenses with mundane ones. If the players are weak on combat, reduce the number of enemies by one or two. Conversely, if they're steam-rolling the opposition, add one or two enemies to the fight. Missions should be a challenge to the party, but should never be insurmountable for a team playing it smart.

A NOTE ON COMMLINKS

By 2077, commlinks have become a universal appliance. Because just about every NPC is going to have one, they won't always be statted out in the adventure text. For NPCs who do not have a statted commlink, assume it has all necessary ratings at 3. These commlinks will not contain any valuable paydata.

PAPERWORK

After running a *Shadowrun Missions* adventure (if they are being run at a convention or other organized-play environment), there are several important pieces of paperwork that need to be filled out.

The first is to make certain to distribute a copy of the adventure's Debriefing Log to each player. As the gamemaster, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Please consider the PCs' actions in the scenario when providing Reputation modifiers, per those rules (p. 372, *SR5)*.

The second is to make sure that all players have updated their character's calendar. PCs are allowed to go on one run per week. The calendar is used to track the character's monthly lifestyle expenses, adventures, and their downtime exploits.

SCENE 0: NEW KIDS IN TOWN

SCAN THIS

This scene is designed to transport runners from any campaign into the settings for these missions. While there will be travel involved in this series of missions, they start in Seattle, so getting the players there will allow for the ball to start rolling.

TELL IT TO THEM STRAIGHT

Here are a few ways to get your team to the area if they aren't already there.

A: Two days ago, your fixer set you up on an out-of-town job. It sounded simple, a bodyguard mission for some high-ranking corp salaryman. Your travel was arranged and they even managed to smuggle your gear here. It's never that simple, though, and by the time your plane touched down at Sea-Tac Airport, your mark had already been taken out. Without a job to do, you picked up your gear, grabbed a hotel, and decided to see the sites, blowing the meager retainer you'd been given for making the trip. After all, you're

shadowrunners, this is Seattle, and this town gave birth to the shadowrun.

So for the last couple days, you've been on vacation. You've visited Underworld 93 and Club Penumbra, stopped to check out the ACHE, cruised by the Redmond Barrens (wearing full body armor and guns firmly in hand), beat up a few Halloweeners, and even visited the infamous Crime Mall. You were out late last night after bribing the doorman to let you into the third level of Hell at Dante's Inferno, and had planned to sleep it off before heading back home today.

However, it's barely noon when your commlink buzzes. You flip it on, and see the face of your friendly neighborhood fixer on the other end.

B: Your last run was a resounding success/failure with the heat from the corps picking up as they investigate. Your fixer thinks this might be a good time to lay low out of town. Seattle is nice this time of year, and he knows how to get you some work while you're there.

C: Riots are entertaining. Riots you started, not so much. Leaving town just seemed like a logical choice. Your fixer says he can get you work anywhere. So out of town you go. Next stop Seattle, the city that started shadowruns.

D: The job was supposed to be cake, VIP protection for some local rapper. Everything was locked in, chartered flight for you and your gear, transport once you arrived, valet service … it was going to be nice for once.

Then a damn Pineapple Express blew in off the coast and your flight got delayed. By the time it finally started boarding, your fixer commed you the bad news: The J was short on time and had to look for other talent to keep his VIP safe. Drek!

Well the good news is that you're in Seattle with all your toys, and your fixer promises that he'll find you some work that'll make it worth your time.

BEHIND THE SCENES

This is just a transition for players bringing their characters in from other campaigns. Modify it to fit your party, particularly if the runners are already in Seattle following a different mission or already live in the Metroplex.