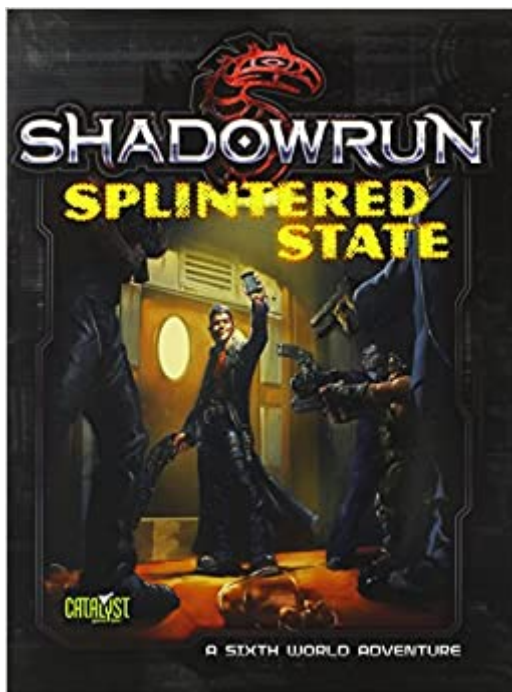


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Shadowrun Splintered State



Synopsis

Federal Agent Seth Dietrich has a secret. Actually, multiple secrets. One of them made him go underground, hiding from the people desperate to learn just how much he knows. And the other is keeping him from surfacing, because he's found he can't even trust himself. If Dietrich were in his right mind, he'd cover his tracks like a pro, and no one would find him. Especially not shadowrunners getting their feel for life on the streets. But he's not in his right mind, which means a group of shadowrunners finds themselves in possession of some very valuable information-information the highest powers in Seattle want for themselves. What started as a simple job turns into a scramble for their lives, a scramble that could become profitable if the runners play their cards right. Splintered State is an introductory adventure for Shadowrun, Fifth Edition. Whether you have played previous Shadowrun editions or are new to the setting, this adventure helps players and gamemasters learn the new rules while wrapping themselves in the intrigue, excitement, and danger of running in Seattle.

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Customer Reviews

Federal Agent Seth Dietrich has a secret. Actually, multiple secrets. One of them made him go underground, hiding from the people desperate to learn just how much he knows. And the other is keeping him from surfacing, because he's found he can't even trust himself. If Dietrich were in his right mind, he'd cover his tracks like a pro, and no one would find him. Especially not shadowrunners getting their feel for life on the streets. But he's not in his right mind, which means a group of shadowrunners finds themselves in possession of some very valuable information-information the highest powers in Seattle want for themselves. What started as a simple

job turns into a scramble for their lives, a scramble that could become profitable if the runners play their cards right. Splintered State is an introductory adventure for Shadowrun, Fifth Edition. Whether you have played previous Shadowrun editions or are new to the setting, this adventure helps players and gamemasters learn the new rules while wrapping themselves in the intrigue, excitement, and danger of running in Seattle.

It's usable. I don't mean to discourage anyone from getting it by only giving it three stars, but to me it's average because I had to make quite a few adjustments to keep gameplay going and there are a lot loose ends and NPCs that the party may not tie all together. The first scene that gets the players into the mix is just awkward and I chucked it entirely in favor of someone's fixer giving the PCs a milk run. I had to read some about several background events out loud to the party on random matrix search results so they could start to connect some of the NPCs and motivations. There's a fight scene where assassins attack the party that I had to re-work (Why would assassins who's target is the 'central' character of the adventure bother to attack random people standing in the area once a sniper's bullet completes the mission?) The final scene remains to be run and it's a good concept but light on details past the initial insertion point. I'll have to spend a good bit of time planning and creating details and possibilities. Finally, maybe I haven't read something closely enough, but the PCs are never going to determine what was wrong with the subject of the 'splintered state.' I can only assume this was meant to be part of a larger theme for the party in future adventures. All that said, again, it was usable but it could have been more well thought-out. I wish I knew more about the Ork Underground before I started this. I reckon I need a Seattle sourcebook...

Fun adventure. Gave my players plenty of challenge & entertainment.

Solid run

A great little adventure and well written.

Looks great for a starting Run. Book came in mint. No damage on the cover art.

Solid book, decent adventure and interesting art.

To me a standard heavy colored cover and bound as expected. Lay out and format is a easy to understand and to get going quickly. I have been enjoying the changes in 5th edition and this is a good jump off point for new and returning players. Frag them and have fun chummer.

I am a big fan of Shadowrun, but was burned b Fourth edition. Thankfully Fifth edition has fixed alotta problems. This module is pretty easy to run, and was a good time for my players. I suggest getting this and using it as a spring board for other deeper runs.

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