In general, as a contact becomes more valuable and helpful, he is more likely to ask the player character to do him a favor in return for previous help. Naturally, the more useful the contact, the more dangerous and troublesome that favor should be.

SAMPLE CONTACTS

The following sample contacts represent the people that shadowrunners of all experience levels are likely to have the most dealings with and find the most useful. Each entry includes a thumbnail sketch of the contact, what uses the contact serves, places the players might meet the contact, similar contacts, and game statistics.

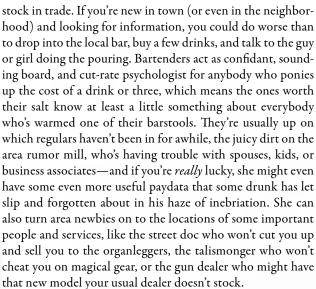
Bartender

Uses: Information, additional contacts, back rooms for private meets

Places to Meet: Any bar/nightclub

Similar Contacts: Bar/nightclub owner, bouncer, waitress, stripper

Aside from drinks, information is the bartender's



Don't expect the bartender to just spill her customers' guts to any slot who sits down, though—bartenders are also known for their discretion, and you usually have to persuade her that you've got a good reason for needing to know what she's got to tell. Slipping her some cred or buying a round of drinks for the room will go a long way toward moving you up on her long list of friends.

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Active Skills: Etiquette 3 (Street +2), Intimidation 3, Longarms 1 (Shotguns +2), Negotiation 3, Unarmed Combat 2

Knowledge Skills: Alcohol 5, Media Stars 3, Sports 5, Street Rumors 5, Trivia 4

Beat Cop

Uses: Information, additional contacts, gear **Places to Meet:** The streets of his beat, coffee shops **Similar Contacts:** Detective, snitch, undercover cop, renta-cop

The beat cop's been pounding the pavement for a long time, and what he

doesn't know about the area he patrols isn't worth knowing. He's got the skinny on the local gangs, newcomers to the area, longtime residents, suspicious activities, drug and BTL dens, and any other nefarious doings going down. If he doesn't know something now, he'll know it soon, since he maintains a good network of contacts and snitches who let him in on any new developments. If you get on his good side, he might just share some of it with you.

Beat cops vary in their particulars: some of them patrol on foot, some in cars, and others still on motorcycles, bikes, or even (rarely) horseback. Some of them are straight arrows while others are as crooked as a dog's hind leg and will sell their grandmothers for enough cred. The trick to a successful relationship with a beat cop is to find out what motivates him—keeping order on his beat, making a little extra cred on the side, cleaning up (or aiding) the local gang—and help him get it. In exchange, he can be a wealth of information about local goings-on, put you in touch with people who can help you out, and sometimes even fix it so evidence "falls out of the police car" where you can get your hands on it.

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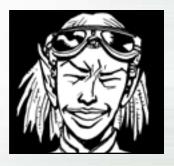
Active Skills: Clubs 3, Etiquette 3 (Street +2), Intimidation 2, Leadership 2, Perception 3, Pistols 2, Unarmed Combat 3 Knowledge Skills: Crime Syndicates 3, Illegal Goods 3, Local Gangs 4, Police Procedures 4, Street Rumors 3

Blogger

Uses: Information, additional contacts

Places to Meet: Matrix Similar Contacts: Infro broker, journalist, pirate radio operator, trid reporter

If you're looking for somebody who's clued in to the latest developments of his chosen topic of interest,



the blogger is a good person to know. Spending most of his time in the Matrix tracking down facts and swapping newsbites with fellow bloggers all over the world, he's got the latest