

planned as a setup—though it may become a trap somewhere along the way.

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 stock in trade. If you're new in town (or even in the neighborhood) and looking for information, you could do worse than to drop into the local bar, buy a few drinks, and talk to the guy or girl doing the pouring. Bartenders act as confidant, sounding board, and cut-rate psychologist for anybody who ponies up the cost of a drink or three, which means the ones worth their salt know at least a little something about everybody who's warmed one of their barstools. They're usually up on which regulars haven't been in for awhile, the juicy dirt on the area rumor mill, who's having trouble with spouses, kids, or business associates—and if you're *really* lucky, she might even have some even more useful paydata that some drunk has let slip and forgotten about in his haze of inebriation. She can also turn area newbies on to the locations of some important people and services, like the street doc who won't cut you up and sell you to the organleggers, the talismonger who won't cheat you on magical gear, or the gun dealer who might have that new model your usual dealer doesn't stock.

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.

B	A	R	S	C	I	L	W	EDG	ESS	Init	IP
2	3	2	3	4	3	2	3	2	6	5	1

**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, rent-a-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.

B	A	R	S	C	I	L	W	EDG	ESS	Init	IP
3	3	4	3	2	3	2	3	2	6	7	1

**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:** Info 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 news-bites with fellow bloggers all over the world, he's got the latest

