

Mechanic

Uses: Repair services, used wheels, and other vehicles

Places to Meet: Local garage, gas station, automobile chop shop, used-car lot, aircraft hangar

Similar Contacts: Tech Wizard

If you live and die by your vehicles, the mechanic is somebody you can't afford to be without. A wizard with anything that drives, flies, or floats, she can fix it when it's broken and customize it to do things nobody reading its original specs would suspect it was capable of. Give her enough time and enough cred and she can get even the worst junkyard-fodder up and running again, though keep in mind that the truly hopeless cases are going to cost you extra—in some cases a *lot* extra.

In addition to keeping your existing ride happy and fixing it when it's broken, the mechanic can also find you a new one. Whether it's cheap wheels, a replacement for that drone that got shot down in last week's run, or that tricked-out luxury sports car you've had your eye on, she can probably get her hands on it for you.

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

Active Skills: Aeronautics Mechanic 4, Automotive Mechanic 5, Computer 2, Gunnery 2, Hardware 4, Industrial Mechanic 2, Pilot Groundcraft 3

Knowledge Skills: Chop Shops 4, Combat Biking 5, Vehicles 4



Mr. Johnson

Uses: Shadowruns, job-related information, additional contacts

Places to Meet: Just about anywhere the Johnson wants; typical spots include secluded tables or private rooms in restaurants or clubs, or places with plenty of crowds to blend into (parks, zoos, museums, and so on)

Similar Contacts: Company man, fixer, government agent or any other potential employer of shadowrunners

Mr. Johnson is the grease that keeps the shadowrunning machine running. As the intermediary between the corp executives, government agencies, and such and the shadowy world of the streets, he's the one who starts the ball in motion. Without Mr. Johnson, there can be no shadowruns, because the corps and other employers won't get their hands dirty directly—that's why they call shadowrunners "deniable assets," after all.

Mr. Johnson runs the meet, does the hiring, and pays the cred for the job. He's your first source of information about



what needs to be done—the layout of the place you're breaking into, the habits of the person you're supposed to extract, how often you'll be hassled by security patrols—and he's a good person to talk to when you need specialized gear, passcodes, or identification to complete your job.

He's been around a long time, and he knows the score in the shadows. His connections, while perhaps not as wide as the Fixer's, run deep in the corporate world, and he has a long memory. Play straight with him and chances are he'll play straight with you (sure, you can't *bank* on that, but if you can't take a little uncertainty in your life, what are you doing running the shadows?) Doublecross him or screw him over, and you can count on his retribution—maybe not right away, but Mr. Johnson can't afford to let the word get out that he can't control his assets. Smart runners learn fast to stay on his good side.

B	A	R	S	C	I	L	W	EDG	ESS	Init	IP
2	3	3	2	5	5	4	4	3	6	8	1

Active Skills: Computer 4, Con 4, Data Search 3, Etiquette 4 (Corporate +2), Intimidation 2, Negotiation 5, Perception 3, Pistols 3

Knowledge Skills: Corporate Finances 3, Corporate Rumors 6, Psychology 5, SOTA Technology 3

Street Doc

Uses: Medical care, information, additional contacts, gear (drugs)

Places to Meet: Local clinic, body shop

Similar Contacts: EMT, Ambulance driver, street mage/shaman



It's not always convenient to visit the local emergency room when you get shot up on a run, and if you haven't been keeping up on your DocWagon contract payments, a street doc can mean the difference between seeing another day and becoming some ghoul's next meal. Operating out of local neighborhood clinics and body shops, street docs don't ask too many questions about who they're treating and why, and often they don't charge you an arm and a leg (literally *or* figuratively) for their services. On the other hand, not all of them are technically *doctors*, either—you might be trusting your life to a medical-school dropout, ex-combat medic, or nurse—but as they say, you pays your nuyen and you takes your chances. Still, when you're bleeding from that sucking chest wound and too hot to risk legitimate medical care, the street doc might just be the best friend you have.

In addition to patching up wounds and handing out drugs (legal and otherwise), many street docs also maintain a thriving business installing cyberware—usually used, often salvaged from runners who weren't as lucky as you. Sometimes you can get a very good deal this way, but as always, caveat emptor. It pays to get to know your street doc and keep him happy, not only because he'll treat you better and cheaper than