



## FAVOR RATING TABLE

Rating	Description
1	<b>Minor.</b> Deliver a message to someone. Provide access to a low-level restricted security area (airport boarding area, police station).
2	<b>Low Risk.</b> Loan use of specialized equipment (up to 5,000¥ in value). Corporate action requiring the signature of a first-line supervisor.
3	<b>Medium.</b> Provide access to a mid-level restricted security area (standard corporate research lab).
4	<b>Moderate Risk.</b> Loan use of specialized equipment (up to 50,000¥ in value). Corporate requisition requiring the signature of a middle manager.
5	<b>Serious.</b> Provide access to a high-level security area (FBI offices, AA megacorporate headquarters, AAA regional headquarters).
6	<b>Major Risk.</b> Loan use of specialized equipment (up to 500,000¥ in value). Corporate requisition requiring the signature of a senior manager or junior executive.



### Glitches on Contact-Related Tests

If a character glitches when dealing with a contact, or if the contact glitches while doing something for the character, the gamemaster has several options. If the contact was conducting legwork, he may simply get a few facts wrong, so his recollection will be inaccurate. If the contact was acquiring swag, he may end up with something used, or a model other than what was specifically asked for that has a few “bugs.” Otherwise, a glitch likely means that a third party has gotten wind of what’s going on. The walls have ears, and this is especially true in the shadows, where information is a hot commodity. The gamemaster determines if the runners are aware they have an information leak so they can do something about it, or if they find out the hard way when their faces appear on the evening news or some unexpected guests crash their meeting.

On a critical glitch, something has gone drastically wrong. The information provided by the contact is completely untrue, the trading partner will attempt a doublecross, or something wrong was said to one of the involved NPCs and he has taken offense. Alternately, word about the character’s doings may leak out to the worst possible people—the character’s hated rivals, the assassin on their trail, or gung-ho authorities looking to make the world safer by splattering some street scum all over the pavement.

### PLAYING CONTACTS

The rules for contacts should make playing contacts as much fun for gamemasters as playing characters is for the players. But so far we’ve only scratched the surface of the possibilities such NPCs represent.

Gamemasters can make their contacts fully realized characters by generating biographies for each contact. When contacts become more well-rounded people, gamemasters can find multiple uses for these characters: instructors, enemies, competitors, dupes, moles, traitors, secret agents, godparents—and any of these roles can provide the starting point for an adventure or campaign.

As a twist on the usual role of contacts in a game, some contacts may seek out the player characters in search of information. In some circumstances, contacts may compete with

player characters to obtain data or resources, a situation that can quickly develop into bidding or information wars as contacts play the characters off other NPCs or manipulate events to their own advantage. Other contacts may be pressured by outside individuals, groups, or other mysterious forces not to cooperate with player characters (known as “hanging them out to dry”), or even to mislead them. Contacts may also be less than cooperative for their own reasons.

Still other contacts can serve as ordinary “men on the street”—sources of rumors, misinformation, and apparently useless information. A casual contact who tells the runners what they want to know, and then goes on to chat about recent weird happenings, an obscure news item, a disturbing recurring dream, a problem his wife is having at work, or a general decline in the quality of the soyshakes at the local Stuffer Shack, can provide excellent methods of introducing clues about future events into the campaign, without restricting the players’ desire to control their characters’ destinies.

Finally, by providing contacts with specialized knowledge, secret histories, unexpected acquaintances, or avenues of information the player wouldn’t suspect, gamemasters can make contacts surprisingly multidimensional or disappointingly narrow in their knowledge, according to the game’s demands. Asking a talismonger to obtain a gun may be a useless request, but asking your Thursday afternoon chess partner at the local soykaf shop for the home address of a high-ranking Knight Errant official might lead to a big and unexpected payoff.

### Favor for a Friend

Many adventures contain at least one instance in which someone asks a runner to perform a “favor for a friend.” The favor-for-a-friend job transcends the normal “work for nuyen” shadowrun and allows gamemasters to inject unexpected plot twists or introduce new levels of conflict into their campaigns.

Favors requested by contacts also allow player characters to choose their own runs, rather than passively waiting for Mr. Johnson to come along and offer them one. Pursuing a favor to a contact or friend allows runners to explore their personal interests and more importantly allows characters to take on opponents and obstacles with the confidence that the job is not