

## LOYALTY RATING TABLE

Loyalty Rating	Description
1	<b>Just Biz.</b> The character and contact have a purely mercenary relationship. Interactions are based solely on economics. They may not even like each other, and will not offer any sort of preferential treatment.
2	<b>Regular.</b> The relationship is still all business, but contact at least treats the character with a modicum of respect, like regulars or favored clients.
3	<b>Acquaintance.</b> A friendly relationship exists between character and contact, though it would be a stretch to call it a friendship. The contact is willing to be inconvenienced in small ways for the character, but will not take a fall for her.
4	<b>Buddy.</b> A friendship or solid level of mutual respect exists. The contact would be willing to go out of his way for the character if necessary.
5	<b>Got Your Back.</b> The contact and character have an established relationship and level of trust. The contact will back the character even in risky situations.
6	<b>Friend For Life.</b> The contact will do whatever he can for the character, even if it means putting his own life on the line.

A contact might also turn the tables and ask a runner for a favor. Find a way to make it clear that contacts have lives of their own. They don't just sit around and wait for runners to call.

### USING CONTACTS

The value of a contact lies in what he can do for the player character. In general, player characters can use contacts in one of four major ways: legwork, networking, swag, and favors.

#### Availability

Before a character can obtain a contact's help, he has to get in touch with the contact first; they don't just sit around waiting for someone to call and ask for favors. A contact's availability should first and foremost depend on the gamemaster's plans for the adventure at hand. If the contact might be able to help the character get a hold of some piece of information or gear that the gamemaster doesn't want the players to get a hold of yet, or if the characters are pursuing a false lead that will take them nowhere, then the contact is too busy to help right now (but you can leave a message at the tone). On the other hand, if the contact holds the secret to a clue that the characters are missing, but they haven't tried reaching the contact yet, maybe the contact calls up with business of his own, or just to chat—and in the process, helps the characters out.

If the gamemaster is playing it by ear, and doesn't care either way about the contact's involvement, then simply roll 1D6. The contact is available if the result equals or exceeds the contact's Connection rating—after all, the more connected the contact is, the less time he has available. Keep in mind that other factors may affect a contact's availability, such as the character/contact being hunted or under investigation, favors owed, how the character treated the contact last time, etc.

#### Legwork

Legwork is the primary function of most *Shadowrun* contacts. In a typical adventure, legwork means following up on or

discovering clues by investigating people, places, and situations. Contacts provide one of the best ways for runners to get the information they need. Most published adventures include a *Legwork* section that contains success tables listing information available to the runners from these sources.

When a character asks a contact for information, there is a chance that the contact may already know the answer. Make a skill test using any of the contact's appropriate Knowledge skills + linked attribute to determine if the contact knows and exactly what he knows.

If the test is successful and the contact knows something, then the gamemaster will have to determine if the contact is willing to share that information. Generally contacts will readily share information if it's inconsequential to them and they wouldn't be hurt if word got out. If the contact knows something that he was asked to keep confidential, or if he thought he would be hurt if the wrong people learned he knew it, he will be reluctant to share it. In this case, a Negotiation Test will be necessary to get the contact to divulge what he knows; apply the contact's Loyalty rating as extra dice to this test.

If the contact does not know, then he can ask around and find out the answer. Make a Charisma + Connection Extended Test with an interval of 1 hour. The gamemaster may choose to use an appropriate Knowledge Skill in place of Charisma. The threshold is based on the gamemaster-determined difficulty of the question/information sought, as noted on the Extended Test Difficulties table (p. 58). The gamemaster should apply any modifiers she feels are appropriate, especially if the information sought is outside of the contact's normal sphere of influence/knowledge.

*Locke is trying to figure out what the mysterious liquid contents of a bottle are. Not having any chemists in his rolodex, he calls up his talismonger contact, figuring that's a good place to start. The talismonger happens to know Botany, so the gamemaster makes a Botany Test*