

info, rumors, and updates at his fingertips. If he doesn't know, give him an hour or two to put out feelers and he can almost always get you what you need.

Bloggers (the useful ones, anyway) usually focus on a particular field of interest—politics, sports, megacorps, magic, and so on, and many of them narrow their focus even more tightly (for example, conservative politics, Mitsuhamas, or the Seattle Mariners). Planning a run on a megacorp and need the latest word on the street? Corp-focused blogs are often treasure troves of information, both in data and in hooking you up with other bloggers who might have even more interesting tidbits. Keep in mind, though, that the more sensitive the subject of the blog, the more likely it's being monitored by the very people you're trying to score info about.

Bloggers love information and will gladly swap data with you if you've got something they want. Since bloggers have a running rivalry with "legitimate" journalists, they're always looking for a new way to upstage the corporate media.

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

**Active Skills:** Computer 4, Data Search 5, Etiquette 2 (Matrix +2), Hacking 2, Hardware 2, Negotiation 2, Perception 3

**Knowledge Skills:** Chosen Specialty Topic 5, Matrix Rumors 4, Matrix Sites 4, Memes 3

### Fixer

**Uses:** Jobs and cred, information, gear, additional contacts

**Places to Meet:** Wherever the fixer wants: typical places include local bars or clubs, coffee shops, street corners where surveillance is next to impossible

**Similar Contacts:** Fence, loan shark, Mr. Johnson



Quite simply, the fixer is a shadowrunner's most important contact. Like a spider at the center of a web radiating out in all directions, the fixer's got the connections, the hookups, and the rep to make or break a runner's career. Whatever you need, he can get it for you: jobs, guns, info, wheels—you name it, and he'll come up with it sooner or later. For a price, of course. In the shadows, nothing's free.

Fixers live and die by their connections. They know everybody, or at least it seems that way. Think of the fixer as a combination employment agency, procurement firm, and all-purpose fence: they earn their keep by what they know, who they know, and how well they can broker deals between people who need things and the people who provide those things. When a corporate Mr. Johnson needs somebody to steal a rival's prototype or "persuade" their head scientist that she'd be happier elsewhere, he calls a fixer to find the best team for the job. When a street samurai has some hot swag he needs to unload in a hurry, the fixer's the go-to guy who can use his connections to get the best price. When a team needs

some special expertise that they don't normally possess (say, a hacker to get them past a corp's security system), a quick call to the fixer gets them what they need.

One thing fixers aren't, though, is cheap. They get their cut one way or another for every transaction—a percentage of your payment for a run, a little off the top for every piece of gear they fence—and the better the fixer, the higher the cut's going to be. Get on his good side and he might just give you a discount. It's wise to do that anyway: a fixer's good side is a very good place to be, and if you end up on his bad side—well, you didn't really want to work in this town again, did you?

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

**Active Skills:** Computer 3, Data Search 4, Dodge 2, Etiquette 4 (Street +2), Negotiation 5, Perception 3, Pistols 3

**Knowledge Skills:** Corporate Rumors 4, Fences 4, Gear Values 6, Shadowrunner Teams 4

### Mafia Consigliere

**Uses:** Information, additional contacts

**Places to Meet:** Restaurants, casinos, bars

**Similar Contacts:** Yakuza *wakagashira*, Triad Incense Master



If your business takes you to a place where you need the ear of a Mafia don, a good person to start with is his *consigliere*, or counselor. Often "the power behind the throne" in a family, he occupies a unique position—not technically a member, but privy to many of the organization's inner secrets by virtue of being the trusted advisor to its most senior people. The consigliere often has access to information and insights into the family's business, plans, and even its psychology.

As you might guess, though, the consigliere will not give up these confidences lightly—his life could very well be forfeit if the don or his lieutenants got wind that he was sharing secrets outside the family. You'll need to offer him something valuable, such as help with a problem the family might be better off avoiding directly, information about the activities of family enemies, or something similar. Of course, if the consigliere has grown disillusioned with his don and his role in the family, he might just slip you some good intel in exchange for more time-honored incentives (like nuyen).

Consigliere's usually hold a traditional job outside the family—many are lawyers, psychologists, or even magicians.

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

**Active Skills:** Computer 2, Data Search 2, Etiquette 3 (Mob +2), Instruction 4, Leadership 3, Negotiation 3, Perception 3, Pistols 1

**Knowledge Skills:** Business 3, Law 4, Local Politics 3, Mob Politics 5, Police Procedures 2, Psychology 4

FRIENDS OR FOES