

sounds). This is a total of -4 dice to the Perception Test. Fei has Perception 3 plus Intuition 3, so she rolls a dice pool of 2 (6 - 4).

Long Shots

In some circumstances, modifiers may reduce a character's dice pool to 0 or below. In this case, the character automatically fails the test unless she spends a point of Edge (see *Edge*, p. 67). Spending a point of Edge this way is called making a Long Shot Test. The character rolls only her Edge dice to make the test.

Going back to the previous example, let's say that the orks were a ways down the street and so the gamemaster applies another -2 dice pool modifier to Fei's Perception Test. This would reduce Fei's dice pool to 0, meaning that she automatically fails unless she spends Edge for a Long Shot Test. Since her Edge is 3, this would give her 3 dice to make the test with.

TARGET NUMBER AND HITS

Unlike other games, when you roll the dice in *Shadowrun*, you do not add them together. Instead, you compare each *individual* die to the standard **target number** of 5. This target number never changes. Each die that is equal to or greater than 5 is considered a **hit**. In other words, any die that rolls a 5 or 6 is a hit. The more dice that score hits, the better the result. Players should count the number of hits they score on each test and tell the gamemaster.

Note that scoring one or more hits does not necessarily equal success—it is possible to score hits but still fail a test (if you don't score enough); see the explanation of tests further on.

Manya makes an Infiltration + Agility Test to hide from the Lone Star officer searching for her, rolling a dice pool of 6 dice. She rolls a 1, 1, 2, 4, 5, and 5—both of those 5s counts as hits, so she has scored 2 hits on her test.

Buying Hits

If the gamemaster allows it, a character may trade in 4 dice from her dice pool in exchange for an automatic hit. Gamemasters should only allow this when the character has an exceptionally large dice pool (and is unlikely to fail) or when the situation is non-threatening and non-stressful. If the character might suffer bad consequences from failing the test, then the gamemaster should require her to roll the test rather than buying hits. Buying hits is an all-or-nothing affair; you cannot spend part of your pool to buy hits and then make a test with the rest.

Elijah is searching a room for a clue. He has a good Perception skill and Intuition attribute, and with various modifiers on his side (good lighting, knowing what he's looking for, etc), he has a dice pool of 12 dice. Since Elijah has plenty of time to search and is not hurried, the gamemaster allows him to simply buy 3 hits rather than rolling 12 dice. That's more than enough to locate the chip buried under some papers on the desk.

EYEBALLING MODIFIERS

Let's face it: while modifiers help to add realism to a game, they can also bog down gameplay when you have to consult a big list of possibilities and do a bunch of math. If you seek a sleeker and more fluid style of play, try one of the following options:

Adjust the Threshold: Rather than counting modifiers, tell the player to make a standard test without modifiers and simply adjust the threshold to account for how you think modifiers would affect the difficulty. Note that this only works for Success Tests and Extended Tests.

Use the Most Severe Modifier: Instead of accounting for every potential modifier that could affect a test, quickly identify only what the most severe modifying circumstance is, and just apply that one. If it's a situation where you feel a lot of additional modifiers may apply, increase it by 1 or 2 according to your gut feeling. This should allow you to seize upon a single modifier quickly rather than accounting for all of the possible affecting elements.

For example, let's say you want a character to make a Perception + Intuition Test to notice a clue left in a room. Rather than looking up the Perception Test modifiers, the GM decides that the biggest modifying factor is that the room is dark, and applies a -3 modifier for that alone. If a lot of other modifiers might also apply (the character is wounded, the clue is partially hidden under something else, the character knows what he's looking for, etc.), the gamemaster can simply nudge the modifier up to -4 or -5 depending on his "eyeballing" of the situation, rather than looking all of the modifiers up.

GLITCHES

If half or more of the dice pool rolled come up as 1s, then a **glitch** results. A glitch is a mistake, error, fumble, or random fluke that causes the action to go wrong in some way. It's possible to both succeed in a task and get a glitch at the same time. For example, a character who rolls a glitch when jumping over something may knock the item over, or land on a nail she didn't see on the far side. The exact nature of the glitch is up to the gamemaster, though we recommend you choose a negative effect that is dramatic or entertaining, but not disastrous. The nature of the glitch can be tempered against the number of hits achieved: 6 hits and a glitch would be a minor setback, while 1 hit and a glitch would be a severe annoyance.