

Quick Extended Tests

In some situations, you may wish to avoid a lot of dice-rolling and focus on the storytelling. In this case, rather than repeatedly asking a character to roll for an Extended Test, the gamemaster can secretly roll once on behalf of the character and note the number of hits scored. Divide the threshold by these hits to determine the average amount of tests the character would've taken to reach the threshold. Multiply that amount by the interval time, and you have quickly determined the amount of time the character will take to complete the task. Now you can continue to focus on the game, and you know exactly when you can tell the character she's finished the extended task.

Clockwork is trying to fix the prototype commlink his group recently liberated from Ares. The gamemaster sets the threshold and interval for the Extended Test at 10/30 minutes. Clockwork gets 2 hits on his first roll. Rather than asking for repeated rolls, the gamemaster simply determines that it will take him 5 tests (threshold $10 \div 2$ hits) to fix the prototype, for a total repair time of 2.5 hours (.5 hours \times 5 tests).

Extended Tests and Glitches

If a character rolls a glitch during an Extended Test, the task is not aborted, but the character should be inconvenienced in some way (broken tools, missing parts, or distracted from work by an annoying pest, for example). The gamemaster can also roll 1D6 and subtract this from the hits scored so far; if this reduces the accumulated hits to 0, the test fails.

If the character rolls a critical glitch, however, the task is immediately aborted—the character has simply failed and must start over. This failure does not need to be dramatic, dangerous, or catastrophic, unless that happens to make for a good story.

Rushing the Job

In some cases, a character may not have the luxury of taking the time to do a job right—she needs to complete it by a certain deadline—or else. In this case, the character can rush the job and cut the interval period in half. Rushing the job, however, means that errors are more likely to occur. A glitch is rolled whenever half or more of the dice are a 1 or 2. She may get it done quicker, but she's unlikely to do it as well as she could have if she took her time.

TEAMWORK TESTS

Sometimes characters may choose to work together on a task, whether they are holding the door against a rampaging paracritter or fixing a car. To determine success, pick one character as the primary acting character. Each of the secondary characters makes the appropriate test; each hit they score adds +1 die the primary character's dice pool. The primary character then makes the test, and her results determine success.

If any of the assisting characters roll a critical glitch, raise the threshold for the test by 1 (3 for Extended Tests).

TRYING AGAIN

Just because a character has failed a test doesn't mean she has no hope of ever succeeding. A character may attempt a task she has previously failed, but each successive attempt incurs a -2 dice pool modifier. A magician who has failed twice to summon a spirit, for example, can try again with a -4 modifier.

If the character takes the time to rest for a sufficient period (anywhere from 5 minutes to 1 hour, as the gamemaster decides), the negative modifier no longer applies and the character gets a fresh start.

CRITICAL SUCCESS

Any time a character scores 4 or more net hits on a test (4 hits more than needed to reach the threshold or beat the opponent), she has scored a **critical success**. A critical success means that the character has performed the task with such perfection and grace that the gamemaster should allow her to add whatever flourishing detail she likes when describing it. If the gamemaster chooses, he can also reward a critical success with a point of Edge (see *Edge*, p. 67), though this should only be done when a critical success was unlikely (it shouldn't be used to reward highly-proficient characters undertaking an easy task).

Jones runs afoul of a go-gang that shoots up his motorbike. He manages to ditch the gangers and find a hiding spot before his engine craps out, hopefully long enough to make a quick repair job that will get his bike running again. The gamemaster tells Jones's player that she'll need to make a successful repair test with a threshold of 3. The player rolls 8 dice and gets 7 hits—a critical success! Jones not only gets the bike running again in record time, but he gets out of there before the gangers have doubled back to look for him.

TIME

In most situations, you don't have to keep strict track of time while playing *Shadowrun* as long as the gamemaster and players have a clear sense of continuity and the sequence of events. While it may often be necessary to keep track of time for specific periods within the game (for instance, if the runners must meet with the Mafia don for a dinner, and he hates tardiness), it is best dealt with in a fluid and abstract manner.

COMBAT TURNS

In certain situations, such as combat or pursuit scenes, timing becomes critical. When this occurs, the *Shadowrun* game proceeds in turns. Each character acts in order, the fastest first, according to their **Initiative Score**. Characters act in a set sequence known as the **Combat Turn** that is roughly 3 seconds long (see *Combat Turn Sequence*, p. 132). The point during each Combat Turn when a specific character can act is called a **Action Phase**.