

SOCIAL ACTIVE SKILLS

Rules for using these skills follow the skill descriptions.

Con (Charisma)

Characters using the Con skill are misrepresenting the truth in some way and trying to get someone else to believe them. This may be flat out lying, evasion, or double talk, but the intended result is to have the target believe something that is false. Con Tests are opposed by the target's Intuition + Con (or Negotiation). See *Using Charisma-Linked Skills*.

Default: Yes

Skill Group: Influence

Specializations: Fast Talk, Impersonation, Seduction

Etiquette (Charisma)

The Etiquette Skill allows a character to function within a specific subculture without appearing out of place. It allows the character to fit in, put suspicious or agitated people at ease and defuse tense social situations. It also allows the player to negate a social gaff she made that the character wouldn't have. See *Using Etiquette*, p. 121.

Default: Yes

Skill Group: Influence

Specializations: By culture or subculture (High Society, Street Gang, Mafia, Catholic Church, Corporate, Media, Goblin Rock, etc.)

Instruction (Charisma)

The Instruction Skill allows a character to teach something efficiently to another character. See *Using Instruction*, p. 123.

Default: Yes

Skill Group: None

Specializations: By Active or Knowledge skill category (Combat, Language, Magical, Academic Knowledge, Street Knowledge, etc.)

Intimidation (Charisma)

This skill allows a character to make people do what they normally might not, simply out of fear inspired by the character's in-your-face appearance or behavior. Intimidation Tests are opposed by the target's Willpower + Intimidation. See *Using Charisma-Linked Skills* for Intimidation Test modifiers.

Default: Yes

Skill Group: None

Specializations: Interrogation, Mental, Physical, Torture

Leadership (Charisma)

The Leadership Skill governs a character's ability to get others to do her bidding through the exercise of example and authority. It includes an aspect of problem-solving, but is not intended to substitute for clear thinking and good planning on the part of the players. Leadership Tests are opposed by the target's Charisma + Leadership. See *Using Charisma-Linked Skills* for Test modifiers.

Default: Yes

Skill Group: Influence

Specializations: Gut Check, Morale, Persuasion, Strategy, Tactics

Negotiation (Charisma)

The Negotiation Skill governs the psychology and bargaining tactics used when the character deals with another and seeks to come out ahead, either through careful and deliberate bartering or through fast talk. It is opposed by the target's Charisma + Negotiation. Negotiation can also be used to determine if a character has noticed if someone is lying to them. See *Using Charisma-Linked Skills* for Test modifiers.

Default: Yes

Skill Group: Influence

Specializations: Bargaining, Diplomacy, Sense Motive

USING CHARISMA-LINKED SKILLS

Charisma is the gut-reaction attribute. It influences an NPC's reaction to a character before any words are spoken or actions taken. It represents the way a character reacts after a first glance across a crowded room, out on the street or in a dark alley. Various factors may affect it, including racism and large amounts of cyberware. These factors and others also influence Charisma-linked skills such as Etiquette, Intimidation and so on.

In most cases, using Charisma-linked skills calls for an Opposed Test, as one person attempts to influence the other.

Social Modifiers

Many sorts of modifiers may apply to social skill tests, depending on the situation and characters in question. For example, trying to influence someone in a club where the music is overbearingly loud, while being covered in blood, or when wearing a rival team's sports jersey in the wrong sports bar may all impact a character's Charisma-linked tests. The gamemaster should evaluate each situation and apply modifiers as he feels appropriate. The Social Modifiers Table (p. 122) provides some examples.

Gamemasters must also keep the nature of the *Shadowrun* world in mind when assigning modifiers. For example, racism and prejudice still exist. Though it is often directed towards metahumans, it may also affect characters of certain ethnic, cultural, subcultural, or economic class backgrounds. Of course, one does not need to be racist to be intimidated by a menacing, hulking troll. Heavy amounts of visible cyberware or wearing bulky armored clothing may be faux pas and looked down upon in some circles, but down at the corner runner dive they might be par for the course. Likewise, while everyone knows that magic exists and has seen magic (real and simulated) on the trid, few people are used to seeing it in real life and may be unnerved, intimidated by, or hostile to those who can wield it.

Unless otherwise noted, Opposed Test modifiers only affect one character or another—usually the acting character—but not both.

Using Con, Intimidation, Leadership, and Negotiation

When one character attempts to influence another character with Con, Intimidation, Leadership, or Negotiation skill, an Opposed Test is called for. To determine what each character rolls, see the Charisma-Linked Opposed Tests Table.

If the character is attempting to influence a group of NPCs who have no designated leader, the Opposed Test applies to the

