



CHARISMA-LINKED OPPOSED TESTS

Skill Used	Acting Character Rolls:	Target Character Rolls:
Con	Con + Charisma	(Con or Negotiation) + Charisma
Etiquette	Etiquette + Charisma	Perception + Charisma
Intimidation	Intimidation + Charisma	Intimidation + Willpower
Leadership	Leadership + Charisma	Leadership + Willpower
Negotiation	Negotiation + Charisma	Negotiation + Charisma



gun in her hand and +2 for the pictures of the exec's family. Mary rolls a total of 15 dice (5 + 6 + 4) and the exec rolls a measly 6 dice (2 + 4). Crazy Mary rolls 5 hits, and the exec rolls 2. With 3 net hits (5 - 2), the gamemaster decides this guy is so afraid of Mary that not only does he escort her into the office complex, but he takes her in through a back entrance to ensure that no guards will see them.

whole group—use the highest dice pool available among the members of the group, then add +1 for each extra person (max +5). Groups tend to react as a whole, with reluctant members drawn along by enthusiastic ones. Alternatively, the gamemaster may appoint a leader or a “ringer in the crowd” and base the success or failure of the endeavor on that character's reaction to the player character.

Ashley wants to do some snooping at a local Mitsuhamas subsidiary. To get in, she tries to waltz past the gate guard with a little Con and a tattered ID card she found in a dumpster. Ashley has Con 4 and Charisma 5. The rent-a-cop has Charisma 3 and no Con or Negotiation skill. The guard is suspicious (-1 to Ashley, because it's the guard's job to be suspicious) and will be in trouble if he allows unauthorized personnel into the compound (a result harmful to him, which adds -4 to Ashley). Ashley has an ID card, however (+1 for supporting evidence).

Ashley also decides to lay it on thick; she drops the name of some Mitsuhamas execs that work at the facility and tells the guard she's going to be advising them on recommending some personnel for private well-paying security work and she'll put in a good word to the bosses about the guard's diligence and thoroughness—she even asks for his name and badge number and enters it into her wrist computer. The gamemaster therefore applies an additional +2 modifier for Ashley. Applying all the modifiers (-5, +3), the gamemaster reduces Ashley's dice pool by 2 dice. That means she'll be rolling 7 dice (5 + 4 - 2) against the guard's 3 dice.

Ashley gets 3 hits and the guard gets 1. Two net hits gets her past the guard, temporarily convincing the poor fool that she really is a Mitsuhamas employee. With only 2 hits, however, the gamemaster decides that the guard will check up on her soon afterward, as the holes in her story become apparent with hindsight.

Crazy Mary, by contrast, doesn't go for subtle. She waits outside an Ares Macrotechnology subsidiary for a mid-level exec to leave. With pictures of his family in hand, Mary is going to Intimidate the corp exec to let her inside the complex and lead her to the paydata she needs. Mary has Intimidation 5 and Charisma 6, and the exec has Intimidation 2 and Willpower 4. The gamemaster applies the following modifiers: +2 for the

Using Etiquette

The Etiquette skill allows a character to fit in. More than just the knowledge of customs, rituals, and proper behavior patterns, it represents a character's ability to talk the talk and walk the walk without stepping on anyone's toes. Because of the sheer variety of subcultures, social customs, and mores in the mid-twenty-first century, the Etiquette skill also encompasses a character's ingrained ability to feel a situation out, to instinctively know what is proper or what will get the character what she wants.

Etiquette can be used to put people at ease, convince someone that you belong, manipulate conversations to get information out of people, judge people's attitudes, and ease their suspicions. Unlike Negotiation, which involves giving and taking, making a deal or exchange, or convincing people to do or allow something, Etiquette involves getting by because you look, act, and feel like you belong.

When using Etiquette to ease someone's suspicions, make an Opposed Test between the character's Etiquette + Charisma vs. the target's Charisma + Perception. If the character wins, each net hit reduces the level of hostility/suspicion by one step (from Enemy to Hostile, Hostile to Neutral, and so on). If the target wins, no reduction takes place.

Etiquette can also be used to negate a gaff made by the player that the character is unlikely to have made. In this case, the player makes an Etiquette Test against a Threshold equal to the severity of the gaff (1 minor, 2 medium, 3 severe, 4 disastrous). If successful, the gamemaster should treat the mistake as if it never happened, or as if the character was clever enough to conceal it before anyone noticed.

When using Etiquette against a group of characters, use the dice pool of the leader, the most vocal group member, or simply the largest dice pool among the targets with a +1 for each extra person (max +5).

Etiquette and Glitches

If a character rolls a glitch on an Etiquette Test, she's committed some faux pas that makes her look like a fool—the NPC may be less suspicious, but only because she thinks the character's an idiot and therefore harmless. If the character gets a critical glitch, the character gives something away that shows she does not fit in, and the level of hostility/suspicion is actually *increased* by one step (Neutral to Suspicious, Suspicious to Hostile, and so on).