

## PROFESSIONAL KNOWLEDGE SKILLS

### Professional Skill Examples

Architecture

Business

Engineering

Military

Security Procedures

Security Design

### Specialization Examples

Commercial, Residential,  
by style (Baroque, Bauhaus,  
German Gothic)

Finance, Distribution,  
Manufacturing, Megacorp,  
Retail, Small Business

Chemical, Civil, Electrical,  
Mechanical, Nuclear

Army, Navy, Air Force, Marines,  
Coast Guard, Special Forces

By company (Ares,  
Aztechnology, Wuxing),  
Government, Military

Corporate, Magical, Matrix,  
Military, Physical, Private  
Home

## INTERESTS KNOWLEDGE SKILLS

### Interests Skill Examples

Club Music

Matrix Games

Sports

Street Drugs

Wines

### Specialization Examples

Goblin Rock, Powernoize,  
Rockabilly, Synthcore, WizPunk  
Dawn of Atlantis, Dark Eye,  
Grand Larceny, Killing Floor,  
Paranormal Crisis

Baseball, Combat Biking,  
Football, Hockey, Soccer, Urban  
Brawl, Wrestling

BTLs, Cram, Deepweed,  
Novacoke, Spike

California Wines, Elven Wines,  
French Wines, Vineyards

## ACADEMIC KNOWLEDGE

Academic Skills are generally higher-education subjects normally taught at colleges and universities and include both the humanities (literature, history, arts) and sciences (biology, chemistry, economics). All Academic Knowledge skills are linked to Logic.

## PROFESSIONAL KNOWLEDGE

Professional Knowledge Skills cover subjects related to normal trades, professions, and occupations. This includes things like Journalism, Engineering, Business, and so on. Within the framework of *Shadowrun*, they may be indirectly helpful when doing Legwork, interacting with Contacts, or fitting into polite society. All Professional Knowledge skills are linked to Logic.

## INTERESTS

Interests is where you pick skills that give your character an inventive background and hobbies. The only limits are your imagination and what type of background you want your character to have. While Interests may occasionally be useful, they primarily serve to illustrate your character and his or her background and personality. All Interest Knowledge skills are linked to Intuition.

## USING KNOWLEDGE SKILLS

Does the character know the capital of Tir Tairngire? What about the process of making a sim chip? What are the normal operating parameters of a smartlink and why does this chipped ork, whom the character just offed, have something that seems to work differently? Players may not know this information, but their characters might. The Knowledge Skill Table (p. 129) offers a list of suggested thresholds and results for using the various Knowledge Skills.

Since Knowledge skills can range from general (Street Gangs) to obscure (Redmond Barrens Troll Street Gangs), the gamemaster needs to judge the level of detail sought against the level of specialization particular to the Knowledge skill used. For example, knowing the name of the Tacoma Mafia boss's mistress would be Obscure for a Mafia Politics skill, Intricate for a Seattle Mafia Politics skill, and Detailed for a Tacoma Mafia Politics skill.

*Screaming Eagle never had much use for magic, but he knows science (Geology skill 6). He recently got his hands on a strange, white rock and wants to know what it is. The gamemaster, who knows that the object is a piece of metamorphosed flesh, secretly sets the threshold at 4 because the rock is not natural and because magical workings are not common knowledge, especially to Screaming Eagle. Eagle rolls his dice and manages to get 2 hits, which is not enough. The gamemaster informs Eagle that his analysis tells him the rock is a metamorphic carbonate of unusual structure, possibly a fossil, because of the presence of some apparently biological structures.*

## LANGUAGE SKILLS

Language is neither an Active nor a Knowledge skill, but a little of both. Language skills should be used only when language may cause a problem in communication, such as when a correct translation or message in a secondary language may be particularly important.

It is not necessary to roll dice for Language skills to communicate on an everyday basis. Characters need not make tests to understand each other every time they speak.