

2). She rolls her dice and gets 2 hits. She understands that the woman is looking for help because someone is following her (General Subject, Threshold 1). When the elven woman tries to explain just who it is and why they want her (Complex Subject, Threshold 2), however, the convolutions become too much for Ashley (who rolls only 1 hit, not quite enough). Ashley loses the sense of what the woman is saying, but still, there might be a reward . . .

Charisma-Linked Skills and Language

When a character attempts to influence someone using another language, her persuasive ability is limited by her ability to convey ideas and concepts in that language. To reflect this, whenever a character uses a Charisma-linked Social skill to interact with another character in a non-native tongue, the Social skill dice used may not exceed the character's Language skill rating.

Leon is trying to negotiate with a Japanese salaryman, but Leon's Japanese is rusty (skill rating 2). Even though Leon has Negotiation 5, he may only roll 2 skill dice on the Negotiation Test.

USING ATTRIBUTES

In some cases, there may simply be no skill applicable to a particular test. This specifically applies when a character relies on her own natural abilities rather than any trained proficiency.

ATTRIBUTE-ONLY TESTS

The gamemaster decides exactly when an attribute-only test is appropriate, as well as which attributes to apply. As a general rule, it is better to require two separate attributes to be used for a test, though in certain circumstances only one attribute may apply.

Composure (WIL + CHA)

There are many common occurrences in a shadowrunner's life—vicious violence, death, metahuman misery, scary monsters and magic—that would make average citizens crumple into whimpering, traumatized rag-dolls. Whenever a character encounters a situation that she has not been hardened to, the gamemaster can call for a composure test to see whether she faces the situation with cool resolve, temporarily freezes with shock, or trembles and pisses herself.

Composure is a Willpower + Charisma Test, with a threshold based on the severity of the situation (keeping in mind how often the character has faced similar things in the past). Certain situations are bound to become routine to shadowrunners (getting shot at, attacked by an angry spirit, or seeing the remains of a ghoul's meal); in these cases, gamemasters should no longer ask for composure tests.

Judge Intentions (INT + CHA)

A character who wants to use her natural empathy to gauge another character's emotional state, intentions, or honesty can make an Opposed Intuition + Charisma Test against the target's Willpower + Charisma. Note that this sort of "psychological" evaluation is never a certainty—it's just a way for a player to judge what her character "feels" about someone else. It should never serve as a lie detector or detailed psychological analysis. The gamemaster should simply use it as a way to convey gut feelings the character gets when dealing with another.

Lifting and Carrying (STR + BOD)

A character can lift off the ground 15 kilograms per point Strength without making a test. If the character wishes to lift more than that, she may make a Strength + Body Test. Each net hit increases the weight she can lift by 15 kilograms more.

A character can lift 5 kilograms per point Strength over her head without making a test. If the character wishes to lift more than that over her head, she may make a Strength + Body Test. Each net hit increases the weight she can lift by 5 kilograms more.

Characters can lift and carry their Strength x 10 kilograms in weight without any sort of test. Lifting and carrying more than that calls for a Strength + Body Test. Each hit increases the weight she can lift by 10 kilograms more.

For more details on carrying gear, see *Carrying Gear*, p. 300.

Memory (LOG + WIL)

If a character needs to remember an important fact or detail, the gamemaster can call for a Logic + Willpower Success Test. The threshold assigned should be based on how memorable or noticeable the item was: the face of the man that shot him seen close-up would be an easy task (threshold 1), whereas trying to remember the color of some random stranger's tie glimpsed for only a moment would be more difficult (threshold 3, or even 4). Dice pool modifiers should be applied based on how far back the memory goes or anything that might have prevented a character from taking in all of the details (poor lighting, distractions, etc.).

A character may also attempt to memorize something in advance. In this case, make a similar Logic + Willpower Test to determine how well the character retains the information. Memorizing long or drawn-out information may have a higher threshold. Each net hit from this test adds an extra die to any memory tests made to recall this information later on.

A character who glitches on a memory test forgets some details or gets some parts of it wrong. A critical glitch means that the character has deluded himself into believing something entirely different.

