

Note that characters may spend Edge to negate a glitch (see p. 67).

Pistons makes a Climbing Test to get over a chain link fence. Rolling 5 dice, she gets 1, 1, 1, 5, and 6. While she succeeds with two hits, she also glitches since she rolled three 1s. The gamemaster rules that she climbed over the fence, but slipped on the way down and ripped open the bag she was carrying, spilling the contents all over the ground.

Critical Glitches

If a character rolls a glitch *and* scores zero hits, then she has made a **critical glitch**. Critical glitches are far worse than regular glitches—they may cause serious injury or even threaten the character's life. The gamemaster decides the nature of the glitch based on dramatic effect. Perhaps the character's gun misfired or she hit a comrade with friendly fire, or her spell backfired at ground zero, or she accidentally set off the alarm.

Note that characters may spend Edge to downgrade a critical glitch to a regular non-catastrophic glitch (see p. 67; note that the character still fails).

If Pistons had not managed to get any hits in the previous example, rolling no 5s or 6s, then things would have been much worse. Not only would Pistons have failed to climb the fence, but her gear would have gotten entangled on the top, making her stuck at the top and unable to get down without assistance—hopefully before the security patrol arrives.

RULE OF SIX

The **Rule of Six** only applies to tests made with Edge dice (see p. 67). When Edge is spent on a test, any dice that roll sixes are counted as hits and then re-rolled. Thus dice rolled with Edge can potentially generate more than 1 hit (since you keep re-rolling sixes).

Jimmy No really needs to bluff his way past a guard, so he adds Edge dice to his Con Test. He rolls his Con 2 + Charisma 4 + Edge 4—a dice pool of 10 dice. He gets 1, 2, 2, 3, 3, 3, 4, 5, 6, and 6. That's 3 hits, but since he used Edge, the Rule of 6 applies and he gets to roll those two 6s again. He gets a 3 and a 6 for another hit, and then rolls that 6 again and gets a 5, for a total of 5 hits.

DIFFERENT TYPES OF TESTS

The basic information you've learned so far about tests applies to every test you make in *Shadowrun*. There are, however, three types of tests that may be called for: **Success Tests**, **Opposed Tests**, and **Extended Tests**.

SUCCESS TESTS

A Success Test is the standard test to see if a character can accomplish a given task, and how well. Use Success Tests when the character is exercising a skill or ability for immediate effect and is not directly opposed by another person or force.

To make a Success Test, the character rolls her dice pool and counts the number of hits, as described above.

Thresholds

Hits represent a measure of achievement on a test. In order to succeed completely on a Success Test, you must meet or exceed a gamemaster-determined **threshold** with your hits. The higher the threshold, the more difficult an action is. The standard threshold is 1 (so only 1 hit is necessary to succeed), though other tests may have a threshold as high as 4. The Difficulty Table lists a range of difficulty levels along with a standard threshold for each. In some cases, a threshold modifier may apply to an action, raising or lowering the threshold by the stated amount.

The more **net hits** a character scores (the more hits *exceed* the threshold), the more the task was pulled off with finesse and flair. So a character who rolls 4 hits on a threshold 2 test has scored 2 net hits.

The gamemaster does not have to (and should not) tell the player what the threshold for any test is before she rolls, unless the character has good reason to know exactly how difficult the action will be.

If the threshold is larger than the character's dice pool, then there is simply no way the character can succeed unless she spends Edge (see p. 67).

Leila wants to pilot her speedboat between two larger ships and then take a hard turn down a narrow canal. The gamemaster decides that this is much more difficult than a normal Pilot Watercraft Test and increases the threshold to 3. Leila has a Reaction of 4 and a Pilot Watercraft of 2. Leila rolls and gets 2 hits, but that's not enough to meet the threshold so she does not succeed.

BUYING HITS

Dice Pool	Automatic Hits
1–3	not possible
4–7	1
8–11	2
12–15	3
16–19	4
20–23	5
24–27	6
28–31	7
32–35	8
36–39	9

DIFFICULTY TABLE

Difficulty	Threshold
Easy	1
Average	2
Hard	3
Extreme	4