

SKILL GROUPS



Athletics (Usually Strength)

Climbing
Gymnastics
Running
Swimming

Biotech (Usually Logic)

Cybertechnology
First Aid
Medicine

Close Combat (Agility)

Blades
Clubs
Unarmed Combat

Conjuring (Magic)

Banishing
Binding
Summoning

Cracking (Logic)

Cybercombat
Electronic Warfare
Hacking

Electronics (Logic)

Computer
Data Search
Hardware
Software

Firearms (Agility)

Automatics
Longarms
Pistols

Influence (Charisma)

Con
Etiquette
Leadership
Negotiation

Mechanic (Logic)

Aeronautics Mechanic
Automotive Mechanic
Industrial Mechanic
Nautical Mechanic

Outdoors (Usually Intuition)

Navigation
Survival
Tracking

Sorcery (Magic)

Counterspelling
Ritual Spellcasting
Spellcasting

Stealth (Usually Intuition)

Disguise
Infiltration
Palming
Shadowing

Tasking (Resonance)

Compiling
Decompiling
Registering



ter must have a rating of at least 1 in a skill to take a specialization in it. Specializations may not be used with skill groups.

A specialization's rating is usually listed in parentheses after the skill name. For example, if a character with the Pistols skill at 3 specializes in the use of Revolvers, that character's skill and specialization would read Pistol 3 (Revolver +2).

Only one specialization is allowed per skill, and specializations are not allowed for skill groups. For more information on beginning the game with specializations, see *Creating a Shadowrunner*, p. 70. Characters may take on additional specializations during game play.

Neko wants a sneaky character whose specialty is urban areas. Neko takes the Urban specialization for her Infiltration skill. She writes in on her character sheet as Infiltration 5 (Urban + 2). That means she rolls 5 dice (plus attribute) for her skill on Infiltration Tests, and 7 dice (plus attribute) when infiltrating in an urban area.

DEFAULTING

Sometimes a character wants to attempt an action but does not have the necessary skill. A character in this situation can still act, however, she will find it more difficult to succeed than a character who has the needed skill. Improvising when your character doesn't have the necessary skill is called *defaulting*. Defaulting allows a character to still make the test using only the linked at-

tribute in their dice pool, but with a dice pool modifier of -1. Players can use Edge to augment this test. Note that characters may not default to any attribute other than the linked attribute.

Some tasks are simply too complex for someone who lacks the proper skill to attempt. These skills may not be defaulted on, as noted in the skill descriptions starting below.

Ashley may be stealthy, but she's no Houdini. One bad step has gotten her caught and cuffed. Now that the guard isn't looking, she has a chance to slip out. Too bad she doesn't have Escape Artist skill.

Without the skill, Ashley tries to default to its linked attribute—in this case her Agility of 4—leaving her only 3 dice to roll in her dice pool (4 minus the defaulting modifier of -1). Good luck, Ashley...

COMBAT ACTIVE SKILLS

These Active skills encompass a range of martial proficiencies. For details on using them in combat, see the *Combat* chapter, p. 131.

Archery (Agility)

Archery governs the use of muscle-powered projectile weapons.

Default: Yes

Skill Group: None

Specializations: Bows, Crossbows, Slingshots