



INCOMING FEED.....

Notation

The standard notation for a Success Test in *Shadowrun* uses the skill called for by the test plus the skill's linked attribute, followed by the number that indicates the threshold in parentheses. For example, a Success Test utilizing the Infiltration skill with a threshold of 3 would be written as: "Infiltration + Agility (3) Test."

If no threshold is listed, then the threshold for the test is 1. So only 1 hit is necessary to succeed in an Infiltration + Agility Test.

If an attribute-only Success Test is called for, use the attribute in place of the skill: "Agility + Body (3) Test."

OPPOSED TESTS

An Opposed Test occurs when two characters are in direct conflict with one another. In this case, the chance of success is not based so much on the situation as the opponent. When making an Opposed Test, both characters roll their dice pools and compare the number of hits they score. The character generating the greater number of hits achieves her goal.

In the event of a tie, the action is typically a stalemate, and the characters have to choose between continuing with another test or withdrawing. If the gamemaster needs or wants a result on a tie, then rule in favor of the defending character.

Max is holding a door shut while a security guard tries to push it open. This test has no appropriate skill, so

the gamemaster calls for a Strength + Body Opposed Test. Max rolls eight dice (STR 4 + BOD 4) and gets a 1, 2, 2, 4, 5, 5, 6, 6—four hits! The guard rolls nine dice (STR 5 + BOD 4) and gets 1, 2, 3, 3, 3, 4, 5, 5, 6—only 3 hits! Miraculously, Max barely holds the door shut while his team escapes.

Opposed Test Modifiers

Situational modifiers that affect both sides of an Opposed Test in an equal fashion are applied to both dice pools. Situational modifiers that give an advantage to one character in an Opposed Test over another are only applied to the one initiating the action, unless otherwise noted.

Note that thresholds are never applied to Opposed Tests.

Lyran is trying to talk her way past a local street gang that wants to mug her, which is handled as an Opposed Test. Everyone involved happens to be intoxicated (they just left the same party), so both groups suffer a -1 dice pool modifier. The gang is hostile to Lyran, however, so she suffers a -3 modifier on her part of the Opposed Test.

Opposed Test vs. a Group

Some situations may call for a character to act against an entire group of opposing characters, such as a runner trying to sneak past a group of guards. In this event, only roll once for