

the entire opposing group, using the highest dice pool available to the group, but add +1 die for each additional person in the group (maximum +5).

Lyran's attempt to negotiate past the gang failed, so she distracted them long enough to run down an alley and is now attempting to hide in a dumpster. The gang is trying to find her, so this is handled as an Opposed Test between Lyran's Infiltration skill and the gang's Perception. The gamemaster uses the highest Perception + Intuition dice pool among the gang (a score of 6), plus they get an extra die for each member involved in the search. Since all four members are searching, this means they get +3 dice to their part of the test.

Opposed Test Notation

When an Opposed Test is called for in *Shadowrun*, write it out using the skill + attribute called for on each side of the test: "Athletics + Strength Opposed Test." Many Opposed Tests, however, call for two different skills to be used against each other. For example, if a character is trying to sneak past a guard, the gamemaster would call for an "Opposed Test between the character's Infiltration + Agility and the guard's Perception + Intuition."

If the Opposed Test is between attributes, use the attribute in place of the skill: "Agility + Body Opposed Test."

EXTENDED TESTS

An Extended Test represents a series of tests that a character performs over time, such as a mechanic repairing a vehicle, a hacker programming a piece of software, or a scholar attempting to translate a foreign tome. When an Extended Test is called for, the player makes multiple tests and cumulates hits until she has enough hits to equal or exceed the threshold.

Rather than covering an overarching task (like working on a damaged car) with a single Extended Test, the gamemaster can instead divide it up into a specific set of goal-oriented sub-tasks (check-up, fix the engine, change the tires, upgrade the onboard computer, fill in the bullet holes) that are each handled separately.

Though it may seem that characters are guaranteed of success in an Extended Test over time, that is not always the case. The character may have a limited timeframe in which to accomplish the task, so she may run out of time before she finishes the job. The gamemaster can also limit the number of rolls under the assumption that if the character can't finish it with a certain amount of effort, she simply doesn't have the skills to complete it. A good limit is to allow a maximum number of rolls equal to the character's dice pool (so a character rolling 6 dice has 6 attempts to get it done). A character can also fail an Extended Test by glitching (see below).

Interval

The **interval** for an Extended Test is the time period that a character must work on a task in order to make a test. The interval period varies depending on the particular task. To simplify matters, we typically use intervals of 1 Combat Turn, 1 minute, 1 hour, 1 day, 1 week or 1 month.

Urgent Message...

EXTENDED TEST DIFFICULTIES

To quickly set the guidelines for an Extended Test, pick an appropriate interval and difficulty:

Task Time	Interval
Fast	1 Combat Turn
Quick	1 Minute
Short	10 Minutes
Average	30 Minutes
Long	1 Hour
Consuming	1 Day
Exhaustive	1 Week
Mammoth	1 Month

Task Difficulty	Threshold
Easy	4
Average	8
Hard	12
Extreme	16+

Chris's mechanic Slick runs a shadow garage on the side, repairing not-so-legal vehicles for friends. He's working on repairing a classic car owned by a local mob boss who wants it first thing in the morning—only 12 hours away. The car is pretty shot up, so the gamemaster Adam rules that this is an Extended Mechanic Test, with a threshold of 15 and an interval period of 1 hour. That means Chris has 12 tests in which to accumulate 15 hits.

After 1 hour of work, Chris makes a test with his dice pool of 7 (Mechanic 4 + Logic 3) and gets 1, 2, 4, 5, 5, 5, 6—that's a total of 4 hits on the first test. After 2 hours, he rolls again: 1, 1, 2, 4, 5, 5, 5—another 3 hits. After only two hours, Slick is almost halfway finished!

Extended Test Notation

When an Extended Test is called for, we write out the skill plus linked attribute used and follow it with the threshold and then the interval period in parentheses. So an Extended Test with a threshold of 5 and an interval of 1 hour is written: Swimming + Strength (5, 1 hour) Extended Test.

Interruptions

Unless otherwise noted, characters who are pursuing Extended Tests can break off from their work and return to it at a later time with no penalty. The gamemaster must keep track of how much accumulated time the character spends on the task, calling for a test once the time equals the interval period.

If the gamemaster chooses, however, some tasks must be restarted if they are interrupted because there is no way for the character to "save" her work—such as methodically finding one's way through a maze, for example.