

Edges And Flaws #9

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Troubleshooter (Skill)

Category: Skill Edge

Value: +2

A character with the Troubleshooter edge had a better aptitude towards finding an effective alternate approach to solving a problem when his initial attempt fails.

After failing a test involving the skill with which Troubleshooter is associated, the character does not suffer the traditional +2 modifier for a second attempt. If the second attempt fails, modifiers begin to accumulate normally, starting with a +2 for the third attempt, +4 for the fourth and so on.

This edge is only applicable for skills that allow multiple attempts, such as Build/Repair skills, Negotiations, Sorcery when used to create a focus or design a spell, etc. It can not be used to allow repetition of tests that are immediate in nature (shooting, spellcasting, driving, etc.) unless the rules permit additional attempts. In addition, if a skill requires that the character "Take The Time" he will still have to wait through the base time established during the first failed skill roll before making another attempt. (NOTE: SRIII rules do not effectively address the issue of time lost when a skill roll fails. Traditionally, the character has to work through the Base Time before discovering that their attempt at a task was a failure. Only then can they repeat the task.)

Pathfinder

Category: Mental Edge

Value: +1

A character with the Pathfinder edge maintains a passive memory of terrain through which she has traveled, be it a road, woodland trail, sewer, etc. This allows her to run, drive, and utilize stealth more effectively because she can anticipate the obstacles encountered during her initial travels.

When a character retraces (or reverse retraces) a path through which they have traveled within the last 24 hours, apply a -1 modifier to any physical tests required for passage, due to the character's ability to remember the location of downed trees (woods), hidden drains (sewers), potholes (streets), and so on. Generally, these tests would be restricted to Athletics, Stealth, and various Driving skills, as well as Quickness tests required to determine speed, agility, and the like.