

THE SKILL WEB

The Skill Web is a means of defaulting from one skill to another in much the same way as outlined on pages 84 and 85 of *Shadowrun, Third Edition*, with one major difference: the Skill Web allows defaulting from each skill to nearly any other skill, because the web represents how the various skills are related to one another, but the more the area of expertise covered by two skills differs, the higher the target number modifier that results.

The text in the frame has the rules needed to use the skill web; these were taken straight from *Shadowrun, Second Edition* page 68, which is copyright © 1992 by FASA Corporation. The text is included here only to clarify the skill web for players without access to *SRII*.

The decker ASDF needs to fire an FN-HAR, but he does not have Assault Rifles skill. He does have Pistols, however, and looking at the Skill Web, there is one dot between Assault Rifles and Pistols. Thus, the normal target number of 4 is increased by 2 (one dot was passed), to become 6.

In another example, Josh wants to negotiate over his payment with Mr. Johnson. Unfortunately, he doesn't have Negotiation skill, so he defaults to his Charisma Attribute. There are 3 dots between Charisma and Negotiation, so he must add a +6 target number modifier to his skill test.

OPEN TESTS

In an open test that defaults to another skill or an attribute, subtract two times the number of dots passed on the Skill Web from the result of the test.

Mary-Anne wants to sneak up on a security guard, but she does not have Stealth skill. She wants to substitute her Quickness attribute. As there are three dots

between Quickness and Stealth, Mary-Anne must subtract 6 from the result of her open test.

DICE POOLS

The maximum number of pool dice that may be used when defaulting is equal to one-half the skill actually being used, rounded down. In case an attribute is used, no pool dice at all may be rolled. This is the same as the normal dice pool rules on page 85 of *SR3*.

SPECIALIZATIONS AND DEFAULTING

A Specialization is considered to be half a dot away from its "parent" skill; that is, to default from a specialization rather than from a general skill adds an extra +1 to the target number. For example, defaulting from Pistols (Ares Predator) skill to Assault Rifles would add a +3 modifier to the target number: +2 for the single dot between the two skills, and another +1 for using a Specialization of Pistols skill.

You can get around this +1 modifier by using your base skill, but of course this means you don't get the extra dice provided by the Specialization.

(Note that the modifier also applies if you want to default to a Specialization for some reason. Why you'd want to do so is open to question, but it is possible.)

PARTIAL DEFAULTING

Sometimes, you need to make a test in a skill in which you have a very low rating. You can *partially default* to get more dice, at the cost of having a higher target number. Partial defaulting is only allowed if you already have the skill you must make a test with.

Choose the skill (or Attribute) you want to default to, and average it with the skill you need to roll a test in. The result, rounded down, is the number of dice you get to roll. Then count the dots between the two skills, and add a +1 modifier (not a +2) to the target number per dot passed.

Almost every skill is related to one or more other skills by a network of relationships called the *Skill Web*. Using the skill web allows characters with one skill to better perform functions properly belonging to another skill. They will, of course, not be as likely to succeed at their task as someone who has the proper skill.

There are two ways to use the Skill Web: by using a related skill or defaulting to an Attribute.

When using a related skill, trace a path from the desired skill to the one in which the character has a rating. It is not necessary to trace the shortest path. Count the number of circles passed, with each circle increasing the target number by +2. (Include the starting and ending circle in the total number.)

When defaulting to an Attribute, go to the desired Attribute's position on the web and trace a path from it to the listing for the desired skill. Again, each circle passed in tracing the path adds an additional +2 to the target number. (No one ever said it would be easy.)

It is only possible to trace a path in the direction of the arrows. If a player encounters an arrow pointing in a direction opposite to the path he or she is tracing when moving from skill to skill, or Attribute to skill, that path is blocked. He must find another way. Some skills simply do not connect to other skills or to some Attributes.

