

## Shadowrun Profile Sample

**Project Title:** Shadowrun by Chris Primero

**Project Type:** Shadowrun 5<sup>th</sup> Edition TTRPG

**Project Length:** 198 Pages

**Project Summary:** Proofreading homebrew project for playtesting and future publication

## Outtake

### MAKING TESTS

Shadowrun is filled with adventure, danger, and risk; and characters usually end up in the middle of it all. You determine what your character does in a situation and how well the character does it by making tests—rolling dice and comparing the result to a specific number. Can your character cast a spell? Does your character convince the Ancients that they had nothing to do with the theft of their bike? Does the troll at the bar dislike your character's face? Can your character knock down the troll who has just insulted him, then dodge the axe swings of the troll's buddies without spilling his drink?

The gamemaster will not require a player to make a test when the action is something that the character should be expected to do without difficulty. For example, if a character is driving downtown to buy soy milk and NERPS, no test is necessary. If the character suddenly found themself in a car chase, perhaps they ran a red light and Lonestar officer is in pursuit, then it's time to break out the dice.

**Dice Pools:** When a player makes a test, they roll a number of dice equal to their dice pool. The dice pool is the sum of the relevant skill or action, plus its linked attribute, plus or minus any modifiers that may apply. When a gamemaster calls for a test, he will provide the player with a description of the task at hand. The player will then choose the Skill or Action they will perform to complete the task. Each skill or action may require multiple dice beyond the D20. For example, the character may wish to add a Karma Die to help aid in the action, or they may have a Feat or Perk that might add additional or different dice to complete the task.

### ROLLING DICE

Shadowrun uses six types of polyhedral dice: four-sided (D4), six-sided (D6), eight-sided (D8), ten-sided (D10), twelve-sided (D12), and twenty-sided (D20). When rolling a ten-sided die (D10), read a "0" result as a 10. When you roll dice to resolve your character's actions, the dice are called Action dice. If you roll more than one die for an action, add the dice rolls together to get a single total. Rolling an Action dice is called making a test.