

test should be rolled: Threshold 1 for pads and Threshold 3 for mesh. If successful, the character can attempt to remove the pressure before it exceeds the device's weight allowance. This is very difficult, requiring a Reaction + Intuition (3) Test, with the character's Body serving as a negative dice pool modifier.

Sensors

Sensors are a form of passive security, waiting for a particular kind of input before sending an alarm signal. As long as this input never arrives, they remain silent.

Motion sensors pick up on movement. They transmit an ultrasonic field, and react to changes in that field when anything enters it. Intruders may detect the ultrasonic field by using an ultrasound sensor set to passive mode within 5 meters. Defeating a motion sensor requires that characters move very slowly through the field, one half-meter per Combat Turn, and succeeding in an Infiltration + Agility (3) Test. Characters amped for speed may find it difficult to maneuver in this way; apply a negative dice pool modifier equal to their extra Initiative Passes.

Sound detectors and **vibration detectors** utilize sensitive microphones to pick up sounds/vibrations. They can be programmed with pattern recognition algorithms to ignore some sounds/vibrations, but will easily pick up everything else not fitting within those parameters. Characters attempting to sneak by a known sound detector must succeed at an Infiltration + Agility (3) Test (Silence or Stealth spells can also be used). Some sound detectors maybe programmed to only trigger an alert when certain sounds are detected, such as gunshots (perhaps even triangulating the sound's origin with multiple detectors).

Security cameras fill a broad spectrum, from the standard visual type to low-light, infrared, and ultraviolet cameras or sensors. Cameras help security personnel maintain a secondary eye on every significant area of traffic when guards are patrolling, and maintain watch when personnel are not in physical or astral proximity.

Infrared, also known as **thermographic**, picks up on body heat signatures (but may be fooled with an improved Invisibility spell). One security trick is to use surfaces that are reflective on the infrared spectrum on corner areas, so that thermographic

CHEMICAL DETECTION MODIFIERS

Situation

| | |
|------------------------------------------------------|----|
| Every 10 rounds of ammunition | +1 |
| Every grenade | +1 |
| Every 30 grams of standard (non-plastique) explosive | +1 |
| Every 100 grams of plastique | +1 |
| Explosives/ammo contained in plastic | -1 |

Dice Pool Modifier

| |
|----|
| +1 |
| +1 |
| +1 |
| +1 |
| -1 |

CYBERWARE SCANNER TABLE

Item

| | |
|----------------------------|---|
| Standard cyberware, weapon | 1 |
| Alphaware, other items | 2 |
| Betaware | 3 |
| Deltaware | 4 |

Threshold

Situation

| | |
|--------------------------|----|
| 2 or more implants/items | +1 |
| 4 or more implants/items | +2 |
| 6+ implants/items | +3 |

Modifiers

| |
|----|
| +1 |
| +2 |
| +3 |

PHEROMONE SCANNER TABLE

Condition

| | |
|----------------------------------------------------|----|
| Character exertion (lifting, running, fighting) | +2 |
| Menstruating (females only) | +2 |

Dice Pool Modifier

| |
|----|
| +2 |
| +2 |

cameras can detect intruders from around corners where the cameras themselves cannot be normally seen.

Low-light sensors amplify the ambient light in order to produce an image in darkened spots (making the camera harder to spot), but may be overpowered with

bright light. Shadowrunners may take advantage of this with flashbang grenades (p. 313).

How well any of these cameras or sensors may be spotted will depend partially on well they are hidden. Typical cameras on fixed or pivoting mounts can be easily seen if characters are looking for them. Smaller micro-cameras have a threshold of 3 to be spotted with a Perception Test. If the camera is hidden, apply negative dice pool modifiers to the

Perception Test equivalent to the cover modifiers used in ranged combat (-2 partial, -4 good, -6 hidden).

Scanners

Scanners are active security measures; their job is to search for anything amiss, instead of waiting for a trigger.

Olfactory scanners, also known as **chemical detection systems** or **chemsniffers**, analyze molecules in the air for nitrogen-rich particles like those given off in explosives or firearm ammunition. To detect explosives or ammunition, roll a dice pool equal to the chemsniffer's rating against a threshold 2 (3 if the explosives/ammo are hermetically sealed). Apply modifiers as noted on the Chemical Detection Modifiers table.

Olfactory scanners can also be used as **pheromone scanners** to detect the pheromones that metahuman bodies release into the air. These are uncommon, but can be useful for detecting individuals who have otherwise effectively concealed themselves via technological or magical means from regular security devices. Pheromone scanners are sophisticated enough to tell the difference between a metahuman and an animal and can also pinpoint gender, but are otherwise not advanced enough to single out an individual. In order to pick up the scent, the scanner rolls its Device rating against a threshold of 3 (2 for characters with tailored pheromone bioware). The scanner's dice pool is further modified as noted on the Pheromone Scanner Table, above.