GEAR RATINGS *(Cont.)*

don't take up mount locations. Hold-outs don't have mounts. Pistols (including machine pistols) have a top mount and a barrel mount. SMGs, all rifles, and heavy weapons have a top mount, barrel mount, and underbarrel mount. Projectile weapons can only be equipped with a laser sight or a smartgun system.

Reach: All melee weapons have a Reach rating, an abstract value that rates the length of the weapon, giving its wielder an advantage over enemies with a lower Reach.

Recoil Compensation (RC): This lists the amount of recoil compensation a firearm has to offer, reducing the modifiers from a weapon's recoil (see *Recoil*, p. 142). Numbers in parentheses refer to full recoil compensation that only applies when all integral accessories are used (folding or detachable stocks and so forth).

Signal Rating: The output power of electronic transmitters (communications gear, wifi commlinks, sensors, and ECM). The effective Signal range is listed on the *Signal Rating Table*, p. 212).

shared, and cross-indexed, creating a potential datatrail back to the character. Likewise, purchasing habits are valuable information to marketing companies, so that they may tailor AR advertisements according to your specific history. It may be embarrassing to a street samurai to have a rival hacker invade his PAN and pinpoint his favorite convenience store as a place to stake out to ambush him, but it's even more embarrassing for the samurai's rep if that hacker spreads around the fact that he has a long purchasing history of buying used women's toe socks. Fake IDs (see p. 260) may of course be used to sidetrack the construction of any data profiles, but keep in mind that such

IDs may accumulate profiles of their own after long-term use, whether or not they are real.

Note that many standard goods can also be purchased on the black market. An Availability Test is usually not necessary, but the gamemaster should adjust the price as noted under *Street Values*.

BLACK MARKET GOODS

When it comes to the interesting stuff, the higher the Availability rating is, the harder it is to acquire the item.

The Availability Test

If a character wishes to purchase a controlled item on the black market, make a Negotiation + Charisma Extended Test with a threshold equal to the Availability and an interval based on the item's cost (see the Availability Interval table, p. 303).

If a character is willing to expend a little bit more cash, she can increase her chances of finding a willing buyer and expediting the sale. For every additional 25% of the item's value, the character gains an additional die on the Availability Test (maximum 10 extra dice). The character must declare her intention to spend more before making the Availability Test.

Glitches: If a character rolls a glitch on an Availability Test, her inquiries may have attracted some unwanted attention: Lone Star, a criminal syndicate, rivals or enemies, or something similar. If the character rolls a critical glitch, she may have somehow insulted someone important (cutting off that purchasing contact until amends are made) or may find herself caught in a black market sting operation.

Twitch (Charisma 3, Negotiation 3 with the Bargaining specialization) is looking to purchase an Ares Alpha (Availability 12F, Cost 1,700¥). His dice pool is 8 (3 + 3 + 2) for the Negotiation + Charisma (12, 2 day) Extended Test. With his first roll he gets 4 hits, and on his second roll he gets 3 more. Those 7 hits are good, but not good enough. After 4 days Twitch is still looking, but things are getting a little out of hand so he needs that assault rifle fast! He decides to pay three times the standard price (200% extra), which is worth a bonus of 8 dice on his roll. This time he gets 5 hits (for a total of 12) on the Extended Test, so on the sixth day of his search he's finally able to purchase the assault rifle for 5,100¥.

Fixers and Availability

A character may choose to have a fixer or other contact find the gear she's looking for. See *Swag*, p. 280, for details.

Street Values

There are many factors that may affect an item's worth on the street: whether or not it was stolen, used, used in a recent crime (you don't want to get caught

CONCEALABILITY TABLE

Concealability Modifier	Examples
–6	RFID tag, bug, slap patch, micro-electronics, micro-drone
–4	Holdout pistol, monowhip, ammo, credstick, chips/softs, sequencer/passkey
–2	Light pistol, knife, sap, microgrenade, flash-pak, jammer, minidrone
+0	Heavy pistol, taser, grenade, goggles, commlink
+2	Machine pistol, medkit, club
+4	SMG, stun baton, sword
+6	Assault rifle, katana