

carrying a murder weapon for a crime you didn't commit, do you?), how common or rare it is, how much the authorities have been cracking down on goods of that type, whether or not some syndicate has a monopolization of the supply channels, whether it's a counterfeit knock-off of some brand name item, and so on. Sometimes black market goods are much cheaper (no tax!), other times they're much more expensive. The gamemaster determines which variables affect the asking price, using the suggestions on the Street Costs table (at right) as a guideline.

FENCING GEAR

Characters may fence loot that they've obtained on a shadowrun. As with buying equipment, the value a character can get for fencing gear depends on its Availability: the higher the Availability rating, the better chance the character has for getting a good value from the sale.

The basic asking price for fenced gear is 30% of its original price. Fencing an item requires a Negotiation + Charisma (10, 6 hours) Extended Test. The character may add the item's Availability rating to her dice pool. She can also decide to reduce the asking price of the item in order to find a buyer more easily—for every deduction of 5 percent from the basic asking price, the character receives one bonus die to her dice pool. Other modifiers may apply, depending on the type and condition of the item, as determined by the gamemaster.

Characters may hire a fence or other contact to sell the item for them. See *Swag*, p. 280, for details on how this is handled.

Glitch: If a character rolls a glitch on a fencing test, her attempts have attracted attention from unwanted parties, as noted under Availability glitches, p. 302.

LEGALITY

To operate outside the law is part of a shadowrunner's job description. This not only includes criminal activity, but also the possession of a large array of prohibited items. This chapter features a wide range of gear, ownership of which is often considered illegal.

To reflect this, items are classified as *legal*, *restricted* (R), and *forbidden* (F). A legal item may be purchased freely and can be owned, transported, and used without restriction. Of course, if you commit a crime with it (for example, smashing

someone's skull with a toolbox or threatening someone with a baseball bat), you are subject to punishment, but this is due to the crime itself, not the item you used to commit it.

A restricted item may be purchased, owned, and transported under special circumstances. For example, you are allowed to purchase and own a gun when you have a firearms license for it. To carry a gun with you, you may need a more specific concealed carry permit. If you threaten someone with it or use it to shoot at someone, all the force of the law comes crashing down on you. Licenses can be obtained through legal channels, as long as you are an upright citizen in possession of a legal SIN. Shadowrunners with fake SINs can of course obtain similar fake licenses (see p. 333). A fake license is always connected to a fake SIN, and if one of them is exposed, the other will also become worthless.

A forbidden item may never be legally purchased or owned, let alone transported or used, by a private person. Don't get caught.

AVAILABILITY INTERVAL

Item's Cost	Interval
Up to 100¥	12 hours
101 to 1,000¥	1 day
1,001 to 10,000¥	2 days
10,001¥+	1 week

STREET COSTS

Situation	Cost Adjustment
Item counterfeit	-20%
Item stolen	-20%
Item used	-20%
Item used in a crime under investigation	-10%
Price war between rival dealers	-10%
Market flooded	-10%
Distribution channels monopolized	+20%
Law Enforcement crackdown on item	+50%
Market dry	+20%

IMPLANT GRADES

Grade	Essence Cost Multiplier	Cost Multiplier
Standard	x 1	x 1
Alphaware	x 0.8	x 2
Betaware	x 0.7	x 4
Deltaware	x 0.5	x 10

JURISDICTION

The law, of course, varies in different countries all over the world—and with megacorporate extraterritoriality in *Shadowrun*, sometimes from block to block. Police officers in one jurisdiction may of course turn a blind eye to the possession of certain items that would cost you your life if caught with in another. The legality restrictions in this book use the Seattle, UCAS, setting as a base guideline. Whenever the characters are in another national or corporate jurisdiction, the gamemaster determines exactly what the legalities and punishments are, as appropriate to his campaign.

CYBERWARE AND BIOWARE GRADES

Cyberware and bioware is available in four grades: standard, alphaware, betaware, and deltaware. Only standard and alphaware may be purchased at character creation. The prices for cyberware and bioware presented in this chapter are for standard 'ware (with the exception of cultured bioware, see p. 339). When purchasing implants of other grades, apply the Essence Cost and Cost adjustments as noted on the Implant Grades table (above).

Note that cyberware accessories must be of the same grade as the implant they are added to.