

COMMON COSTS

The following are common services the characters may wish to enjoy. Most such costs are subsumed by a character's Lifestyle, but these costs are provided for gamemaster reference. Prices listed are average and will vary depending on locale and circumstances.

Service	Cost
Dataterm	.5¥ per minute
Vending machine clothes ("flats")	5¥
Private room at restaurant or club	100¥ per hour
Private room with privacy features†	200¥ per hour
Safehouse	500¥ per day
Prostitute services	20–50¥
Meat puppet parlor	50¥ per hour
Escort service	100¥ per hour
Bodyguard service	200¥ per day
Medical insurance	200¥ per week
Housing	
Coffin hotel (24 hours)	30¥
Hostel (24 hours)	30¥
Motel room (per hour)	20¥
Motel room (24 hours)	100¥
Hotel room (24 hours)	200¥
Suite (24 hours)	500¥
Luxury suite (24 hours)	1,000¥
Food (per person)	
Vending machine meal	2¥
Fast food meal	5–10¥
Breakfast or Lunch	10–15¥
Dinner	20–25¥
Dinner at fancy restaurant	100–200¥
Entertainment	
Nightclub admission	15–50¥
Live Performance	10–200¥
Standard drinks	5¥
Premium drinks	10–15¥
Ticket to major sporting event	20–50¥
Season tickets	2,000¥
Trid movie or simflick	15¥
Sim/gaming parlor	30¥ per hour
Travel	
City Transport	
Public transport (bus, rail)	1¥ per 10 km
Public transport (1 week pass)	20¥
Taxi	1¥ per 1 km
Z-zone taxi*	10¥ per 1 km
Commuter air	10¥ per 1 km

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WIRELESS CONNECTIVITY

In 2070, almost every device is computerized and equipped with a wireless link—from guns to toasters to clothing to sensors to cyberware. As a rule, assume that any gear item that is electronic or mechanical has a wireless-enabled computer in it. Even non-electronic devices without moving parts may have a built-in computer, if it might be useful or convenient to the user (wouldn't you like to be able to download and play your favorite songs on your jacket?). The gamemaster has final determination over what items are wireless-enabled.

Even if a device isn't wireless, it may be tagged (see *RFID Tags*, p. 320). Many non-wireless items are tagged to identify the owner if stolen, while other feature sensor tags that monitor the item's functionality and alert the user if any malfunctions occur or servicing is necessary. This is even true of non-electronic cyberware, such as bone lacing—sensor tags are a convenient way of monitoring for stress fractures and other complications.

Sample Device ratings for items can be found on p. 214 of *The Wireless World*.

TURNING IT OFF

While wireless functionality is convenient, it is also a security risk. The drawback to being able to save files on your favorite rifle or cyberarm is that it might get hacked. Wireless devices also tend to leave a datatrail as they interact with other networks around you (one good reason to operate in hidden mode and keep everything in your PAN slaved to your commlink). Being careless with that can lead to someone tracking you down or pinpointing you at the scene of a crime. One way to prevent this is to load your devices up with IC and encryption—courtesy of your team's hacker—but another might be to simply turn it off.

Any device's wireless capability can be turned off with a simple command. Of course, that means it needs to be turned back on manually, unless you set it to reactivate at a specified time.

If you consider a device's wireless link to be a nuisance, you can have it removed completely with a Hardware + Logic (8, 10 minutes) Extended Test—or simply purchase a non-wireless device in the first place (always an option, though it may get you some funny looks). RFID tags can also be removed with a tag eraser (see p. 321).

GEAR LISTING

The following selection of items are available through fixers, fences, black market shops, online sites, and lore shops.

MELEE WEAPONS

Melee weapons are the basic hand-to-hand fighting implements still in use today (see *Melee Combat*, p. 146). This list does not include impromptu weapons created from material on hand (see *Melee Weapons Table*, p. 149, for examples).

The Damage Value for most melee weapons is based on the character's Strength ÷ 2, as modified by the weapon.

Note that cyberware melee weapons are detailed on p. 338.