

Fake License: For those who don't want to go through the standard legal channels, a fake license can be obtained for all kinds of restricted items (see *Legality*, p. 303) or activities (hunting, concealed carry, spellcasting, etc.)—as appropriate to the jurisdiction—can be obtained through the black market. Each type of item/activity requires a separate license. Though a digitally-signed electronic license can be carried on a commlink, licenses are also stored in (and verified through) various databases online. Each license is assigned to a particular ID/SIN (character's choice). Use the fake license's rating in an Opposed Test against the verification system's rating.

Fake System Identification Number (SIN): The SIN and its equivalents are what makes a mere metahuman being into a real person of the digital age. You get it when you are born and carry it with you until you die. It opens certain doors to you, and leaves others closed forever. Not to have it means to stand outside the system—making you into a non-entity, with restricted or non-existent civil rights. Shadowrunners only have a real SIN if they have the SINner quality (p. 83). Most runners don't one, either because they were unfortunate enough to be born poor or because they lost it in the Crash of '64.

Getting by without a SIN can be a pain, so runners settle for the next best thing—a fake. If it's high quality, nobody will ever recognize the difference. If it's low quality, you'd better not use it in high security settings. The rating of the fake SIN is used in Opposed Tests against the ratings of any verification systems trying to discern its authenticity.

Just like a real SIN, anytime you use a fake SIN for legitimate activity you will leave a datatrail in your wake. This means that runners often go through SINs like candy, discarding them when they've been used for traceable activity or begin to accumulate a profile that could be a detriment. Most runners will in fact have two or more fake SINs available at a time: one for legal activity like paying rent and going shopping, another for less savory activities, and possibly a third to be used only when you need to get out of town fast and undetected.

For more details on SINs, see *Identification, Please*, p. 258.

TOOLS

Building and repairing items requires the tools to do the job. Tools must be bought separately for their specific skills (for example, Automotive Mechanic tools, Armorer tools, or Hardware tools). A *kit* is portable and contains the basic gear to make repairs. A *shop* is transportable with a large vehicle. A *facility* is immobile because of the bulky and heavy machines involved. Shops and tools both are stocked with standard spare parts.

The gamemaster decides when a kit, shop, or facility is necessary for a particular build/repair job, and thus whether or not to apply an inadequate or unavailable tools modifier (see the Build/Repair Table, p. 125). At the gamemaster's discretion, certain specialized tools or unusual parts may need to be acquired separately.

VISION ENHANCERS

From hip sunglasses to protective goggles to chic monacles, basic vision enhancers come in several common forms. *Binoculars* are handheld, with built-in vision magnification; *contact lenses* are worn directly on the eyes; *goggles* are relatively large and robust devices that cover the eyes and are strapped to the head; *glasses* are lightweight frames worn on the bridge of the nose; *monocles* are worn on a headband with a flip-down arm, or on a chain; and *imaging scopes* are sometimes mounted on weapons (see p. 311). All such devices have wireless capability, though they may also be directly wired via fiberoptic cable (except contacts).

Flare Compensation: This protects the user from blinding flashes of light as well as simple glare. Flare compensation also protects users with thermographic vision from heat flashes and glare from infrared lighting. It eliminates the vision modifiers for glare.

Image Link: The image link either displays visual information (text, pictures, movies) in the field of vision or projects it onto the user's retina with a laser. Visual data is typically AR data received by the user's PAN, but other input is also accepted.

Low-Light Vision: This accessory allows the user to see normally in light levels as low as starlight. Total darkness still renders the user as blind as an unmodified person.

Smartlink: This accessory interacts with a smartgun system (p. 311) to project the weapon's angle of fire into the user's vision, centering red crosshairs where the user is pointing and highlighting perceived targets. The smartgun's

