laser rangefinder also calculates and displays the distance to the target. Additional data from the weapon, such as the ammunition level, heat buildup, and stress can also be displayed. Requires an image link.

Thermographic Vision: This enhancement enables vision in the infrared portion of the spectrum, enabling the user to see heat patterns. Thermographic vision is a very practical way to spot living beings in areas of total darkness (even though it's difficult to fully determine their type and appearance), to check if a motor or machine has been running lately, and to track heat footprints.

**Ultrasound:** The ultrasound accessory consists of an emitter that sends out continuous ultrasonic pulses and a receiver that picks up the echoes of these pulses to create a topographic ultrasound "map" that is laid over (or replaces) the user's normal visual sensory input. While ultrasound vision is perfect to "see" textures, calculate exact distances, and pick up things otherwise invisible to the naked eye (like people cloaked by an Invisibility spell), it is less adept at other tasks like perceiving colors and brightness. It cannot penetrate materials like glass that would be transparent to optical sensors.

The ultrasound sensor can be set to a passive mode, in which it does not emit ultrasonic pulses but still picks up ultrasound from outside sources (such as motion sensors or someone else's ultrasound sensors on active mode)

**Vision Enhancement:** Vision enhancement gives the character sharper vision. It adds its rating as a positive dice pool modifier to the user's visual Perception Tests.

Vision Magnification: This zoom function magnifies vision by up to 50 times, allowing distant targets to be seen clearly. It is available as both an optical (ideal for spellcasting at distant targets) or electronic (with real-time image correction) enhancement. For rules on using vision magnification in ranged combat, see p. 141.

## **Optical Devices**

These optical aids have many uses, one of which is enabling a magician to obtain optical (non-electronic) line of sight for spellcasting from cover. Spellcasting targeted through optics this way suffers a -3 dice pool modifier.

**Endoscope:** This is a 1-meter fiberoptic cable, of which the first 20 centimeters are made up of myomeric rope (p. 329) and an optical lens on each side. Allows the user to look around corners, through door slits, or into narrow spaces.

Mage Sight Goggles: These heavy goggles are connected to a myomeric rope (p. 329) wrapped around a fiberoptic cable that ends in an optical lens. The rope is available in lengths of 10, 20, or 30 meters.

**Periscope:** An L-shaped tube with two mirrors, the periscope allows the user to look (or shoot) around corners.

## **AUDIO ENHANCEMENTS**

Audio enhancements are commonly available as earbuds or headphones. Each will play audio input from AR or other sources.

Audio Enhancement: Audio enhancement allows the user to receive a broader spectrum of audio frequencies (including those outside the user's normal audible spectrum, like high and low frequencies) while experiencing finer discrimination of nuances and blocking out distracting background noise. Audio enhancement adds its Rating as a positive modifier to the user's Listening Perception Tests.

Select Sound Filter: This filter allows the user to block out background noise and focus on specific sounds or patterns of sounds (including sound, word, or speech pattern recognition). Each rating point allows the user to select a single sound group (such as a conversation or the breathing of a guard dog) and focus on it. The user can only actively

Vision Enhancement	Avail	Cost	
Binoculars	_	100¥	
Contact Lenses	6	50¥	
Glasses	_	25¥	
Goggles	_	50¥	
Endoscope	8	250¥	
Monocle	4	25¥	
Periscope	3	50¥	
Mage Sight Goggles	12R	2,000¥	
Enhancements			
Low Light	+4	+100¥	
Flare Compensation	+2	+50¥	
Image Link	_	+25¥	
Smartlink	+4R	+500¥	
Thermographic	+6	+100¥	
Ultrasound	+8	+1,000¥	
Vision Enhancement (Rating 1-3)	+4	+(Rating x 100)¥	
Vision Magnification	+2	+100¥	