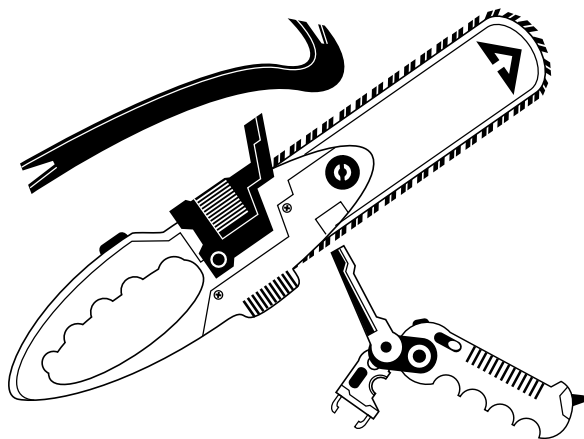


weapon (you might as well try to use a lighter). When used to cut through barriers, its Damage Value is 15.

Monofilament Chainsaw: The top of each chain segment on this portable motorized saw is covered with monofilament wire. Ideal for cutting through trees, doors, and other immovable objects, it is too unwieldy to make a good melee weapon (use Exotic Melee Weapon skill and apply a -2 dice pool modifier on attack and parry tests). When used against barriers, double its Damage Value).



Wire Clippers: Wire clippers double the user's effective Strength when cutting wire.

CHEMICALS

Rules for combat chemicals and other toxic substances can be found on p. 244.

Glue Sprayer: This fast-drying aerosol superglue allows the user to quickly seal off a portal (such as a door or window). The glue takes 1 Combat Turn to harden. Anyone attempting to force open the door must make a Strength + body Opposed Test against the glue's dice pool of 10.

Thermite Burning Bar: Thermite gel is an incendiary material that burns at extremely high temperatures. It is applied with the help of a burning bar—a rod of thermite and oxygen mounted on a handle and in a frame—that can be used to melt holes in iron, steel, and even plasteel. The ther-

mite burning bar inflicts Fire Damage with a DV of 20. It cannot be used as a weapon, as it must be carefully applied.

SURVIVAL GEAR

Common survival gear includes the following:

Chemsuit: This slick, impermeable garment is worn over other clothes and provides chemical protection equal to its rating (see *Chemical Protection*, p. 317). If worn with chemical-resistant armor, only the highest chemical protection rating applies.

Climbing Gear: Includes an ascent/descent harness, gloves, carabiners, crampons, and so forth.

Diving Gear: This underwater equipment includes a partial face mask with snorkel, a breathing regulator, an air tank with 2 hours of air, a wet suit, and a buoyancy compensator (an inflatable vest that can be used to send a diver to the surface when she can't get there on her own). The regulator and air tank protect against inhalation vector toxins just like a gas mask. The wet suit provides a +1 dice pool bonus for resisting Cold damage (p. 154).

Flashlight: Modern flashlights use long-lasting superbright LEDs. Durability and brightness depend on the size—the bigger, the better. Also available in low-light and infrared versions, reducing Visibility modifiers for low-light and thermographic vision, respectively.

Gas Mask: Completely covers the user's face and filters out toxic substances. It provides a bonus of +2 on toxic resistance tests against gas substances (see *Toxic Substances*, p. 245). Cannot be combined with a respirator.

Gecko Tape Gloves: These gloves are made of a special dry adhesive that incorporates millions of fine microscopic hairs that bonds to other surfaces. Individually these bonding forces are insignificant, but when combined, they are strong enough to stick a troll upside-down on a ceiling. Gecko tape gloves come as a set that includes gloves, kneepads and slip-on soles. A character using them is treated as if she were performing assisted climbing (see p. 115). These gloves are useless when wet.

GPS: This device measures signals received from either wireless access points or GPS (Global Positioning System) satellites and triangulates the user's exact location (plus or minus 5 meters). Commlinks do this automatically in wire-

B&E Gear	Availability	Cost	
Autopicker (Rating 1-6)	8R	Rating x 200¥	
Cellular Glove Molder (Rating 1-3)	12F	Rating x 200¥	
Chisel	—	20¥	
Keycard Copier (Rating 1-6)	8F	Rating x 300¥	
Lockpick Set	6R	300¥	
Maglock Passkey (Rating 1-6)	(Rating x 3)F	Rating x 2,000¥	
Miniwelder	2	250¥	
Monofilament Chainsaw	4	300¥	
Sequencer (Rating 1-6)	(Rating x 3)F	Rating x 200¥	
Wire clippers	—	25¥	
Exotic Melee Weapon	Reach	Damage	AP
Monofilament Chainsaw	1	5P	-2