

Armor Modifications

Worn armor can be upgraded with a range of modifications. Each of these is available in a rating between 1 and 6 (except chemical seal, which is unrated).

Chemical Protection: The application of water-resistant, nonporous, and impermeable materials helps protect the wearer against contact-vector chemical attacks (see *Toxin Protection*, p. 245). For full body armor, this will also protect against inhalation-vector attacks.

Chemical Seal: Only available to full body armor, the chemical seal is an actual airtight environmental control that takes 1 Complex Action to implement. It provides complete protection against contact and inhalation vector chemicals, and has a built-in 1-hour air supply.

Fire Resistance: Fire-retardant, heat-resistant, and non-flammable materials protect the wearer against Fire damage (see p. 155), adding its full rating to the armor value.

Insulation: Thermal fibers, insulating layers, and heat-retentive materials protect the wearer against Cold damage (see p. 154), adding its full rating to the armor value.

Nonconductivity: Electrical insulation and grounding materials protect the wearer against Electricity damage (see p. 154), adding its full rating to the armor value.

Shock Frills: These strips of “fur” are electrically charged when activated, standing on end and inflicting Electricity damage (p. 154) to anyone that comes into contact. this modification must be used with the nonconductivity modification (so that the wearer does not get shocked). Use unarmed Combat to attack with the frills. The frills hold 10 charges; when attached to a power point, they reload one charge per 10 seconds.

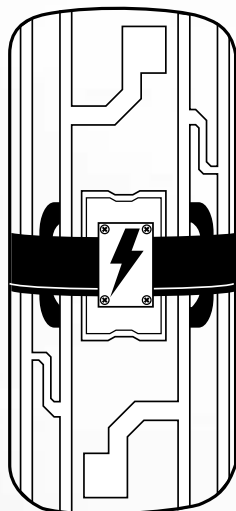
Thermal Damping: Designed to reduce the wearer’s thermal signature, inner layers capture and retain heat while outer layers maintain a surface temperature equal to the surrounding air. Thermal damping adds its rating as bonus to Infiltration Tests to avoid thermal sensors, thermographic vision, etc.

Helmets and Shields

Helmets and shields do not count as separate pieces of armor; instead, they modify the rating of worn armor by their rating (see *Armor and Encumbrance*, p. 149).

Due to the unwieldiness of a shield, a character using one suffers a –1 dice pool modifier on any physical tests (including attacks). Shields can also be used as a melee weapon (using the Exotic Melee Weapon skill).

Shields may be upgraded with the chemical protection, fire resistance, and nonconductivity armor modifications. When combining armor and a shield, only one of them provides the modification bonus (wearer’s choice).



Helmet: Helmets come in a wide variety of shapes and sizes, but their common purpose is to protect the head from trauma. Helmets are often tricked out with accessories such as trode nets and visual aids.

Ballistic Shield: This large opaque shield is used for house raids and other SWAT activities. It features a clear plastic window and a built-in ladder frame along the inside so that it can be used to climb over small obstacles.

Riot Shield: The riot shield is made from clear plasteel and is mainly used for riot control.

Taser Shield: As an added crowd control measure, a taser shield can be used to shock anyone who comes into contact with it, inflicting Electricity damage (see p. 154). The taser shield holds 20 charges; when attached to a power point, it reloads one charge per 10 seconds.

ELECTRONICS

For complete coverage of the Matrix attributes used by electronics equipment, see p. 212.

Commlink

Commlinks are the universal Matrix access device, used by everyone to be online all-the time, control all of their electronics, access their ID and accounts, and enhance their experiences with augmented and virtual reality. For an exploration of the commlink’s uses, see *Commlinks and Networking*, p. 210. A range of stock commlinks and operating systems are provided;

Though variations exist according to different models, the standard commlink contains most of the following fea-