private militarized sec forces with anything-goes extraterritoriality on their side. They are charged with maintaining a presence (physical, wireless, or astral), patrolling, and personally ensuring that everything—building, inventory, and residents/visitors/employees—remain safe and secure. They are trained to respond to intrusions and threats according to a pre-established response plan, which may range from "lockdown and call the cops" to "lockdown, call in backup, scramble a highly-armed threat response squad, and blast anything that moves." Smart shadowrunners would do well to attempt to learn their standard operating procedures in order to avoid them or neutralize them, as necessary. Examples of how to handle security at differing threat levels can be found in the *Friends and Foes* chapter, p. 271.

Security magicians tend to be rare, and are only typically found on site at important secure sites; bound spirits (p. 180) are more commonly employed, with orders to alert/obey on-site security. Private contractors that offer magical security typically have magicians that astrally patrol a selection of sites and respond to alarms with spirit backup.

Spiders (sec hackers/riggers) are more common, and may serve as the focal point for site's security operations—though not always from on-site. They typically field an assortment of sensors and drones.

Guard animals are sometimes used, including paranormal watch critters and normal guard dogs, sometimes augmented with cyberware or bioware. Guard critters are usually only used in remote or restricted areas (within facilities, where the critters cannot escape), and safeguards are used to disable or track the critters should they get out of control.

TECHNICAL SECURITY

Technical security includes **alarms, sensors, scanners, locks,** and **automated systems.** Anyone truly concerned about security—from Mom and Pop stores wanting a simple alarm, to AAA megacorps outfitted with all of the above—will incorporate some form of sensors, locks, and more.

Hacking Devices: Technical devices are never foolproof, of course, and can be fooled or subverted, either by hacking into them (via wired Matrix or wireless network if they feature wi-fi connectivity) or by manual manipulation. The rules for hacking are detailed in *The Wireless World,* p. 205.

Unless otherwise noted, manually manipulating a device typically requires a Hardware + Logic (Device rating x 2, 1 Combat Turn) Extended Test—the character also needs a hardware tool kit (see p. 323); apply modifiers as appropriate from the Build/Repair Table, p. 125. The gamemaster should feel free to adjust the threshold and interval for this test as he feels appropriate for the device or situation.

Alarms

Alarms, a form of passive security, are one of the most basic elements of a technical-based security system. Alarms serve to alert guards, security hackers/riggers, or remote monitoring services that something is amiss and must be dealt with. Alarms may be silent, alerting only the security or police in order to catch intruders unaware, or they may go off as flashing lights and loud warning klaxons that resound throughout the building. Individual components of a security system may be alarmed, like a fire door that triggers a warning bell when opened.

Many alarms, particularly on doors and windows, are based on electrical circuits. While closed, the circuit is complete and no alarm will sound. If the door or window is opened, however, the circuit is broken, triggering the alarm. Windows may have alarm circuits wired into the glass, so if the glass is broken an alarm goes off. To bypass such alarms, the circuit's electrical contacts must be fooled while the door/window is open. This requires a Hardware + Logic (5, 1 minute) Test, though depending on the design it may be more difficult.

Capacitance wire, or **proximity wire,** detects the electrical charge of a metahuman body (or animal) within 2 meters. It is often used around a building's perimeter fencing, on secure entranceways, or on special objects, and either triggers a regular alarm or switches on security cameras and other measures. For redundancy, it might be used in conjunction with motion sensors (see p. 254).

Trip Beams

Trip beams are used as perimeter alarms or across entranceways. Trip beams consist of lasers that emit visible or infrared light, mirrors, and laser detectors. If the beam of light is interrupted (by someone or something passing through it), the alarm goes off. These systems can be very complex and sometimes labyrinthine, requiring anywhere from several to twenty or more mirrors and reflectors in order to aim the light beam where desired. Noticing a trip beam requires a Perception + Intuition (2) Test for visible beams, or a threshold of 3 for infrared beams. Laser beams are more noticeable in smoke or if an aerosol spray is used (though this might trigger some sensitive systems in environmentally-controlled areas), so apply a +2 dice pool modifier to the Perception Test in those conditions.

Squeezing past a trip beam maze requires an Agility + Reaction Test against a gamemaster-determined threshold. Trip beams may also be fooled by simultaneously lining up proxy laser emitters of the proper wattage into each detector on the system, requiring a similar Agility + Reaction Test. A calibrated system of mirrors may also be used to re-arrange the trip beam pattern so that someone can pass through.

Pressure Pads

Pressure pads complement any indoor security in areas that are restrictive or off-limits to unauthorized personnel (particularly as at night, when no one should be about). These are weight-triggered sensors that will react to any amount of weight, or when there is too much weight beyond a pre-programmed amount (where the maximum allowable weight is five or ten pounds heavier than the heaviest authorized individual). **Pressure mesh** works similarly, but is largely for outdoor use and installed in the ground, and is less sensitive than pads. Noticing pressure mesh or pads is very difficult, requiring a Perception Test threshold of 3 for pads and 4 for mesh. If a character steps on a pad, however, it is more apparent (reduce the threshold by 2)—but by then it is usually too late. After a character steps onto the mesh or pad, however, a second Perception