

sounds that are occurring on the other side of the surface. Use Perception + Device rating for the listener's Perception Test. Maximum range is 100 meters.

Laser Range Finder: This simple sensor emits a laser beam that is reflected off a target's surface and picked up by a detector to calculate the exact distance.

MAD Scanner: The MAD (Magnetic Anomaly Detection) scanner is used to detect weapons and concentrations of metal. It has a maximum range of 5 meters. See p. 255.

Microphone: A standard omnidirectional audio pick-up that can be upgraded with audio enhancements (p. 324)

Motion Sensor: This sensor uses ultrasound to detect drastic changes in the ambient temperature caused by movement. See p. 254.

Olfactory Scanner: The olfactory sensor picks up and analyzes the molecules in the air. It works in the same way as the olfactory booster (p. 331).

Radio Signal Scanner: The radio signal scanner locates and locks in on radio traffic from RFID tags, wireless networks, and other transmitters, and is especially useful at capturing signals originating from nearby. The scanner can also measure a signal's strength and pinpoint its location. Treat the scanner as if it were a Sniffer program (see p. 227) equal to its rating; see p. 225 for rules on detecting and intercepting wireless signals.

SECURITY DEVICES

For more details on security systems, see p. 251.

Key Lock: Even in the wireless world, there are still some mechanical key locks around—some for nostalgia, some for the simple fact that many burglars don't expect them, and others because they haven't been replaced within the last 60 years. For more details, see *Locks*, p. 255.

Maglock: Maglocks are electronic locks with a variety of access control options, from keypads to passcards to biometrics. For more information, see *Maglocks*, p. 255.

Restraints: Standard metal restraints (with mechanical or wireless-controlled lock) have Armor/Structure ratings of 12 (see *Barriers*, p. 157). Modern plasteel restraints that are heat-fused and remain in place until the subject is cut free have Armor/Structure ratings of 15. Disposable plastic straps that are lightweight and easy to carry in bundles have Armor/Structure ratings of 6. Containment manacles

are attached to a prisoner's wrists or ankles to prevent her from extending a cyber-implant weapon, and have Armor/Structure ratings of 12.

BREAKING AND ENTERING TOOLS

Autopicker: This lockpick gun is a quick and effective way of bypassing mechanical locks. The autopicker's rating added as a dice pool modifier to the Locksmith + Agility Test to pick the lock (see p. 125), or used in place of Locksmith skill if the character lacks it.

Cellular Glove Molder: This device will take a finger or palm print and mold a "sleeve" that can be worn to mimic the print (see *Print Scanners*, p. 256).

Chisel: The chisel doubles the user's effective Strength when breaking in a door or similar obstacle by force.

Keycard Copier: The keycard copier allows the user to copy a stolen keycard in seconds before returning it to its owner. A new keycard can then be manufactured with a Hardware + Logic (8, 1 hour) Extended Test. When used, the forged keycard uses its rating in an Opposed Test against the maglock (see *Maglocks*, p. 255). Note that some security systems will note the unusual usage of duplicate keys (such as using a forged key to get inside a lab when the original key was used to get in recently and hasn't left yet).

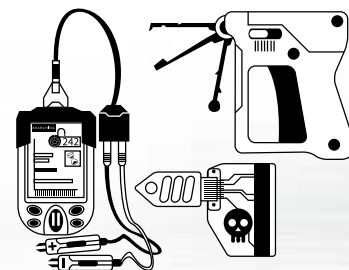
Lockpick Set: These mechanical burglary devices are used to overcome key locks. They are considered necessary tools for the task.

Maglock Passkey:

The passkey can be inserted into a cardreader's maglock, fooling it into believing that a legitimate passkey has been inserted. See *Maglocks*, p. 255.

Maglock Sequencer:

An electronic device required to defeat keypad-maglocks (see *Maglocks*, p. 255).



Miniwelder: This portable device creates a small electric arc to melt metals and other materials in order to separate them or weld them together. Its power supply provides it with a running time of 30 minutes. While creating an intense heat, the arc is much too small to make a good

Security Devices

Security Devices	Avail	Cost
Key Lock (Rating 1–6)	—	Rating x 10¥
Maglock (Rating 1–6)	—	Rating x 100¥
Keypad or Card-reader	—	+50¥
Anti-Tamper Circuits (Rating 1–4)	—	+(Rating x 100¥)
Biometric Reader (per reader)	+4	+200¥

Restraints

Metal	—	20¥
Plasteel	6R	50¥
Plastic (per 10)	—	1¥
Containment Manacles	6R	200¥