



day/night patterns. When worn in an appropriate environment, the suit inflicts a -2 Perception Test dice pool modifier to spot the wearer (if worn in an inappropriate environment, it incurs a +2 bonus instead). Also armored for additional protection.

Chameleon Suit: A full body suit made from ruthenium polymers supported by a sensor suite that scans the surroundings and replicates the images at the proper perspectives, providing the wearer with chameleon abilities. Apply a -4 dice pool modifier to Perception Tests to see the wearer. Also armored for additional protection.

Full Body Armor: Worn by military and security personnel around the world, full body armor is often styled for intimidation as much as ease of movement. It features a padded undersuit, over which patches of liquid armor gel and extensive armor plates are attached. Though surprisingly lightweight, full body armor is certain to draw attention. In addition to an array of useful tactical gear and webbing, full body armor can be outfitted with environ-

mental adaptation (for hot or cold environments) and/or a chemical seal to completely protect the wearer from toxic environments or attacks.

Full body armor is electronically integrated with a wireless link, and can be enhanced with additional features such as vision enhancements, tracking/RFID signals, smartlink, and more.

The armor suit's helmet incorporates a wireless link and can be equipped with any of the vision enhancements noted on p. 323.

Lined Coat: Reminiscent of the long dusters worn in the days of the Wild West, lined coats offer good protection and also provide an additional -2 Concealability modifier to items hidden underneath.

Urban Explorer Jumpsuit: Ideal for messengers, athletes, and anyone on-the-go, these colorful jumpsuits are well-ventilated for lots of action but surprisingly protective with light-weight densiplast and liquid reactive armor. Features a built-in music-player and biomonitor (see p. 329).

Clothing	Ballistic/Impact	Availability	Cost
Clothing	0/0	—	20–100,000¥
Feedback Clothing	—	+8	+500¥
Leather Jacket	2/2	—	200¥
Armor			
Actioneer Business Clothes	5/3	8	1,500¥
Armor Clothing	4/0	2	500¥
Armor Jacket	8/6	2	900¥
Armor Vest	6/4	4	600¥
Camouflage Suit	8/6	4	1,200¥
Chameleon Suit	6/4	10R	8,000¥
Full Body Armor	10/8	14R	6,000¥
Helmet	+2/+2	—	+1,000¥
Chemical Seal	—	+6	+5,000¥
Environment Adaptation	—	+3	+2,000¥
Lined Coat	6/4	2	700¥
Urban Explorer Jumpsuit	6/6	8	500¥
Helmet	-/+2	—	+50¥
Armor Modifications			
Chemical Protection	—	8	Rating x 250¥
Fire Resistance	—	4	Rating x 100¥
Insulation	—	4	Rating x 150¥
Nonconductivity	—	6	Rating x 200¥
Shock Frills	—	6R	200¥
Thermal Damping	—	10F	Rating x 500¥
Helmets and Shields			
Helmet	+1/+2	2	100¥
Ballistic Shield	+6/+4	12R	1,500¥
Riot Shield	+2/+6	6R	200¥
Taser Shield	+2/+6	10R	750¥
Unarmed Combat			
Shock Frills	Reach	Damage	AP
	—	6S(e)	-half
Exotic Melee Weapon			
Riot Shield	Reach	Damage	AP
	—	(STR/2)S	+2
Taser Armor/Shield	—	6S(e)	-half

