

Barriers

Barriers include fences, walls, and other obstructions that serve as a deterrent to keep people and animals out, prevent intruders from escaping, or deter surveillance or terrorist attacks (like car bombs). These can be strewn about the perimeter, set along restricted roadways, or integrated into a building's internal or outer security. They may be supplemented with various sensors, cameras, gun turrets, or scanners (see *Technical*, p. 253). Rules for climbing over barriers can be found on p. 115.

Wooden, stone, chain-link, and electrified fences are most likely set around the perimeter and may feature barbed wire, concertina wire, or even monowire along the top. Climbing past fencetop wiring requires a Climbing + Agility (3) Test; if the character fails, she takes damage. See the Fencing Table for the thresholds needed to spot an electrified fence (as separate from a regular fence) or monowire with a Perception Test, as well as the damages these defensive features cause to someone that fails to bypass them. Damage is resisted with Impact armor. Note that protective mats may be thrown over barbed/concertina wire or electric fending to climb over them without damage.

Walls come in all sorts of compositions—usually brick, stone, plasticrete, concrete, or drywall—and may be specifically intended to protect against explosions or penetration. For details on attacking through or bypassing walls, see *Barriers*, p. 157. Plumbing, heating, ventilation, and air conditioning systems are often found with in walls, and can increase the wall's Armor rating.

Wires

Wire might also be strung along the ground, sometimes hidden by foliage, or set up like a fence, wrapped around or through poles and stakes. This makes it more difficult to spot, and thus more dangerous to anyone unfamiliar with the territory. Characters that fail to spot the wire with a Perception Test (see the Fence Table) run into it and take damage.

Lighting

Good indoor and outdoor lighting can be a further deterrent to intrusion, as it raises the chances for security to spot unauthorized personnel. Lights are usually controlled via wi-fi to activate at predetermined times (like outdoor lights, which are only needed at night) or events (like when a sensor detects movement in its area; see *Sensors*, p.254). Indoor lighting can either be manually controlled with a regular on/off switch, or programmed to respond to motion or daily activity (such as the start of the business day). Most switches can be subverted with a Hardware + Logic (5, 1 Combat Turn) Extended Test.

Most lighting is incandescent, fluorescent, or white light halogen-quartz, though occasionally gas-discharge may be used for high-wattage exterior lighting (taking 5 minutes to warm up)

Active Infrared: Unobtrusive security lighting for augmented vision and sensors. Apply the Partial Light modifier (p. 117) to any characters without low-light or thermographic vision.

Ultraviolet: Forensic and security lighting, used for catching dye-marked trespassers or locating fingerprints and other biological evidence. Ultraviolet lights emit light in both the ultraviolet and blue end of the visible light spectrum. When exposed to high levels of the light for several minutes or more, characters

can suffer from glare (see p. 117) if not wearing amber-tinted eyewear or some form of flare compensation. They may also suffer from burns on unprotected skin as determined by the game-master (3P suggested).

Doors and Windows

Doors and windows are common entrance and egress points not only for normal use, but for breaking-and-entering. Doors follow the standard rules for barriers (p. 157), and are typically augmented with locks (p. 255), alarms, and/or sensors (p. 254).

Windows tend to be polarized in 2070 (preventing an outside spellcaster from targeting anything inside), though their tinting is often voice- or wireless-controlled. Transparent concrete is also used, providing all the lighting of glass with the barrier value of a concrete wall.

HVAC

Heating, ventilation and air conditioning (HVAC) systems are an often-overlooked part of security design. Industrial HVAC systems may use ductwork large enough for a metahuman to fit inside (though orks and trolls simply might not fit). Crawling through ductwork is a laborious process, with a typical movement rate of 1 meter per Combat Turn. Characters may often encounter fan units in the ducting, which require a Hardware + Logic (2) Test to disable. Fans might also be alarmed in the same manner as doors and windows. If a character sticks her hand, falls, or is otherwise forced into a working fan, that character will suffer 3P damage from ductwork fans and 6P from main fans.

Some facilities employ an air duct “cooking system” that scorches passing air with UV light, killing most airborne pathogens and preventing their spread through the facility. These UV furnaces pose no hazard to metahumans that pass through, and they can be disabled with a Hardware + Logic (2) Test.

Personnel

Personnel include security guards, mages, and hackers/riggers (spiders). Depending on the site, these may be rent-a-cops armed with nonlethal weaponry, experienced private security contractors like Lone Star or Knight Errant with the right to employ lethal force in self defense, or a corp's own

FENCING TABLE

Wire	Threshold	Damage
Barbed	1	4P
Concertina	1	5P
Monowire	3	8P
Electrified	2	5S (Electrical damage, see p. 154)