

for their metatype. Modified gear typically costs 110% of the standard price, though it may rise as high as 125%. The gamemaster determines when such cases arise. (As a rule, we suggest that metatype modification costs not be incurred for any gear purchased during character creation.)

## USING UNADAPTED GEAR

When using an item not customized for their hand sizes, dwarf and troll characters receive a -2 modifier on their dice pools. This modifier also applies in reverse; an elf trying to use a dwarf-modified weapon suffers a -2 dice pool modifier. This effect is also cumulative, so a dwarf forced to use a troll-modified tool (or vice versa) would suffer a -4 dice pool modifier.

## CONCEALING GEAR

Surprise is a shadowrunner's best friend, and there's no backup better than an ankle-holstered pistol. Runners commonly carry gear that they don't want casual onlookers to know about, whether it's illegal, would attract unwanted attention, or is intended to be an ace in the hole. Certain items are more easily concealed than others of course; packing a holdout pistol without notice tends to be easy, but trying to hide a katana under your long coat is challenging at best.

To determine if someone notices a worn or carried item, make a Perception Test and apply a Concealability dice pool modifier as appropriate to the item. The Concealability Table (p. 302) lists a selection of items and the standard modifiers they apply. If a character is intentionally trying to hide something, treat this as an Opposed Test against the concealing character's Palming + Agility Test.

Some gear is specifically designed to be more concealable, or is crafted in such a way as to make it easier to hide other items (like a long coat with hidden pockets). These items apply a special Concealability modifier as noted in their descriptions.

### Physical Searches

What if someone pats your character down, looking for contraband? In this case, the searching character makes an Agility + Intuition Test, and Concealability modifiers only apply at half their value (round down).

## AVAILABILITY & BUYING GEAR

The Availability rating represents how easy (or hard) it is to acquire a piece of equipment. Availability represents a range of factors: scarcity, legality, distribution issues, and so on.

### STANDARD GOODS

Most standard items have no Availability rating, which means that they can be purchased normally from a retail vendor—either an actual physical location or an online Matrix store. In this case, the character merely has to pay the listed cost for the item. The gamemaster should feel free to adjust the cost according to local market fluctuations.

Though standard goods are easy to buy, there are drawbacks. Data mining in 2070 has advanced to the point where records of legal purchases are almost always kept,

## GEAR RATINGS (Cont.)

**Cost:** This is the base price a character must pay to buy the item. If the item is legal, this is the standard price found at stores or online. Note that rare and/or illegal items may cost less or more depending on certain black market variations (see *Street Values*, p. 302). Cost is also subject to local supply and demand, so the gamemaster should feel free to adjust it accordingly for certain settings.

**Damage Value:** A weapon's Damage Value represents the amount of damage it causes when it hits a target. Damage Values consist of a number (the boxes of damage inflicted) and a letter indicating the type of damage caused: P for Physical, S for Stun. See *Damage*, p. 152.

A notation of (f) following the DV means that the weapon's damage and AP is precalculated for flechette ammunition (see p. 313). A notation of (e) indicates the weapon inflicts Electricity damage (see p. 154).

**Device Rating:** The Device rating determines the overall quality and effectiveness of an item. When the item provides a bonus to certain types of tests, apply the rating as a dice pool bonus to the test. For example, a medkit with a Device rating of 3 would add three dice to First Aid Tests, while a medkit with a rating of 5 adds five dice. In some cases, a Device rating may be used in place of a character attribute, such as a medkit that is hooked up to a patient and allowed to work without a character's supervision.

**Essence Cost:** All cyberware and bioware implants have an Essence cost, representing the reduction of the character's Essence rating that occurs when the 'ware is implanted. Essence costs for cyberware and bioware are tracked separately; only the highest amount is applied to the character's essence in full, the lesser amount is applied at half its value to the character's Essence (see *Essence*, p. 61).

**Mode:** A firearm's firing mode indicates the rate of fire it is capable of. Some weapons have more than one mode available, so characters may switch between them (see *Firearms*, p. 142). The firing modes are: SS (single-shot), SA (semi-automatic), BF (burst fire), and FA (full auto).

**Mounts:** Shows where a weapon accessory can be attached to a weapon: underbarrel, barrel, or top-mount. Only one accessory can be attached to a particular mount. Integral accessories (those that come with the weapon)

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Urgent Message...

