INCOMING FEED......

Tripchips

Description: Like moodchips, tripchip BTLs primarily produce sensory output, flooding the user with interesting visual, auditory, tactile, taste, and olfactory sensations. These can be simple effects, or they can be advanced sensations such as simulating being underwater. The latest craze is deliberately induced synaesthesia with jacked up sensory levels and the RAS override disabled, allowing users to experience their surroundings in an entirely new way.

SECURITY SYSTEMS

By the 2070s, security is a ubiquitous presence and concern. Everyone, from corporations to the average person, has a measure of security surrounding buildings, communications, and other items of interest to them. Invariably, characters will come across security (physical, technical, wireless, magical, and so on) within a game; gamemasters are encouraged to come up with realistic systems that are challenging and fun for them to work with.

PHYSICAL SECURITY

Physical security provides a base level of protection that is often augmented with other types in order to prevent intrusion. If security can keep potential criminals from even entering or obtaining what it is they want in the first place, it can save a lot of time, energy, and money on other measures.

Landscaping

Landscaping, sometimes an overlooked component of physical security, can help provide obstacles or barriers to approach. This includes everything from the placement of trees and shrubs, to working with the surrounding land or creating hills, gullies and lakes. The idea is to make it difficult for unauthorized personnel to enter the grounds without being spotted, trapped, intercepted, or maybe even killed. Landscaping may also be designed to prevent an intruder (or "protected" personnel) from escaping easily, so that security personnel can easily cut them and detain them if alerted to their presence.

Trees, dense brush, and hedges can provide cover for sensors, wires, cameras, tiger pits, secret entrances or exits, or automated gun systems. Along with ponds and lakes, they can also provide natural barriers. These features are not usually planted adjacent to buildings themselves, so as not to provide cover or entry assistance for intruders (such as a tall tree allowing for entry into a second or third story window). Dense brush and ground cover are also difficult for an intruder to bypass without creating noise (apply an appropriate modifier to a character's Infiltration Tests), and may be coupled with acoustic sensors.

Some corporations also experiment with using Awakened plant life as security (see *Magical Security*, p. 256) to supplement or even supplant the need for roaming guards or critters.