

*"Nothing to Fear if You've Got the Gear."*

—Street Proverb

This section introduces rules for gear—carrying, concealing, and purchasing—and provides you with a fine selection of the legal, illegal, and downright evil stuff used on the streets of 2070.

Note that starting characters may not purchase items with a rating greater than 6 or an Availability greater than 12. Once the game is on, characters are free to try to get their hands on anything they can buy, scam, or steal—within the gamemaster's discretion, of course.

## GEAR RATINGS

Every gear item described in this chapter includes a set of statistics. Every item has a Cost, and most items have an Availability and Device rating. The other statistics depend on the type of item and are explained in the Gear Ratings sidebar.

## CARRYING GEAR

As long as your players are reasonable about the carrying abilities of their characters, there is absolutely no need for the gamemaster to micromanage weights and encumbrance (and if they aren't reasonable, feel free to penalize them appropriately).

There may be circumstances, however, when knowing roughly how much your character can carry may have an impact on the storyline—like when you're trying to make it out the corporate compound's gate with an armload of prototype electronics and your unconscious dwarf buddy over your shoulder before the cyberdogs get you. In this case, the rules for *Lifting and Carrying*, p. 130, provide an appropriate starting point.

## CARRYING CAPACITY

Characters can lift and carry their Strength x 10 kilograms in weight without any sort of test—this is your carrying capacity. Lifting and carrying more calls for a Strength + Body Test. Each hit increases the weight you can lift by another 10 kilograms more.

## ENCUMBRANCE

If a character overburdens herself with gear, she will suffer encumbrance modifiers. For every 5 kilograms that you exceed your carrying capacity, you suffer a -1 dice pool modifier to physical actions. A character with Strength 3 (Carrying Capacity 30) that is trudging along with 50 kilograms of equipment will suffer a -4 dice pool modifier.

The maximum any character can carry is equal to her Carrying Capacity x 2 (or Strength x 20 kilograms).

## SIZE CUSTOMIZATION

Trolls have incredibly large bodies and hands, while dwarfs have rather small bodies and hands—consequently, both have trouble using gear built for human dimensions. Thanks in part to corporate initiatives like Evo's MetaErgonomics division, there is a wide array of mass-produced consumer goods specifically tailored for dwarf and troll needs at no extra cost. When it comes to less-common gear, however, dwarf and troll characters may need to pay extra in order to acquire versions modified

## GEAR RATINGS

**Ammo:** Refers to the amount of ammunition a ranged weapon can hold, followed by the method of reloading in parentheses: (b) means break action, (c) means clip, (d) means drum, (ml) means muzzle-loader, (m) means internal magazine, (cy) means cylinder, and (belt) means belt feed.

**Armor:** Each piece of armor has an Armor value that is split into two components: Ballistic and Impact. The higher the Armor value, the higher its protective abilities. The value to the left of the slash is the Ballistic armor rating, which is used against attacks that apply a large amount of kinetic energy to a small area (most firearms, bows, crossbows, etc). The value to the right is the Impact armor rating, used against attacks where the kinetic energy is more diffused (melee attacks, energy weapons, explosives, nonlethal ammunition, etc.).

**Armor Penetration (AP):** All weapons have an Armor Penetration value, indicating how they interact with armor (see *Armor Penetration*, p. 152). A positive value adds to the target's Armor value, while a negative value reduces the target's Armor value.

**Availability:** The higher the Availability of an item, the more difficult and costly it is to get it (see *"Availability,"* p. 301). Gear without an Availability rating can be bought for its standard price at your local store without any problem. The letter that follows shows whether the item is restricted (R) or forbidden (F). Items without a letter in parentheses are considered legal. See *Legality*, p. 303.

**Blast:** This is the amount the blast weapon's Damage Value is reduced per meter of distance from the explosion's point of origin (see *Explosives*, p. 315).

**Capacity:** Some sensor packages and cyberware can be equipped with a range of subsystems. A Capacity value is listed for these that indicates the maximum amount of Capacity points worth of accessories it can hold. The Capacity costs of subsystems/accessories are listed in brackets. Note that some cyberware items can be installed as stand-alone items (taking up Essence only) or as subsystems instead (taking up Capacity).

**Concealability Modifier:** This indicates an item's ability to be hidden, and is applied as a dice pool modifier to Perception + Intuition Tests (see *Concealing Gear*, p. 301).

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Urgent Message...

STREET GEAR

