



tures: music player, micro-trid/holo projector/“touch-screen” display, camcorder, microphone, image/text scanner, RFID tag reader, GPS (global positioning system, triangulated from registered local wireless nodes), roll-up Velcro-fastening keyboard, chip player, credstick reader, retractable earbuds, voice-access controls, and a shock and water-resistant case.

Sim Module: The sim module is an ASIST interface that controls the simsense experience. It translates computer signals (simsense data) into neural signals, allowing the user to directly experience simsense programs and virtual reality (see *Virtual Reality*, p. 228). A sim module must be accessed via trodes or a direct neural interface (datajack, implanted commlink, etc).

Standard (legal) sim modules only interpret cold sim (see p. 229). It is possible to modify a sim module to allow the user to experience hot sim (p. 229) and BTLs (p. 250) with a Hardware + Logic (10, 1 hour) Extended Test, but this also makes the user more vulnerable to Black IC programs.

As a safety precaution, sim mods override your motor functions while you are fully immersed in VR/simsense, so that you don't blindly thrash around in the real world and potentially injure yourself or break things. This means that your physical body is limp while you're online, as if you were sleeping. This reticular activation system (RAS) override can also be disabled with a Hardware + Logic (5, 1 hour) Extended Test, at the user's own risk.

Accessories

Typically used with commlinks, these accessories are compatible with any electronic device. All are wireless-equipped. See also *Vision Enhancers*, p. 323.

AR Gloves: Available in all sizes and shapes, these gloves allow the user to manually interact with the Matrix, by manipulating virtual arrows, accessing a virtual keyboard or display, or remotely controlling a device. They are also equipped with force feedback, allowing for a limited tactile augmented reality experience. These gloves are also able to provide basic information regarding touched or held items, such as weight, temperature, and hardness.

Biometric Reader: For access-control to online accounts or certain devices, the proper biometric scan must be provided (see *Biometrics*, p. 255). A different reader is required for each type of biometric data.

Nanopaste Trodes: This highly-sensitive high-tech nanite paste can be used to “paint” an electrode net around the head. Popular with the club-going set, nanopaste is often artistically applied in a variety of colors and designs.

Printer: Disposable full-color printers come attached to the paper container.

Satellite Link: This allows the user to uplink to communication satellites in low-Earth orbit, connecting to the Matrix from places where no local wireless networks exist. This link has a Signal rating of 8. Includes a portable satellite dish.

Simrig: An advanced version of the trode net, the simrig records simsense experience data (both physical and emotive) from the wearer. Simrigs incorporate a sim module.

Skinlink: With skinlink, a device is adapted to send and receive data transmitted through the electrical field on the surface of metahuman skin. Though limited to touch, skinlink communication has the advantage of being protected from signal interception or jamming.

Subvocal Microphone: Attached with adhesive to the center of the throat, this hard-to-spot microphone allows the user to communicate via subvocalized speech. A -4 dice pool modifier is applied to audio Perception Tests to overhear what she is saying.

Trodes: This net/headband of electrodes and ultrasound emitters enables the wearer to experience simsense and are used with a sim module. Trodes are often concealed under headbands, hats, or wigs.

Misc. Electronics

All these items are wireless-equipped.

Electronic Paper: This electronic sheet is roughly the size of a piece of paper and can be folded to fit into a pocket. It digitally displays any input data and can act as a customizable touchscreen controller.

Holo Projector: This device projects a trideo hologram into any open space within 5 meters. Though holos can be quite realistic, a Perception + Intuition (2) Test is usually sufficient to distinguish a hologram from a real object or person.

RFID Tags

RFID (Radio Frequency Identification) tags form an integral part of every product that leaves the production line. Ranging in size from microscopic to the size of a price tag, tags have a stick-to-anything adhesive backing and can sometimes be difficult to spot. Tags are programmed to transmit small amounts of data: serial numbers, product specs, and pricing (for distribution and retail); arrows and advertisements (for geo-tagging locations and objects, leaving a virtual AR message for anyone who comes by); ID (for employee tracking and access control); owner contact information (in case an item is stolen); vehicle registration; etc. Tags can be used as tracking devices, periodically transmitting to local scanners or to the wireless Matrix (along with the local access point's GPS data), though their limited range makes them useless in dead zones. RFID Tag data is often fixed, but in some cases is re-programmable. Tags are readable by anyone with a commlink. They have a Signal rating of 1.