EXPLOSIVES

Explosives are primarily used to damage structures. Characters use Demolitions skill to prepare explosives, measuring how well they target key or weak structural points and focus the blast. Each hit on the Demolitions + Logic Test adds 1 to the explosive's effective rating. See *Destroying Barriers,* p. 157, for calculating an explosive's effect on a barrier.

An explosive's Damage Value is calculated as (modified) rating x the square root of the kilograms used. Damage is Physical. Like grenades, the DV is reduced the further you get from the epicenter of the blast. The Blast value for a circular explosion is –2 per meter, while the Blast value for a directional explosion (up to 60 degrees in a specific direction) is –1 per meter. When attached directly to a target, the target's armor is halved, otherwise the explosive is assumed to have an AP value of 0.

If an explosion destroys a barrier, it creates a cloud of deadly shrapnel that threatens an area far bigger than the actual blast—the Blast value is halved, effectively doubling the radius of effect.

Commercial Explosives: This covers a range of explosive compounds, both solid and liquid, composed of a high explosive chemical and a stabilizer to reduce the sensitivity and increase the stability of the material.

Plastic Explosives: Highly stable, moldable, and adhesive, plastic explosives are ideal for certain jobs—like blowing a hole in a wall. They are usually color-tinted to indicate the level of current needed to detonate them, from the black of magnetic-field induction to the chalky white of 440-volt industrial explosives.

Explosive Foam: This special plastic explosive compound has the consistency of shaving cream, is stored in an aerosol can, and can be sprayed onto a surface or into a crevice. Like regular plastic explosives, explosive foam is detonated by electric current.

Detonator Cap: Contains a detonator explosive or electrical fuse with which an explosion can be initiated. Incorporates a timer and wireless receiver for remote detonation.

CLOTHING AND ARMOR

No one wants to walk the streets naked—not just because of the social implications, but also because of everyday dangers like acid rain and ultraviolet radiation.

Clothing in 2070 comes with some incredible options to enhance its wearer's quality of life. Commlinks, music players, and other electronic devices are often woven right into the fabric, powered by interwoven batteries or special fabrics with solar recharging capability. Electrochromic threads that change color with low voltage, flexible screens, woven fiberoptics, and similar features allow you to alter the color or display complex images and patterns. Combined with a wireless link, you can set your clothing to display messages and images from a library file on your commlink, change color according to the weather forecast, or even glow brighter when in the vicinity of more commlinks. More advanced ruthenium polymer systems can take on any color the user wishes in seconds, scanning the surroundings so she can melt into the background (or stand out from a crowd).

Feedback Clothing: This clothing modification creates feedback and resistance in order to allow for a tactile augmented reality experience. This technology is still rare, as full immersion solutions are cheaper and also more effective.

Armor

Thanks to monofilament ballistic fabrics, spiderweave threads, ceramic-titanium composite plates, and liquid armor packs to cover non-rigid areas, modern armor is lightweight, flexible, and concealable. The following armor items offer tremendous damage resistance without slowing the wearer down or drawing too much attention. For game rules dealing with armor, see p. 148.

Actioneer Business Clothes: These discreetly-armored "power suits" are still tres chic among Mr. Johnsons, fixers, and executives who are looking for a little high-class protection with their neo-Japanese style. Features a concealed holster (an additional –2 Concealability modifier) inside the jacket.

Armor Clothing: The extra-resilient ballistic fiber in armor clothing offers basic protection while being indistinguishable from regular clothing.

Armor Jacket: The most popular armor solution on the streets comes in all styles imaginable. It offers good protection without catching too much attention, but don't think of wearing it to a dinner party.

Armor Vest: Modern flexible-wrap vests are designed to be worn under regular clothing without displaying any bulk.

Camouflage Suit: A full body suit with computer-designed environmental-pattern facsimiles. All have reversible