

LONG CIRCUIT

YOUR GUIDE TO NEWTECH ON THE STREETS OF NIGHT CITY. MAY 2048 EDITION.

THIS ISSUE: ARMED & DANGEROUS

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As part of our coverage on things people might actually buy, we're looking at arms this month.

Pretty much the most common cyberware beyond the basic neuralware, it's surprising to me how many people never bother with looking beyond the standard catalogue options. We've got a collection of some really out there tech this month, so remember, ware is at least 50% making a statement.

Extended Mounts: Cyberarm Option, 500eb, 1d6 Humanity Loss, Clinic Installation
Space comes at a premium with cyberware, one of the obvious downsides of packing tech into the human body. If you need more room in an arm than you've got, there's two real choices. 1) Rework the arm or your tech to maximise possible space through ruthless efficiency. 2) Bolt your shit onto the outer shell of the arm, and cope with the stares.

Requires two option slots. Adds three cyberarm option slots to the arm this option is installed in. Options installed into the arm are not concealable, and are obvious to anyone paying attention (DV9 Perception check).

Ink Sprayer: Cyberarm Option, 100eb, 2d6 Humanity Loss, Clinic Installation
The weird world of underwater combat really is strange sometimes. I thought the NUSA used seals for this kind of thing, but apparently they're branching out into squid.

Contains two ink charges, which can be refilled for 50eb each. When underwater, the user may deploy ink as an action. If they do so, the ink functions as a smoke grenade centred on the user. Out of the water, the user may attempt to blind a target with an aimed attack at any target within 6m. If the attack hits, the target suffers the Damaged Eye Critical Injury until they wash out their eyes, but does not take the Critical Injury bonus damage.

Extremity Reflex Chipslot: Cyberarm Option, 100eb, 2d6 Humanity Loss, Clinic Installation.

My sources claim this started life as a debug tool that some Rocklin techs were using to test range of motion before some exec wandered past and realised they could make money off of it. Programs your arm with basic close combat skills, compatible with most martial chips. Avoid slotting anything pre-2040, rumours of some weird phantom pains lingering if used for too long.

Requires Neural Link. Installs a Chipslot into the user's arm. Due to its location in the peripheral nervous system, the only accepted chips are Brawling and Martial Arts skill chips.

Water Bomber: Cyberarm Option, 50eb, 1d6/2 Humanity Loss, Clinic Installation.
Sponsored by Biotechnica of all corps. Part of their fantasy exotic thing, to let you larp as a "real wizard". Can be cued to trigger on an incantation, which is what people who are demented call voice activation.

Installs an Exotic Very Heavy Pistol with three shot capacity, that is loaded with water. It deals 1d6 damage that doesn't ablate armour. If it hits a target on fire, the fire affecting the target is reduced by one step (Deadly to Strong, Strong to Mild, Mild to no longer on fire).

Wooden Frame Cyberarm: Cyberarm, 5000eb, 2d6 Humanity Loss, Hospital Installation.

Seriously, this is real. Lab grown wood around a customised core frame, using minimal non-organic materials, partially constructed in orbit, and somehow still overcosted. If you can afford it, good for you. It has exactly one application I can see the point of, which is the wood insulating anything inside the arm from cursory security scans.

A mostly wooden cyberarm with three option slots. If this limb suffers a Broken Arm Critical Injury, it instead is dismembered. Options concealed with the arm will not be detected by metal detectors, and targeted scans of the arm require twice the time to detect options installed.

Water Jet: Cyberarm Option, 500eb, 2d6 Humanity Loss, Clinic Installation.

Another schematic that's made its way onto the black markets from our fine friends in the Neo-Soviet Union Navy. Turns out the only things leakier than their ships is their operational security.

Requires two option slots. Increases the user's Move by 1 when the arm is submerged. Has enough power for an hour of consistent operation before it requires a recharge.

Extendo Fist: Cyberarm Option, 500eb, 2d6 Humanity Loss, Clinic Installation.

The impossible happened. A Bozo was actually funny. One of the clowns signed up for a streamed match in one of the pits against the local people's champ, and then beat the shit out of him with squeaky boxing gloves and arms that could double in length. This the same mechanism, without the comedy gloves. Feel free to add those if you think it misses something.

The user can make brawling attacks with this arm at 4m range.

HEMATech Ridder Cyberarm: Cyberarm, 1000eb, 4d6 Humanity Loss, Hospital Installation.

This arm is one of the dumbest things I've ever seen. I want one so badly. Some small Dutch corp makes them in partnership with Sycust as a marketing gimmick for their much more serious recreations of historical tools and weapons. Go check their stuff out, but also can you imagine running down some booster on a bike with one of these? So cool.

A cyberarm with three option slots. As an Action, the user may transform the arm into a Very Heavy Melee Weapon that suffers a -2 to attack rolls if the user hasn't moved 8m this turn. If the user has moved more than 16m this turn, the damage dealt by this weapon is increased to 5d6.