

LONG CIRCUIT

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

THIS ISSUE: CHOOMSDAY DEVICES

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A question that sometimes comes up in the media is "Are all cyberpsychos violent?" My answer, based on years of experience of dealing with chrome junkies is... maybe.

Not all of them sprout razor blades in a mall and paint the town red, but for most there's some element of lashing out somewhere. It just might be in ways you don't expect.

So my own question is: what happens when a techie, often involved in the production of dangerous tech, snaps? The answer is sealed NCPD and MaxTac files, containing designs so deadly that they were never meant to enter public awareness, even in news reports.

Luckily, this is Night City, home of the best Netrunning scene on the goddamn planet and where integrity goes to die. Here's my top five.

Rad Mauler: 20,000eb.

Starting with the one that you may have heard of. Remember those "radiation hotspots" that we were being warned to stay away from a while back? Yeah, nothing to do hot zone material being spread around, it was a Scavver that soaked too much gamma to the brain and flipped out. Made this thing, looks like a satellite dish on a stick. I've tested it, and it'll flash cook PrePack from 30 yards.

An Exotic Assault Rifle that deals no damage. Instead, any target hit has to pass a DV15 Cybertech check or have two pieces of cyberware or carried electronics disabled for one minute. If no cyberware or electronics are disabled, the target instead suffers 5 bonus damage direct to their HP. The Rad Mauler can alternatively fire Autofire with a maximum modifier of 4. Instead of rolling Autofire damage, the target instead makes a save as if hit by a single shot mode attack a number of times equal to the Autofire modifier.

The user of the Rad Mauler suffers 5 bonus damage each time they fire the weapon.

P Beam: 10,000eb.

No, I don't know what the P stands for. My best guesses are either "photon", "proton", or the name of an arms dealer I know. That last one might be a stretch. Whatever it's firing, this handheld particle accelerator puts out enough of blast to blind and deafen anyone dumb enough to look at the beam, if they don't get a hole put in them. Wear sunglasses when firing.

A single shot two-handed weapon fired with the Heavy Weapons skill. If the user passes a DV13, it deals 4d6 damage to everything in a 4m x 20m rectangle in front of the user, ignoring half SP and thin cover. Acts like a Flashbang grenade on the user, and on anyone inside the AoE. If the user fails the DV13, the flashbang grenade effect only affects them.

Firing the weapon drains all of a 100eb rechargeable and replaceable battery.

Himitsu Hadron Projector: 10,000eb. 5000eb for centrifuge.

Once upon a time, there was a plan for a private/public nuclear science lab in NC. For some reason, that idea became kinda unpopular pretty fast in the mid 20's, and the idea died. What didn't die until a few years later was Dr. Himitsu PhD. The good doctor didn't take the collapse of his funding well and lost his mind. An attempted heist turned massacre later, and a MaxTac officer took his head off when his gizmo ran out of juice.

Disclaimer, my thing is the humble electron, not whatever fucked up breed of gluon this thing uses. I don't understand half of how this works, so I'm not taking the blame if it gives you some new-to-science cancer.

The upside is a projectile that makes lightning look slow.

An Exotic Shotgun that exclusively fires Slugs produced by a centrifuge at a rate of one Slug per day. When fired, the Slugs do 8d6 damage, ignore armour below SP7, and attempts to dodge the shot are made at a -2.

Unidentified Compound 16: See text for Price.

What happens when a bored Piranha junkie on a lethal dose of uppers mixes every performance enhancing drug they could get their hands on with all the chemicals in a janitor's cupboard? You get a one of a kind wonder stim that nobody has ever been able to make reliably, that can turn a skinny nerd into a champion fighter until they burn out.

Producing one dose of Unidentified Compound 16 requires mixing a dose of Black Lace, Synthcoke, Berserker, Timewarp, and Prime Time with 1000eb of miscellaneous chemicals and leaving it to sit for 24 hours. As the exact means of production and contents is unknown, mixing it successfully requires a result of 8 or greater on a flat d10 roll. This roll may be improved with Luck. A failed vial becomes Biotoxin.

Primary Effect.

- Lasts for one minute.
- The user adds +3 to their initiative.
- The user improves their Will and Cool by 2. This does increase the user's HP. Additionally, the user's REF is increased by 1.
- The user does not suffer the penalties for being seriously or mortally wounded, and does not take bonus damage from critical injuries.
- The user loses 6d6 Humanity, returned when the primary effect expires.

Secondary Effect. DV21

- The user suffers 4d6 damage direct to their HP.
- The user must immediately make a Death Save.
- If the user takes another dose of Unidentified Compound 16 within a year, they die.

The Alpha Helix: 10,000eb.

Unusually for a Maelstrom home grown weapon, this baby works fine. What didn't was the inventor trying to graft this to her arm. Says a lot that even a gang of psychos haven't tried that one again, even after they cleaned up all of the mess. It's a shame though, the timing mechanism used here was genuinely creative. Farewell you brilliant diamond, I saw the chunks of you flying over my house.

An Exotic Assault Rifle with a 400 round magazine, that only fires Autofire. Requires a BODY of 14 to use, unless mounted. Has a maximum Autofire modifier of 4, but can fire at every target within a 6m x 6m AoE placed anywhere within maximum range, and using an additional 10 bullets for every extra target. Roll to hit once, but roll damage individually against every target. Reloading this weapon requires two actions.