

LONG CIRCUIT

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

THIS ISSUE: GETTING HANDSY

ARTICLE BY "R"

For this issue, we're getting back to basics. I've spent a fair amount of page space over the last few months on high tech and highly specific gear, and it has been pointed out by my esteemed assistant that I should perhaps cover a few topics that will reach a wider audience. Seeing as the supply lines are still fucked, and I'm waiting on my now very delayed order of the latest and greatest to come in, I'm listening to her.

So, hands. Most of us have got them, some of us have got more than we should. Pretty safe to say that they're amongst the most significant choices you'll make when it comes to chrome, so I'm doing my part and keeping you up to date with the options that are hot on the streets right now. Well, not hot. It's still February, and it's still cold. You get the idea.

Bullet Catcher: Cyberarm Option, 100eb, 1d6 Humanity Loss, Clinic Installation

In my opinion this is just a gimmick. It appeals to certain fantasies though, which is why it sells. Recently got a bump when footage got circulated of a bodyguard intercepting a 9mm round fired at an exec in the most obviously staged assassination attempt of all time.

Covers the user's hand with an ablative armour covering. As long as the user's hand is empty, it can be used as a Bulletproof Shield with 1 HP. The user's hand is not destroyed when the shield is destroyed.

Ballistic Compensation: Cyberarm Option, 500eb, 2d6 Humanity Loss, Clinic Installation

Dynalar cracked these gel based shock absorbers a while back. Minimal footprint and very efficient, so obviously the best thing to do with the tech was to design a recoil compensator that builds into the wrist. If I was a more cynical person, I'd have thoughts about that.

The user adds +1 to Autofire rolls for weapons held in this hand, increased to +2 if firing at a target more than 50m away. Can be installed in both arms to provide twice the bonus to a two-handed weapon.

Palm Pocket: Cyberarm Option, 100eb, 1d6 Humanity Loss, Clinic Installation.

Technically a misnomer, because what it actually does is pull whatever you store in it down into a sac inside the wrist, but that makes people feel squeamish, so I get why they don't talk about it.

May be installed as the only piece of cyberware in a meat arm. Installs a small storage space inside the wrist, large enough to conceal an item that fits completely in the palm. Objects small enough to be stored may be concealed with a DV13 Pick Pocket skill check without an Action.

Insulated Hand: Cyberarm Option, 100eb, 1d6 Humanity Loss, Clinic Installation.

I'm trying not to refer to all of these as handy, but this one really is for anyone working with high voltages. With the major works projects going on to restore infrastructure there's a lot of work for electricians right now, so more and more corps are offering these out to their workers, sometimes on even reasonable terms.

Allows the user to grasp electrified objects and surfaces without being damaged.

HoloHand: Cyberarm Option, 500eb, 2d6 Humanity Loss, Hospital Installation.

Don't tell anyone, but this was really just salvaging a mess of a project that a team Sycust bought out were working on. The corp blew a ton of cash on acquiring this little neocorp, and found out most of their products were a bust. Funny, but the previous owner turned up in four alleyways at the same time, so maybe they didn't see the humour in it.

May be activated as an action. Objects held in the user's hand are covered in a blurred image, requiring a DV13 Perception check to identify the rough shape. Can't disguise an object that protrudes more than 30cm/1 ft from the user's hand.

Rocklin Springer: Cyberhand, 500eb, 1d6 Humanity Loss, Hospital Installation.

Designed for the big sporting leagues and remains legal in them due to copious amounts of bribes. High budget, but if you want serious hand/eye coordination, you can't go much better.

Replaces either a standard or meat hand and doesn't count towards the number of pieces of cyberware installed in that arm. Requires Targeting Scope cyberware to function fully. When throwing objects or weapons, the +1 to Aimed Shots from Targeting Scope cyberware is increased to +2.

Sycust Knucklebuster: Cyberarm Option, 1000eb, 2d6 Humanity Loss, Hospital Installation.

Remember that neocorp I mentioned earlier? This was one of the few things they made that wasn't a joke. Anyone heard about that cop that got his head punched off down in Santo the other day? Yeah, he got domed by one of these after pulling the wrong car over. Consider yourselves warned.

An Exotic Very Heavy Pistol with a single shot in the magazine. Can be installed as the only piece of cyberware in a meat arm. May be fired without an Action after making a successful Brawling or Martial Arts attack.

Arasaka Gekai: Cyberhand, 500eb, 1d6 Humanity Loss, Hospital Installation.

The Gekai is a nice bit engineering. I have to admit, I wouldn't have thought of it. They've taken the basic hand, lengthened the fingers by about 50%, and then used these triple-layered myomer cordons to strengthen it. The end result means that each finger generates considerably more force than you might expect, and can fit much larger blades (if you're into that kind of thing).

Replaces either a standard or meat hand and doesn't count towards the number of pieces of cyberware installed in that arm. When a cyberweapon installed in this hand (Scratchers, Rippers, etc) scores a critical hit, increase the bonus damage done to 10.

Plasma Ball: Fashionware, 100eb, 0 Humanity Loss, Hospital Installation.

Believe it or not, this is the newest release on this list, despite being a toy from when the old folks were kids. Pretty retro, but it's a conversation starter.

Installs a glowing ball of noble gasses into a standard or meat hand. Counts towards the three or more installations of Light Tattoos necessary to gain a +2 Wardrobe and Style bonus. Can be activated or deactivated with an Action

Dynalar Marionette: Cyberhand, 500eb, 1d6 Humanity Loss, Hospital Installation.

A ball-jointed arm patterned after a doll. Can rotate through 360 degrees, and the fingers are double jointed, making it extremely flexible and able to grip backwards. Creepy as hell, but I can think of a few ways that'd be useful.

Replaces either a standard or meat hand and doesn't count towards the number of pieces of cyberware installed in that arm. The user adds +1 to Contortionist rolls.