

Introductory Scenarios Special Issue

CHALLENGE 57

The Magazine of Science-Fiction Gaming

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An Arm and a Leg

Cyberlimb rules and options by Dan Snuffin



People aren't always what they seem in *Shadowrun*. Your adversary might look totally human, but when you get in close, he might possess superhuman abilities. Knowing what you're up against might give you just the edge you need. And knowing your options might tempt you to toward some "self improvements" of your own. Consider, then, these new rules and options for cyberlimbs.

CYBERLEGS

Cyberlegs increase running speed by a multiplier of 1.5. The user may also jump up to five meters without taking damage. A kick from a cyberleg is equal to the users Strength +1, but never exceeds the racial maximum without the purchase of increased Strength. Storage compartments can be built into the thigh and calf at no extra charge.

Foot Weapons: Cyberlegs can be equipped with foot

spurs and toe razors at no extra cost. Note that footwear may make full use of such weapons difficult. Nonretractable versions make footwear impossible.

Cyberholster: The hip compartment may be designed to conceal and holster a weapon (like in *Robocop*). As a general rule, weapons weighing 2.5 kg or less may be concealed in this manner. It takes two turns to draw such a weapon. This holster system costs 1050¥.

Built-In Medkit: Installed in the hip compartment, this option carries the same supplies as a normal medkit minus the doctor. You'll just have to rely on your own skills with this one. 180¥.

Concealed Knife: The knife (or throwing knife) is hidden behind a removable panel in the calf. 100¥.

CYBERARMS

While cyberarms do not allow the user exceptional lifting abilities, they can do exceptional crushing damage. Crushing damage to humans is (Str)M3 and may render a crushed limb useless. Cyberarm punches inflict (Str)M2 stun damage. The strength of a cyberarm is equal to the user's Strength +1, but never exceeds the racial maximum without the purchase of increased Strength.

Only one weapons system may be installed in a cyberarm, but any system can be combined with hand razors and spurs.

Burning Hands: Electric filaments in the user's fingers and palm superheat the outside metal, burning anything the user touches. Damage to anyone touched is 4M3. This device may also be used to set fire to some flammable materials (such as paper). Insulation and a cooling system prevent the heat from damaging the rest of the cyberarm. 9000¥.

Shocking

Grasp: This cyber-arm weapon operates as a built-in shock glove (*Street Samurai Catalog* page 11). However,



punch damage is not reduced. The hand is insulated to prevent damage and electric shock to the rest of the limb. 3000¥.

Na-Palm: Imagine having a flamethrower right in the palm of your hand! This built-in device will shoot a stream of fiery chemicals from a port at the base of the palm up to three meters for one second. Na-Palm is fluid and sticks to anything, burning for 10D6 turns. The substance does 5M3 damage to human targets and will continue to do damage until extinguished. Anything less than heavy armor will only offer two successes against a Na-Palm attack. Na-Palm is fueled by a gas cannister stored in the cyberarm and conforms to the same basic design as the cybergun. An experimental version is also in the works that hooks up to a backpack storage system, allowing longer range and extended use. 10,000¥ for Na-Palm, 300¥ for extra cannisters.

Dart Thrower: A more subtle alternative to cyberguns, this system fires darts with precision and accuracy. Use the range for the hold-out pistol, with darts doing 5M2 damage. Darts may also be designed to inject your favorite toxin or drug. A cartridge carrying six darts is loaded into the arm. Cost: 600¥.

Injection Spur: A successful hit with this spur delivers a dose of drug. A reloadable cylinder in the arm holds 10 doses. Add 300¥ to the cost of the spur to get this poisonous option.

Time Display: Available at the touch of a button. 100¥. Ω

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