

Arm tech

- Replacement, basic: Mitigates 'One Arm' trait with "weekly maintenance" and "Electrical" mitigators:
 $(20 \times 0.35 \times 8) \times (20,000 \times 0.07) \times 2 = \$15,680 (\times 2 \text{ for common}) = \3136
- - Built in taser: Can be built into a cybernetic or natural limb. Fore and middle finger are the contact points, uses the Brawl skill. Innate Attack (burn, 1d6) with Follow-up Affliction rank 4 (HT-3, Physical Stun starting at HT-3 to recover on fail) with Melee Attack (No parry, -.35), Limited User (5, fast reload (5), -.05) and with "weekly maintenance" and "Electrical" mitigators
 $(45 \times 6) (20,000 \times 15) (162,000 \times 35 \times 8) \times 2 = 45360 (\times 2 \text{ common}) = \9072
 - Super Shock: All the same as the above with Innate Attack (burn, 4d6) instead and Armor Divisor (2) added on. $(60 \times 1.5 \times 6) (20,000 \times 15) (.35 \times 8) (\times 2 \text{ common}) (\times 2) = \18144