

Asmodeus 451

Exotic Very Heavy Pistol €\$2000 (Very Expensive)

Adapted from the Militech Crusher, The Asmodeus 451 is an Exotic Very Heavy Pistol with a
only fire Improved Smart Shells and Incendiary Shells. This weapon cannot be upgraded by a
additional attachment slots or fire additional ammunition types.

Damage: 3d6

Weapon Skill: Handgun

Concealable: No

Hands Required: 1

ROF: 1

Ammo Types: Improved Smart Shell, Incendiary Shell

Magazine Size: 12

Rocklin Augmentics Big-Bang

Internal Cyberware

€\$500 (Expensive)

A bomb buried inside you, rigged to blow on a trigger. Rocklin Augmentics created these to help with the legal agreements surrounding Cyberware Grants, putting the trigger in their hands.

Since the Big-Bang made it onto the illicit markets, human traffickers have been using them to control their victims. Even more reckless, gangers have been hooking them up to their Biomonitors to monitor their vital signs, hoping to get the last laugh in the event of their inevitable demise.

This is treated as a *very messy* standard grenade round, the center being located at the body of the user of the Big-Bang. If they were alive when the Big-Bang was triggered, they are now making death saves.

SuperChrome™ Dual-Disk Speedloader

Exotic Cyberarm/Cyberdeck

€\$2000 (Very Expensive)

Requires Neural Link

The SuperChrome™ Dual-Disk Speedloader is an Exotic Cyberarm with a Popup Integrated when a user is Jacked In. Its overclocked framework allows the user to unload and load a program Action (sacrificing any Net Actions that round). The Cyberdeck has 4 Program Slots and does not require Hardware Upgrades. When in use, the user is considered fully connected to the Cyberdeck and does not require any hardware upgrades installed in a Bodyweight (or similar) Suit.

The user can only be connected to one Cyberdeck at a time. If you are playing with Neuropoint, you can link its Cyberdeck to the user's Neuroport Cyberdeck Port only if the Port is otherwise unoccupied. If a Cyberdeck is installed in a Neuroport Cyberdeck Port is considered a higher priority Cyberdeck when you are Jacked In. The Disk will not pop up.

This Cyberarm has no Option Slots and cannot replace its SuperChrome™ Cyberhand. When used, it grants a +2 to Wardrobe/Style checks.

Zhirafa Auto-Ties

Gear

€\$500 (Expensive)

A mechanical ziptie made of carbon fiber that closes slowly on a 6 second timer once the end mechanism is pulled. Used to hold scaffold together, the pressure inhibitor is set high enough to cut through wood and bone with ease as the tie closes- something the workers of Zhirafa (and the gangs of Nig) know well.

If a Zhirafa Auto-Tie is attached to you, it will fully close within 6 seconds (2 rounds), severing anything tied around. Yes, they are wide enough to fit around your neck.

Attaching one to an unwilling party follows the same rules as a grapple. If the grapple succeeds, the tie is attached to the defender in a location of the GMs discretion. The resulting dismemberment follows the closest appropriate Critical Injury. The involved parties are not considered in a grapple after the tie is attached. To attach this to a specific area of the body, you must make an aimed shot (-8) on your grapple; the benefits of this aimed shot are decided by the GM.

If the grapple fails, the tie closes around nothing and is wasted. If the grapple results in a Critical Injury to the attacker, it attaches to them in a location of the GMs choice.

Removing one that is attached to you requires a DV11 Basic Tech Skill Check and a Tech Tool. The tie is broken with Body 8 or higher.