radtech catalog

RADICAL EQUIPMENT FOR THE URBAN THRASHER

BODYGEAR ROLLERBLADES

Padded rollerblades designed for protection and speed. Considered by many to be the only true choice for those who just have to be the fastest they can without rockets, batteries or sensors.

The padding provides 2 points of impact armor to the feet. These rollerblades give Quickness × 2 walking speed and Quickness × 6 (or +3 multiplier) running speed.

BODYGEAR PROTECTIVE CLOTHING

Designed to address the two major issues facing skaters in 2060: how do I look good when skating, and how do I keep from losing all the skin off my hoop? Bodygear protective clothing is stylish clothing with enough padding in the elbows and knees (not to mention the ballistic nylon mesh in the jacket) to keep your bones and vital organs as they should be. Bodygear Protective clothing is considered fine amongst a skater crowd.

❯ Not much for the runner about town, but just right for a skater who calls an average North American sprawl home. Naturally, those outside of city centers tend to go in for something a little more heavy duty.
❯ Blane

❯ Also popular is the Rapid Transit Line by Victory Sportswear for those who want to say "serious assault-courier." Bodygear are the ones to go with for urban thrasher (that's skater to the uninitiated) or just general sport style, beyond the above they do a lot more stylish and less (or occasionally more if you're prepared to pay) armored stuff. Right alongside Bodygear is Jordashe/boy who are my personal favorite; they tend to be a little more common and have

lines with loads of armor in. Urban thrashers also tend towards clothes that are a bit different like ICON America and even Marat stuff; they tend to look a bit nicer but aren't quite so protective or aerodynamic. Apart from that there are loads more smaller thrasher companies; about 500¥ and an afternoon in a city center will sort you out with some nice clothes for skating in.
> Moth

BREEDERZ SKATEBOARD SERIES

Favored mainly for their colorful artwork, Breederz make lines of preconstructed and specially-made skateboards from small maneuverable versions to the strengthened, larger variety for larger metahuman clients. Amongst their lines, Breederz produce boards specially designed for performing tricks.

The standard line gives Quickness × 1.5 when walking and Quickness × 4 (or +1 multiplier) when running. Also available is the Trickster which gives a –2 target number when performing jumps or other fancy manoeuvres and does not suffer the additional +1 for difficult ground—see p. 79. (That +1 modifier still applies when skitchin or pooning, though.)

radtech powered "assault-courier" series

RECHARGEABLE BATTERY PACK

Housed in a ballistic nylon casing (10 × 4 × 1.5 cm), RadTech battery packs come with lifetime warranty. A flip-out power adapter located on the battery's side plugs directly into a 110 V socket. A complete recharge takes 12 hours, a quick recharge 8 hours. Battery packs are required for use with any electronic devices attached to skating equipment, such as SmartLogic electronics, fold-away wheels etc. An 8 hour charge will provide for only 75% of the use time listed on the item.

RADTECH PATENTED SMARTWHEEL AND SURFACE IMAGING SONAR/SMARTLOGIC ELECTRONICS

Each SmartWheel contains 24 piston-spokes around and 5 deep, attached to ArachnoFiber contact pads. Combined with an advanced surface imaging short-range sonar, the SmartLogic chipset anticipates terrain layout, extending and retracting individual pistons to compensate for ground obstacles. SmartWheel equipped, skating speeds can be increased by over 40%! Excessive stress on a contact pad will cause the spoke to retract for a millisecond, making controlled sideways skids and/or stopping possible.

The SmartLogic chipset negates the additional +1 target number when skating on difficult terrain and lowers the target number to stay standing whilst traversing obstacles per combat turn by 2 (see p. 79). SmartLogic equipped skates, blades and boards give a –1 target number to skitchin tests (p. 79) and ignore difficult ground penalties. SmartWheel-equipped skaters add +2 to their Quickness for movement purposes only (before applying multipliers). Fitting a board, skates or blades with SmartLogic electronics and SmartWheels requires a Skating B/R (6) test, or they can be fitted by RadTech for an additional 500¥. For 4,500¥ (taking into account the 4 × cost for a built-in device), cyberskates can be fitted with a SmartLogic chipset and SmartWheels, taking up 1 ECU in each leg; please note that in this case battery packs are not necessary.

> All well and nice if you're cruising over hard ground, but the sonar can't tell the difference between solid objects and ones that'll crumple when you ride over them. Skate over a leaf-covered road and you'll find the wheels on your wonderful Recreatech Powerblades retract for bumps that aren't there. Feels much the same as when you're going over actual bumps on normal rollerblades.
> Pretty Life

> The SmartLogic chipset has pretty much become the urban thrasher's smartlink; everyone and their dog has one (apart from those who use magic to get around).
> Moth

Armor	Conceal	Ballistic	Impact	Weight	Availability	Cost	Street Index	Legality
Bodygear								
Pants	16	0	2	1	3/24 hrs	100¥	.75	Legal
Jacket	15	2	1	1.5	3/24 hrs	100¥	.75	Legal
Shirt	—	0	0	.5	3/24 hrs	50¥	.75	Legal

Skating Gear	Conceal	Weight	Availability	Cost	Street Index	Legality
Battery Packs	11	.1	2/36 hrs	50¥	.8	Legal
Bodygear Rollerblades	2	1	2/24 hrs	100¥	.75	Legal
Breederz Skateboards						
Standard	2	2	2/24 hrs	50¥	.75	Legal
Trickster	2	1.5	3/24 hrs	100¥	.75	Legal

SONIC-II SKATEBOARD

Mounted beneath an AlloyFiber plank, two rechargeable battery packs power a set of SmartWheels and SmartLogic electronics for twelve consecutive hours. A Sonic-II skater can reach speeds in excess of 50 km/h! Vehicle assisted, Sonic-II's will handle skitchin and pooning speeds up to 80 km/h, although maneuvering at this velocity is not recommended.

A smoke projector, installed under the Sonic-II's deck, is available for an additional 250¥. IR smoke is also available. Reload canisters ($5 \times 9 \times 2$ cm) cost 10¥ (IR smoke is 250¥).

The Sonic II Skateboard gives Quickness × 2 when walking and Quickness × 5 (or +2 multiplier) when running. To activate a smokescreen, a skater must reach under the board's side and depress the release mechanism. On a stationary board this cloud extends for 5 meters, on a moving board this creates a 1 meter-wide ribbon of smoke. Smoke is produced for 5 combat turns (15 seconds). Sonic II Skateboards come equipped with SmartWheels and SmartLogic electronics (see rules above). They can handle skitchin and pooning speeds of up to 80 km/h, which works out as 65 meters per combat turn.

SPIDER-IX SKATEBOOT

Featuring a standard roller-skate configuration (2-by-2) for stability and maneuvering speed, the Spider-IX comes equipped with our patented retractable SmartWheels. Touch sensitive side panels enable the SmartWheels and assembly to collapse, partially folding within the boot's sole. When retracted, the Spider-IX leaves a distinctive double-V depression. A durable polycarbonate shell protects the wearer and SkateBoot electronics in any urban situation. Twin battery packs, fitted behind the ankles, provide for 12 hours of constant use. Outfitted with Spider-IX's, a skater can reach speeds of over 60 km/h! Vehicle assisted, SkateBoots will handle skitchin and pooning speeds up to 90 km/h, although maneuvering at this velocity is not recommended.

Spider-IX SkateBoots give Quickness × 2 when walking and Quickness × 7 (or +4 multiplier) when running. They come equipped with retractable SmartWheels and SmartLogic electronics (p. 76). They will handle skitchin and pooning speeds up to 90 km/h, which works out as 75 meters per combat turn.

❷ Literally loads of companies have ripped off Spider-IX SkateBoots (not least Victory with their ever-popular Skateboots), who in turn ripped off cyberskates. Retractable skates are all the rage ATM, apart from cyberskates; people still get kind of turned off by folks building shit into their bodies.
❷ Moth

❷ That's not totally true; for the vast majority of people, cyberware is still pretty sick and retractable skates are (normally) a cheaper and more fashionable alternative, but for the more gothic thrasher crowd and hardcore skaters, cyberskates are very cool. I guess finding cyberware disgusting is getting kind of old.
❷ Sylph

❷ IMHO, its not the concept of cyberware that is keeping kids from buying cyberskates, its partly due to the fact that they're permanent: cyberware when you're young is great, but fifty years later you're going to have regrets. Its also partly due to the comparative costs; at nearly 2,000¥ the Spider-IX boots aren't a good example, but Victory Skateboots (lacking, as they are, all the bells and whistles of the Spider-IX boots), normally retailing at 550¥ are almost 2,000¥ cheaper than retractable cyberskates and a lot less to get fitted and serviced. Oh yeah, and you have to be over 18 to get cyberware fitted without parental consent in most of the western world.
❷ Blane

RADTECH PATENTED MAGNAPOON

Constructed of light Orbital CrystoSteel, the MagnaPoon weighs just 0.4 kg! An electromagnetic ring (2 mm thick) with ArachnoFiber padding is mounted at the front, quickly tapering to a cable attachment. Retracted, the MagnaPoon folds within a 2 cm muzzle, fanning out to a 6 cm diameter when fired. A high efficiency micro-turbine, located in the poon head's center, is powered via the cable's conductive core. Three exhaust ports on the MagnaPoon's back-side provide 60 m/sec propulsion. 16 CarboSteel blades, between the turbine and magnetic ring, assure straight flight. The electromagnet will stick to any steel, iron, or nickel (slightly) based metals.

MagnaPoons are used for pooning (p. 79). Anyone hit by one takes 6L damage, staged up as normal.

Skating Gear	Conceal	Weight	Availability	Cost	Street Index	Legality
SmartWheel*	—	—	6/36 hrs	90¥	1.25	Legal
SmartLogic**	—	.1	6/36 hrs	210¥	1.25	Legal
Sonic II	2	2	8/48 hrs	750¥	2	Legal
Spider IX	2	2	9/60 hrs	1,900¥	2	Legal

* Per wheel.
** For a SmartLogic unit controlling all four wheels.

❯ Okay kids, we've all seen the news reports, but for those dumb enough (and there are people out there), here it is again: A HOME MADE POON IS NOT SAFE! There have been way too many skaters who have attached some rope to the back of a truck and tried to recreate MagnaPoons like they saw in the movies. The official line on pooning, of course, is don't do it.

Unofficially, if you're going to go skitchin with ropes, a MagnaPoon is the safest way to do so; all MagnaPoon products use strong lines, buffers, stabilizers and other things to keep your arms from being ripped out of their sockets and spilling your precious blood all over the neighboring cars. A bit of rope, especially one attached to some home-made crossbow, will turn you into a mess for twelve meters along the road nine times out of ten.
❯ Blane

❯ Working for RadTech now, Blane?
❯ Syndicate

❯ Actually, I once made use of a grapnel gun for pooning. And whilst I'll admit that I would rather have my Highway-Hawk, I could just about control it. However, I would agree that if you're going to go pooning, at least do so with something made to take your weight and then some.
❯ Pretty Life

❯ For those who care; pooning is legal in the UCAS and CAS so long as you're not on a main road, you're wearing a helmet and you have the consent of the driver of the vehicle. A MagnaPoon is actually classed as a pistol (it was legal until 2048, when IIRC, a kid in Denver killed his dad with one), however, permits are easy to get and, seeing as there are loads of real pistols to take off kids in all major UCAS cities, don't expect many cops to waste their time on you and your StreetMaster.
❯ Moth

STREETMASTER POONGUN

The StreetMaster is equipped with a triangular molded hand-grip, and a launch control unit extending from it's right side. A laser sight mounted on the top is used for aiming. Usually held in the left hand, the right operates the control unit. When fired, the MagnaPoon is followed by a 15 m, 4 mm thick CarboNylon weave cord. Cord retraction speeds are selectable up to 30 m/sec. An adjustable resistance reel buffers sudden changes in cord tension, minimizing the risk of shoulder injuries. A single battery pack in the hand-grip pro-

vides for 6 hours of continuous use.

The StreetMaster PoonGun uses taser ranges for up to 15 meters with +1 target number (countered by the laser sight).

❯ I would also recommend adding a rangefinder to your MagnaPoon. Vision magnification sights are a bit excessive, but I guess if you want the most from your 'Poon, thats the way to go. Recoil is too little to worry about and bipods kind of counter the object of the exercise. But other gizmos which make firearms easier to use are just as worthwhile on a 'Poon.
❯ Pretty Life

❯ I shit you not; a buddy of mine fitted her an underbarrel StreetMaster to an assault rifle. I can think of more useful things to put there, but she seemed pretty happy with it.
❯ Silverado

HIGHWAY-HAWK MARK-II POONGLOVE

Built from hard polycarbonate, the Highway-Hawk features a surface mounted MagnaPoon with a 25 m, 5 mm thick retractable CarboNylon weave cord. Retraction speeds are selectable up to 40 m/sec. An adjustable resistance reel buffers sudden changes in cord tension, minimizing the risk of shoulder injuries. Targeting is performed via a mounted laser sight. Twin rechargeable power packs (10 × 4 × 1.5 cm) provide for ten hours of continuous use. All PoonGlove functions are controlled by a touch-sensitive keypad, located at the wrist area. For an extra 2,550¥, the Highway-Hawk can be outfitted with a smartlink. Available in flat-black, ash-gray, china-red, and fluorescent-yellow.

Punches made using the glove do (Str+1)M Stun. The Highway-Hawk uses light pistol ranges at +1 target number (countered by the laser sight), to a maximum range of 25 meters.

ROADSTER CYBERPOON

Leaving just a hole in the palm of the hand as evidence of its presence in either cybernetic or flesh and blood arms, the Roadster Cyberpoon is perfect for the thrasher-in-point-five-seconds Poonmaster of the future. Smartlinking as standard allows for cybernetically controlled retraction speeds of up to 45 m/sec and the optional additional deluxe buffers, stabilizers and shock compensators featured throughout the arm make injuries from take-off virtually impossible. The Roadster Cyberpoon features a 25 m × 5 mm CarboNylon weave cord.

Poon Guns	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
StreetMaster	3	1 (m)	SS	6L	3.5	8/72 hrs	890¥	2.25	9P-E
Highway-Hawk	7	1 (m)	SS	6L	1	10/5 days	1,680¥	3.75	10P-E
Roadster	10	1 (m)	SS	6L	—	10/5 days	5,000¥	3.75	9P-E

The Roadster CyberPoon has an Essence cost of 0.3 in a meat arm or takes up 1.5 ECU in a cyberarm (requiring a DNI to fire cybernetically). It uses Light Pistol ranges at +1 target number (more than countered for by the smartlink), with a maximum range of 25 meters. The optional deluxe buffers, stabilizers and shock compensators (available only for cyberarms) cost an additional 1,000¥, take up 2 ECU and reduce the Power Level of damage from attaching a poon to a vehicle moving faster than the character by 4 (see *Grabbing Hold* on p. 79).

◉ Now a lot of people make the mistake of thinking that skitchers don't have any cyberware available to them beyond cyberskates. Such people are sorely mistaken; every serious skitcher goes in for a magnetic system so they don't have to think about holding on, same goes for similar systems in the feet and metallic plates in the boards. I would also recommend balance augmenters and tails so that you can maximize your chances of staying upright. There's a guy I know who rigs his boards like drones via a cranial remote deck so that he can call them when he wants and I've seen boots with cybernetic control options for those prepared to get induction datajacks on the balls of their feet.
◉ Blane

rules

SKATING

Characters wearing skates, blades, iceskates or riding a skateboard (hence forth referred to as "skating characters") receive an increase to their movement rate when both "running" (going at full speed) and "walking" (moving at a more casual pace). All normal movement modifiers apply with an additional +1 for difficult ground. Skating characters receive a +1 target number to dodge tests. When moving over terrain where there are many obstacles, an Athletics (Skating) (5) test is required at the end of every combat turn or the skating character will fall prone.

A slightly varied version of the above rules is for "running" skating characters to receive a bonus to their normal running multiplier instead of replacing it by a running multiplier based on the skates being used. These rules are more realistic but slightly inconsistent with those for cyberskates (*Man & Machine*, p. 38). The bonus is equal to the listed multiplier for the skates, minus 3. For example, cyberskates normally give a running multiplier of ×6, but using this optional rule they increase the character's normal running multiplier by 6 – 3 = 3. This will not make a difference for most characters, except those with running multipliers higher or lower than ×3—dwarfs or satyrs, for example. In the skates' game rules, the relevant modifier is listed in parentheses after the replacement running multiplier. Players and gamemasters can decide which rules to use if and when the situation comes up.

SKITCHIN AND POONING

Skating characters may hold onto the back of a moving vehicle (skitchin) or attach themselves to one using a MagnaPoon (pooning) and thus travel at the vehicle's speed.

Grabbing Hold

Skitchin requires the skating character to grab onto the vehicle with a complex action and a skitchin test with a base target number of 2, modified by the Skitchin table. Pooning requires the character to hit a vehicle with a MagnaPoon or similar substitute, using the normal rules for ranged combat (p. 112, *SR3*). Characters who either grab onto a moving vehicle or hit a moving vehicle with a substitute MagnaPoon (such as a grappling hook at the end of a rope) when the vehicle is moving faster than they are must resist (difference in speeds ÷ 10)M. Proper MagnaPoons have buffers and stabilizers which reduce this damage to (difference in speeds ÷ 10)L.

Keeping Hold

Remaining standing or on the board whilst

SKITCHIN TABLE

Situation	Modifier
Difficult ground	+2
Vehicle Speed	+(Speed ÷ 10)
SmartLogic Equipped	–2
Wounded	See damage modifiers (p. 126, SR3)
Moving faster than max speed	+1 per 10 m/turn
Pooning with non-MagnaPoon device	+6
Character has Balance Augmentor*	–2
Character has Balance Tail*	–2

* Combining a Balance Augmentor and a Balance Tail gives a cumilative bonus of –3, not –4.

SKITCHIN DAMAGE TABLE

Speed (meters per turn)	Damage Level
1-20	L
21-60	M
61+	S

skitchin or pooning requires an Athletics (Skating) (2) test modifed by the Skitchin Table (p. 79). This test is made whenever the target number for the test rises (e.g. if the skitchin character is wounded, or the vehicle's speed changes.) A test is also made whenever a handling test is made by the driver of the vehicle. When a character lets go of a moving vehicle (either through releasing their grip on the vehicle or releasing a MagnaPoon) they must make a skitchin test; if the test succeeds, the character remains upright and moving. Their speed will fall from their vehicle assisted speed by 25% per combat turn. This reduction can be increased or decreased by 10% for every success on an Athletics (Skating) (4) test.

Skitchin characters must spend a complex action each turn to keep hold of the vehicle and have only one arm available for other actions (a MagnaPoon or a Magnetic System (p. 30, *Man & Machine*) in their hand will remain attached until the character releases it and thus a complex action per turn is not required.) Most skates and blades can only handle maximum speeds of up to 50 meters per combat turn (60 km/h) and boards can handle speeds of up to 30 meters per turn (36 km/h). Beyond this the difficulty to keep hold rises dramatically. Certain, more expensive, blades, skates and boards can handle much greater speeds.

Characters who fall whilst skitchin, pooning or skating (for instance fail a skitchin test or fall prone whilst skating) take damage with the Power Level being equal to their speed÷10, and a Damage Level determined from the Skitchin Damage Table (p. 79). Characters can resist this damage with Body, impact armor and Combat Pool normally.

NEW SKILLS

Skating (Specialization of Athletics)

Governs the use of rollerskates, iceskates, rollerblades and skateboards. Used for skitchin and pooning, increasing speed, traversing obstacles, performing tricks, and so on.

Skating B/R (Intelligence)

Used when repairing or adding components to skateboards, rollerskates, rollerblades or ice skates.
Default: Electronics B/R, Intelligence Attribute
Specializations: Skateboard, Rollerskates, Rollerblades, Iceskates.

MagnaPoon (Specialization of Launch Weapons)

Used when firing a MagnaPoon.