

BY ADRIAN MARC



CYBERCHAIRS

NEW OPTIONS IN MOBILITY

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ROCKLIN AUGMENTICS CYBERCHAIRS

Moving beyond prosthetics, Rocklin Augmentics is proud to showcase their line of Cyberchairs for the discerning punk. Kitted out to the highest quality, these chairs are designed for everyday life on The Street – even able to handle more... aggressive activities. Whether you're at a charity ball or a Friday night firefight, Rocklin Augmentics Cyberchairs are there to navigate with ease and get a shot back in while you're at it.

There's no better time to rock accessibility and mow your enemies down with autofire.

It's all the rage in defensive fashion, don't you know?

Item	Description & Data	Cost
Mercurius Cyberchair	Basic model Rocklin Augmentics Cyberchair. It cannot equip cyberware options.	100eb (Premium)
Spider Cyberchair	Advanced model Rocklin Augmentics Cyberchair. It can equip cyberware options.	1000eb (Very Expensive)

► MERCURIUS CYBERCHAIR

A sport model with an impressive number of features for its accessible price point, this is Rocklin's most affordable Cyberchair. Seating one with Rocklin's comfortable and secure automatic harnessing system, the Mercurius is the consumer model of the regulation wheelchair used by the Night City Nuke, Night City's Murderball team. The only differences between the two are the armrests, motor, and Interface Plug integration.

To pilot the Mercurius, a user must either plug in one of their Interface Plugs for hands free control, or dedicate a hand to operating the armrest's control panel. While using a hand to pilot the Mercurius, that hand cannot be used to do anything else. While piloted, any attacks targeted at the Cyberchair are instead targeted at its pilot. The chair's pilot cannot be removed from the Cyberchair as long as they are conscious.

When controlling the Mercurius, the pilot's MOVE becomes 5 (minus any Armor Penalties), and all movement options (Run, Jump, Climb, Swim, Get Up, and so forth) are available to them. Despite lacking the legs of Rocklin's Spider Cyberchair, stairs pose no challenge to the Mercurius's specially engineered tires and can be climbed with no penalty. **Any Critical Injury the pilot suffers that lowers their MOVE will instead lower the MOVE granted to the pilot by the Cyberchair.** Quick Fixes and Treatment to remove the effects of the Critical Injury are applied to the chair and follow the rules for Critical Injuries and Cybertech on page 223 of the *Cyberpunk RED* core rulebook.

The Mercurius Cyberchair cannot be rendered inoperable by EMP effects, like Microwaver pulses, or Non-Black ICE Program Effects.

► SPIDER CYBERCHAIR

This Cyberchair is Rocklin's top of the line model, and it shows. It seats one, and secures comfortably to the user with an automatic harnessing system. The Spider's initial activation is a sight to behold as four hydraulic limbs splay below the user with a hiss, and lift the pilot into the air.

To pilot the Spider, a user must either plug in one of their Interface Plugs for hands free control, or dedicate a hand to operating the armrest's control panel. While using a hand to pilot the Spider, that hand cannot be used to do anything else. While piloted, any attacks targeted at the Cyberchair are instead targeted at its pilot. The chair's pilot cannot be removed from the Cyberchair as long as they are conscious.

When controlling the Spider, the pilot's MOVE becomes 5 (minus any Armor Penalties), and all movement options (Run, Jump, Climb, Swim, Get Up, and so forth) are available to them.

Any Critical Injury the pilot suffers that lowers their MOVE will instead lower the MOVE granted to the pilot by the Cyberchair. Quick Fixes and Treatment to remove the effects of the Critical Injury are applied to the chair and follow the rules for Critical Injuries and Cybertech on page 223 of the *Cyberpunk RED* core rulebook.

The Spider has 4 Option Slots for installing Cyberarm, Cyberleg, or Cyberlimb Options. Options installed into the Cyberchair always count as if they were paired. Installing an option into the Cyberchair costs the same as installing it into a Cyberlimb.

The Spider Cyberchair, along with any options installed within it cannot be rendered inoperable by EMP effects, like Microwaver pulses, or Non-Black ICE Program Effects.



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SARA THOMPSON

Our Cyberchairs were designed in cooperation with Sara Thompson, a writer and champion for positive representation of disabled people in tabletop roleplaying games.

As a writer and TRPG designer, Sara has done work for Mantic Games and Paizo. This isn't her first collaboration with R. Talsorian Games. Her adventures will (as of the release of this DLC) feature in two future sourcebooks: *Book of Tales* and *Tome of Chaos*.

Sara also served as the model for the Cyberchair user on page one. The art was done by the incredibly capable Adrian Marc.

You can follow Sara online via Twitter. Her handle is @mustangart