



Weapons D6 / Arbitrons Statucks

Arbitrons Statucks

One of Arbitrons few forays into the world of melee combat. The Statucks are what would appear to be plasteel nunchaku at a glance and the gloves that accompany them have a rather inconspicuous looking black leather look to them. The difference between these weapons and their predecessors comes as a literal shock to those that are struck with them. The Statucks pulse with a rather large amount of electricity on either stick and only the specially gloves and/or jacket (made for more complex kata's and moves) are the only thing keeping the user from being shocked himself. The gloves have been known to rip and tear for some unlucky individuals but should last quite along time under the proper care.

Model: Arbitron Statucks

Type: Electrically charged nunchaku

Scale: Character

Skill: Melee Combat: Nunchaku/Statucks

Cost: 200 credits

Availability: 2, R or X

Damage: Str+2D (when off) Str+3D (when on)

Game Notes: The Statucks can be used to stun someone if you merely tap them with one end for stun damage of 4D. If both handles are used to touch the person stun damage is 5D+2. The same stun damage will result if the persons gloves should happen to tear for one reason or another depending on if he is holding one or two handles at the time. The gloves are fairly tough and should last under highly stressful situations.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Ben Studebaker, HTML and logos done by FreddyB

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