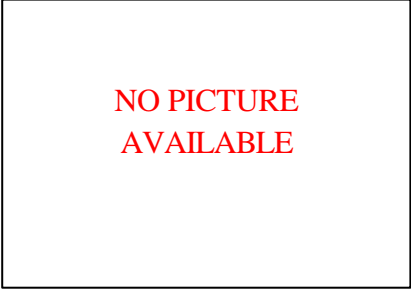




Pilots Gauntlet

Description:

The pilots Gauntlet is a small arm bracer that fits over the bearers forearm and hand. It is powered from a lead that is plugged in to the vessels main computer as a means of direct interface, the Gauntlet allows the wearer in a vessel with the appropriate modifications, to pilot the vessel by means of direct reflex, with the vessel responding to his hand gestures. Typically speaking this form of control allows the vessel to respond and maneuver a lot faster than those manually controlled in the traditional sense.



Notes:

To use the gauntlet initially the wearer must make a Use Device (DC15) roll to establish control. With control established the Pilot receives +2 Competence bonus to all Initiative and Piloting rolls for the vessel. **GM's note:** Controlling a vessel like this tends to put a lot of strain on their infrastructure as many are not designed to move as quickly or agilely as we would have them, as such any fumble (natural roll of 1) made while Piloting causes structural damage to the hull and engines in the form of 2d6 reduction in the ships Hardness and a 2d4 reduction in Speed and acceleration, furthermore the pilot must then re-establish control of the vessel once more. **Use with Neo's Computer rules:** *If using the gauntlet with my custom computer rules, then the total bonus provided from the Pilots, piloting skill cannot be more than the ships "Max Program Size", as a ships computer is not capable of processing data levels beyond it's capabilities. Regardless of this the Pilots Gauntlet will always provide the +2 competence bonus to piloting skill rolls and initiative once control is established, the competence bonus is not taken into account where the max prog size is concerned and always applies.*

Weight: 4lb

Cost: 15,000cr (for gauntlet), plus 10% of Vehicles cost to provide direct interface controls.

