**STAR TREK ROLEPLAYING GAME**

**MOTOR ASSIST BANDS**

**SPECIFICATIONS**
- 4cm wide belt designed to fit around most humanoid appendages (arms, legs, tail, etc.). Mass: 0.11 kg.

**DESCRIPTION**
Motor assist bands are 24th century pieces of medical equipment. They are small, rectangular devices attached to a strap and designed to be wrapped around a humanoid limb.

They are designed to create electrical impulses in damaged tissue, or route weak nervous signals around nonfunctional tissue. Although they are very sophisticated devices, it could take several days or even weeks to master their use and even then, patients rarely recovered one hundred percent of their mobility.

The motor assist bands were also used to train the nervous system of a patient before surgery to implant neural transducers.

The Zalkonian named John Doe used motor assist bands during his rehabilitation in late 2366. He had much success with the bands due to his extraordinary physiology.

Lieutenant Worf also used the bands following his spinal injury in 2368, but he had little patience for learning how to use them.

An Orion dancer, and Starfleet spy, Catrin Telra, learned to walk again with the help of motor assist bands after being shot in the back by renegade Starfleet Captain Richard Lashmore.

**RULES**
Motor assist bands return partial mobility to a paralyzed limb, or one that has suffered even severe nerve damage. Motor assist bands may be worn as long as their power-supply lasts.

However, after wearing the bands for more than four hours the limb, or limbs will become tired, and may even have some sensations of fatigue or pain.

After wearing the bands for more than four hours a character must make a **Stamina** reaction test, with a -1 penalty. Failure, and the character must remove the bands or lose one **Fatigue level** (*PG, p.246*). This test must be made every hour beyond the fourth hour of wearing a motor assist band.

**DURATION / ENERGY**
A motor assist band is equipped with a 100-hour power-cell, which may be replaced by another, like an old-fashioned battery; or the cell may be recharged while inside the unit. Recharge-time is two hours.