

# IIS "Shocking Grasp" Gloves

"Shocking Grasp" gloves are a relatively simple invention from [lemochi Innovations & Sales](#). While being described as gloves, the device is actually designed to be *attached* to a set of conventional or specialised gloves. Electrode pads with positional tracking are added to the fingerpads of a glove to serve as a medium by which to pass incapacitating or potentially lethal arcs of electricity.

The fingerpads of the gloves also contain positional instruments so that they can be used as an inside-out tracking system for various products. This can be useful for environments where outside-in tracking like cameras is not practical. There's an optional package which sits on the back of the hand and includes a retractable tazer launcher.

## History

The "Shocking Grasp" was designed in YE 44 by a worker in [lemochi Innovations & Sales](#) as a simple self defence and policing device. It was folded into an existing project related to hand tracking. Originally marketed to the [Star Army Military Police](#), a version with its lethal settings removed was later sold to the civilian market. After success in the MPs, it was then pitched by the Provost Marshal to [Star Army Special Operations](#), who then added it to their equipment roster.

## Nomenclature Information

Here is the data regarding the entity which created and manufactures this item.

- Designer: [lemochi Innovations & Sales](#)
- Manufacturer: [lemochi Innovations & Sales](#)
- Name: IIS "Shocking Grasp" Gloves
- Nomenclature: IIS-W2-44
- Type: Glove Augmentation
- Role: Incapacitative Device

## Description

The "Shocking Grasp" consists of a sealed package which includes very thin conductive pads and a bracelet around half a centimeter thick. These have spiderweb-thin wires connecting the pads to the bracelet. All elements are made of robust materials that stand up to wear and tear, but not direct weapons fire. There is a similarly connected optional extra which appears as a thin rectangular block that sits on the back of the hand. It includes a retractable tazer.

## Pricing

Here is the information regarding the product's marketing values and fees for purchasable replacement parts.

- 400 KS

## Usage

By peeling the stickers off the back of the pads, they can be applied to the fingers and thumb of a not-provided glove. The adhesive is strong enough to permanently bind whatever it is attached to. The bracelet, which almost resembles a hair bobble when attached to the entrance of the glove, serves as the battery and computer.

Thumb and index finger: By tapping the thumb and index fingers together, it is possible to activate the positional tracking of the fingerpads for hand tracking purposes. It is only in this "on" state that any external devices can connect to the gloves and receive positional data. A booklet with connection instructions and a unique password is provided.

Thumb and middle finger: When the user taps their thumb and middle finger together, shorting the two pads, the device is set to 'shock' until the same action is repeated. By grabbing an individual, the pads detect a conductive surface and discharge an electric shock between any two contacted pads.

Thumb and ring finger: Tapping the thumb and the ring finger activates the optional tazer module. Two barbed darts are launched, with the same thin wires connecting them to the rectangular storage block, which is subsequently connected to the bracelet. When two darts contact the target, a shock is discharged between them. Tapping again activates the reel inside the tazer module and retracts them back inside.

Thumb and little finger: A user can instead tap their thumb and little finger for a lethal shock, if using the military model, the device is set to 'shock' until the same action is repeated. By grabbing an individual, the pads detect a conductive surface and discharge an electric shock between any two contacted pads.

The charge for shocks, as well for as the embedded computers and finger trackers, is situated in the bracelet. The bracelet battery self regenerates from photosensitive cells that line the surface of the bracelet. It holds a limited charge but enough for a handful of consecutive discharges before requiring an extended downtime of at least a few hours.

## Damage

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system.

- Standard: [Tier 0](#)
- Lethal: [Tier 1](#), Light Anti-Personnel

## OOO Notes

[ethereal](#) created this article on 2022/10/21 21:57.

This was approved by [Andrew](#) on 2022/10/27. <sup>1)</sup>

Products & Items Database	
<b>Product Categories</b>	clothing
<b>Product Name</b>	IIS "Shocking Grasp" Gloves
<b>Nomenclature</b>	IIS-W2-44
<b>Manufacturer</b>	<a href="#">Iemochi Personal Security</a>
<b>Year Released</b>	<a href="#">YE 44</a>
<b>Price (KS)</b>	400.00 KS
<b>DR v3 max</b>	Tier 1

<sup>1)</sup>

<https://starmy.com/roleplay-forum/threads/tazer-gloves.69412/>

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