

INTERFACE

R E D



A COLLECTION FOR *CYBERPUNK* ENTHUSIASTS
R E D
VOLUME 3

Interface RED Volume 3 is the third compilation book of **Cyberpunk RED** DLCs – free monthly **RED** content just waiting for you at the other end of the QR code below. Once more, we've polished them up to a Superchrome® sheen for your table and added a little something extra for you, too! The **Interface RED** series compiles and preserves our DLCs, so you'll be able to access them long into the Dark Future, in case of a DataKrash, but if you're just a metalhead here for the **Interface RED volume 3** exclusive Full Body Conversions article, that's okay too!

Get ready for eleven articles coming at you at high speed:

- **Hardened Mini-Bosses:** Mini-Bosses get the hardened treatment to keep up with your bullet-dodging, explosive-chucking, head-shooting crew.
- **Digital Dating in the Dark Future:** Go on a date in Night City and meet someone – a perfect way to add new NPCs to your game. Even Edgerunners get lonely sometimes!
- **Woodchipper's Garage:** Visit Santo Domingo, where the Nomad Fixer Woodchipper has got some serious firepower to sell you.
- **Salvaging Night City:** Why buy anything when there's plenty of good scrap just lying around the Combat Zones? A fun new downtime activity!
- **Midnight with the Upload:** You need to keep up with the latest netrunning hardware, or you're just a Flatline Recording waiting to happen. The Upload will set you up right.
- **Must Have Cyberware Deals:** Head on down to Dock 13 in sunny South Night City, where Mr. A-MAAAZE has all the cyberware you need to improve your life.
- **Collecting the Random:** A pristine data dump of ideas and inspiration from the Cyberpunk RED Crew to download directly to your brain and keep your game fresh!
- **Elflines Online the TCG:** Play the hottest TCG in Night City and earn exclusive in-game rewards in ELO, like digital gold and digital pets!
- **Spinning Your Wheels:** Take to the streets on your bike, skates, or skateboard and shred your way through Night City!
- **The 12 Days of Cybermas:** The Notorious Netrunner S.A.N.T.A has leaked twelve favorite pieces of cyberware from Cyberpunk 2020 to all the Techs of Night City.
- **Going Metal:** In this volume's exclusive article, Johnny Silverhand's number one fan, Samantha, introduces you to the world of Full Body Conversions! Time to go full Borg!

We're not done. The Free DLCs are going to keep coming, so keep watching rtalsoriangames.com for monthly RED content...or your enemies will.



Want more content for free? Scan the QR code to visit our website and download hundreds of pages of free **Cyberpunk RED** DLCs.

Enjoy the Chrome,
James Hutt
Senior Game Designer
& Mayor of Balance Town

CAST AND CREW

Writing and Design by James Hutt and J Gray • **Project Management by** J Gray

Editing by BJ Hensley • **Business Management by** Lisa Pondsmith • **Art Direction by** Winterjaye Kovach

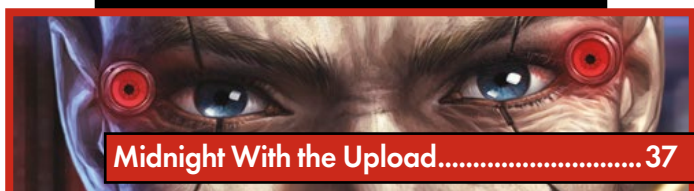
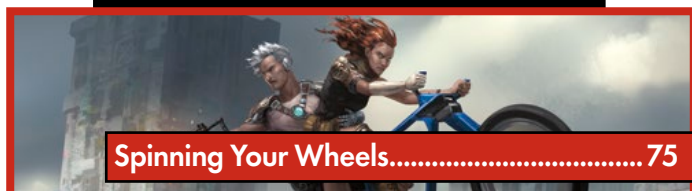
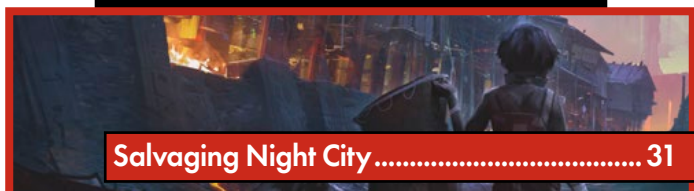
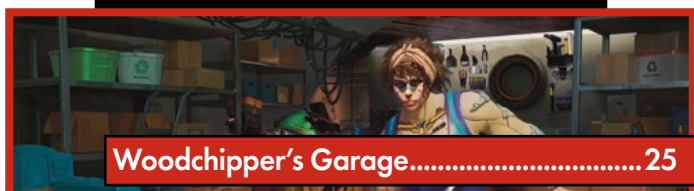
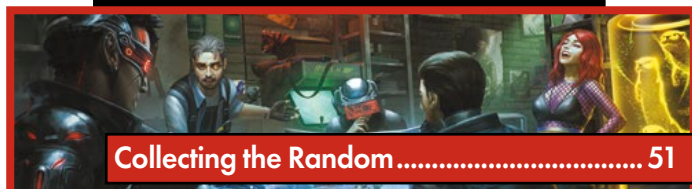
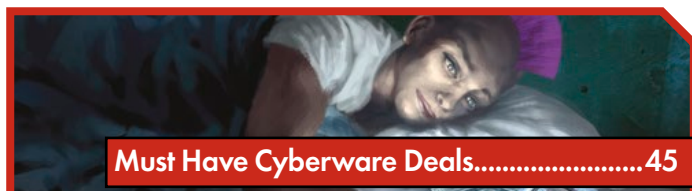
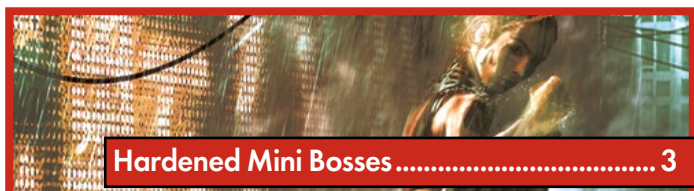
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Business Management by Lisa Pondsmith • **Layout by** J Gray

HARDENED MINI BOSSES

Welcome back, Gamemaster, to the third installment of the Hardened series of **Cyberpunk RED** DLCs! In this issue, we give the **Cyberpunk RED** core rulebook's Mini Bosses the Hardened Treatment, and we even throw in some new ones to help you level the playing field with your bullet-dodging, explosive-chucking, head-shotting death merchant Player Characters. Since this is part three, we're turning up the heat even higher! Be warned, if you don't have a Hardened Crew, these Hardened Mini Bosses are going to ring some church bells.

As with all Hardened Opponents, the following Mini Bosses are not designed to wipe the floor with a Hardened Crew but to challenge them without disrupting game economy or scaling up the number of enemy combatants in an encounter.

Before we get into it, here are your final warnings, ignore them at your own risk: Any encounter involving a Hardened Mini Boss is balanced to be deadlier. Stringing multiple such encounters together in a single job or fielding them against non-Hardened Crews is a recipe for a Character funeral.

Hardened Mini Bosses are balanced when used as replacements for the Mini Bosses in the *Cyberpunk RED* core rulebook (SEE CP:R PAGE 414) at a rate of 1 per 3 Edgerunners.

DATA
CP:R refers to the *Cyberpunk RED* core rulebook.

MINI BOSS MINI PROMOTIONS

If these Mini Bosses are just too Mini for your table, roll below to give them a Mini Promotion!

1d10	Hardened Mini Boss Mini Promotion
1	Increase one of their Skill Bases that is above 10 to 17.
2	Increase their HP by 10.
3	Give them Teamwork 3 (SEE CP:R PAGE 153), and give them a Team Member of your choice.
4	Give them Medium Armorjack that's been Tech upgraded, removing the Armor Penalty.
5	Give them an additional 600eb of cyberware.
6	Give them a Reputation of 5.
7	Give them an EMP Grenade (SEE CP:R PAGE 345) and an Athletics Skill Base of 16.
8	Give them either a dose of Black Lace (SEE CP:R PAGE 357) or Synthcoke (SEE CP:R PAGE 358) before combat starts.
9	Increase their MOVE to 8 or increase their Evasion Skill Base to 18.
10	Give them Gills (SEE CP:R PAGE 363) and a round of Exotic Bodysculpting (SEE CP:R PAGE 226). Shark? Arowana? You decide.

I CAN'T EVEN REVIEW A **RAMEN CART** WITHOUT BEING HASSLED. THESE NEW KIDS WILL MUG YOU FOR YOUR **AGENT**, THREATEN YOU OVER YOUR **COVERAGE**, AND KILL YOU FOR YOUR **PIECE** IF IT'S OF ANY QUALITY. THAT'S WHY I CARRY A **GRENADE**, OFFICER. IT'S FOR SELF DEFENSE!

— JERICHO HUNT

HARDENED MINI BOSSES

NAME	HARDENED ARASAKA ASSASSIN		REP	5	SERIOUSLY WOUNDED	25	HP	50									
ROLE	SOLO: COMBAT AWARENESS 6				DEATH SAVE	8											
STATS																	
INT	6	REF	8	DEX	8	TECH	6	COOL	5	WILL	8	MOVE	8	BODY	8	EMP	5
WEAPONS									ARMOR								
EQ HEAVY MELEE WEAPON					ROF2	3d6		HEAD	LIGHT ARMORJACK					SP 11			
MARTIAL ARTS ATTACK					ROF2	3d6		BODY	LIGHT ARMORJACK					SP 11			
SKILL BASES																	
Athletics 10 • Brawling 16 • Concentration 10 • Conversation 7 • Education 8 • Evasion 16 • First Aid 8 Human Perception 7 • Interrogation 13 • Language (Native) 10 • Language (Streetslang) 8 • Local Expert (Their Home) 8 Martial Arts (Karate) 16 • Melee Weapon 16 • Perception 8 • Persuasion 7 • Resist Torture/Drugs 16 • Stealth 16 Tactics 14																	
GEAR																	
Smoke Grenade • Anti-Smog Breathing Mask • Disposable Cellphone x2																	
CYBERWARE																	
Cybereye w/Lowlight/Infrared/UV x2 • Neural Link w/Sandevistan																	

Keep these two in your back pocket for when your Players do something you didn't expect: the Executive Protection can keep the story flowing while acting as a temporary wall to progress, and the Assassin can slow things way down with an immediate, challenging encounter while you figure something out.

NAME	HARDENED EXECUTIVE PROTECTION		REP	3	SERIOUSLY WOUNDED	30	HP	60									
ROLE	SOLO: COMBAT AWARENESS 6				DEATH SAVE	12											
STATS																	
INT	7	REF	8	DEX	8	TECH	8	COOL	7	WILL	8	MOVE	5	BODY	12	EMP	4
WEAPONS									ARMOR								
MARTIAL ARTS ATTACK					ROF2	4d6		HEAD	LIGHT ARMORJACK					SP 11			
BRAWLING ATTACK					ROF2	4d6		BODY	LIGHT ARMORJACK					SP 11			
SKILL BASES																	
Athletics 10 • Brawling 16 • Concentration 12 • Conversation 10 • Education 9 • Electronics/Security Tech 16 Evasion 14 • First Aid 10 • Human Perception 10 • Language (Native) 11 • Language (Streetslang) 9 Local Expert (Their Home) 9 • Martial Arts (Judo) 16 • Paramedic 16 • Perception 9 • Personal Grooming 14 • Persuasion 9 Stealth 10																	
GEAR																	
Agent • Radio Communicator																	
CYBERWARE																	
Cybereye w/MicroVideo • Grafted Muscle and Bone Lace • Linear Frame Sigma																	

HARDENED MINI BOSSES

NAME	HARDENED MILITECH VETERAN		REP	3	SERIOUSLY WOUNDED	28	HP	55									
ROLE	SOLO: COMBAT AWARENESS 6		DEATH SAVE	10													
STATS																	
INT	6	REF	8	DEX	8	TECH	6	COOL	5	WILL	8	MOVE	7	BODY	10	EMP	4
WEAPONS									ARMOR								
ASSAULT RIFLE W/SHOTGUN UNDERBARREL					ROF1	5d6			HEAD LIGHT ARMORJACK					SP 11			
HEAVY PISTOL					ROF2	3d6			BODY LIGHT ARMORJACK					SP 11			
SKILL BASES																	
Athletics 16 • Brawling 16 • Concentration 10 • Conversation 6 • Education 8 • Evasion 16 • First Aid 8 • Handgun 16 Human Perception 6 • Interrogation 13 • Language (Native) 10 • Language (Streetlangu) 8 • Local Expert (Their Home) 8 Paramedic 10 • Perception 8 • Persuasion 7 • Resist Torture/Drugs 16 • Shoulder Arms 16 • Stealth 16 • Tactics 14																	
GEAR																	
Armor Piercing H Pistol Ammo x10 • Armor Piercing Rifle Ammo x10 • Armor Piercing Shotgun Slug x10 • Black Lace x4 Radio Communicator																	
CYBERWARE																	
Grafted Muscle and Bone Lace																	

Don't forget the benefits gained from gear, cyberware, and Role Abilities! Add the Hardened Outrider's Moto Rank to their vehicle handling Skill Checks. Figure out if the Hardened Militech Veteran has huffed a dose of Black Lace before combat begins. They make a difference!

NAME	HARDENED OUTRIDER		REP	3	SERIOUSLY WOUNDED	25	HP	50									
ROLE	NOMAD: MOTO 6		DEATH SAVE	8													
STATS																	
INT	6	REF	8	DEX	8	TECH	5	COOL	7	WILL	8	MOVE	6	BODY	8	EMP	6
WEAPONS									ARMOR								
EQ HEAVY MELEE WEAPON					ROF2	3d6			HEAD LIGHT ARMORJACK					SP 11			
ASSAULT RIFLE W/DRUM MAGAZINE					ROF1	5d6			BODY LIGHT ARMORJACK					SP 11			
SKILL BASES																	
Air Vehicle Tech 11 • Athletics 10 • Autofire 16 • Brawling 16 • Concentration 10 • Conversation 8 • Drive Land Vehicle 14 Education 8 • Evasion 16 • First Aid 7 • Human Perception 8 • Land Vehicle Tech 6 • Language (Native) 10 Language (Streetlangu) 9 • Local Expert (Badlands) 9 • Melee Weapons 16 • Perception 8 • Persuasion 9 Pilot Air Vehicle 9 • Pilot Sea Vehicle 14 • Resist Torture/Drugs 16 • Sea Vehicle Tech 6 • Shoulder Arms 16 • Stealth 14 Wilderness Survival 14																	
GEAR																	
Basic Rifle Ammo x100 • Homing Tracers • Radio Communicator • Roadbike w/Armored Chassis, Bulletproof Glass & NOS Jet Ski w/Bulletproof Glass																	
CYBERWARE																	
Cyberaudio Suite w/Amplified Hearing • Cybereye w/Targeting Scope & Teleoptics • Neural Link w/Interface Plugs																	

HARDENED MINI BOSSES

NAME		HARDENED PYRO			REP		6		SERIOUSLY WOUNDED		25		HP		50																				
ROLE		SOLO: COMBAT AWARENESS 4 TECH: MAKER 2 (FABRICATION EXP 1 • FIELD EXP 1 • UPGRADE EXP 2)								DEATH SAVE		8																							
STATS																																			
INT		8		REF		8		DEX		8		TECH		8		COOL		5		WILL		8		MOVE		6		BODY		8		EMP		2	
WEAPONS																ARMOR																			
EQ FLAMETHROWER										ROF1			3d6			HEAD		LIGHT ARMORJACK				SP 11													
PQ ROCKET LAUNCHER										ROF1			8d6			BODY		LIGHT ARMORJACK				SP 11													
SKILL BASES																																			
Athletics 10 • Brawling 16 • Concentration 10 • Conversation 4 • Demolitions 16 • Education 12 • Evasion 16 • First Aid 10 Heavy Weapons 16 • Human Perception 4 • Language (Native) 12 • Language (Streetslang) 10 Local Expert (Their Home) 10 • Perception 10 • Persuasion 7 • Resist Torture/Drugs 16 • Science (Chemistry) 16 Stealth 16 • Weaponstech 16																																			
GEAR																																			
Incendiary Shotgun Shell Ammo x16 • Incendiary Rocket Ammo x1 • Flashbang Grenade x1 • Synthcoke x4																																			
CYBERWARE																																			
Artificial Shoulder Mount • Cyberarm x2 • Cyberaudio Suite w/Level Dampners • Cybereye x2 w/Anti-Dazzle																																			

Immediately impactful in combat, these two will teach your players the stakes of Hardened Combat encounters quickly and can escape easily for later appearances due to their long range weaponry. Plus, the Hardened Pyro used their Maker Role Ability to invent and fabricate Incendiary Rocket Ammunition!

NAME	HARDENED SNIPER	REP	5	SERIOUSLY WOUNDED	23	HP	45
ROLE	SOLO: COMBAT AWARENESS 6			DEATH SAVE	6		
STATS							
INT	7	REF	8	DEX	8	TECH	4
COOL	7	WILL	8	MOVE	6	BODY	6
EMP	4						
WEAPONS				ARMOR			
EQ SNIPER RIFLE W/ SNIPING SCOPE				ROF1	5d6	HEAD	LIGHT ARMORJACK
BRAWLING ATTACK				ROF2	2d6	BODY	LIGHT ARMORJACK
SKILL BASES							
Acting 15 • Athletics 10 • Brawling 10 • Bribery 15 • Conceal/Reveal Object 15 • Concentration 10 • Conversation 6 Education 9 • Endurance 16 • Evasion 16 • First Aid 6 • Human Perception 6 • Language (Native) 11 Language (Streetlangu) 9 • Local Expert (Their Home) 9 • Perception 15 • Persuasion 9 • Shoulder Arms 16 • Stealth 16 Wilderness Survival 15							
GEAR							
Armor Piercing Rifle Ammo x16 • Disposable Cellphone							
CYBERWARE							
Cybereye w/Lowlight/Infrared/UV & Targeting Scope x2							

► NPC SHEET

NAME	REP	SERIOUSLY WOUNDED	HP
ROLE	DEATH SAVE		

STATS

INT REF DEX TECH COOL WILL MOVE BODY EMP

WEAPONS

ARMOR

HEAD	
BODY	

SKILL BASES

GEAR

CYBERWARE

NAME	REP	SERIOUSLY WOUNDED	HP
ROLE	DEATH SAVE		

STATS

INT REF DEX TECH COOL WILL MOVE BODY EMP

WEAPONS

ARMOR

HEAD	
BODY	

SKILL BASES

GEAR

CYBERWARE

Want to make your own Hardened Mini-Bosses? Use these blank sheets!
You have full permission to copy and print them as much as you like.

BY NEIL BRANQUINHO



DIGITAL DATING IN THE DARK FUTURE

Writing and Design by James Hutt and J Gray

Editing by BJ Hensley and J Gray • **Art Direction by** Winterjaye Kovach

Business Management by Lisa Pondsmith • **Layout by** J Gray

DIGITAL DATING IN THE DARK FUTURE

DATEPATH? WHAT IS THIS?

In this document, you'll find a system custom made for going on first dates in Night City in **Cyberpunk RED**! The Datepath is a roleplaying prompt and Minor NPC generator all in one. You can play it at your table as a downtime activity to give you a break from the consequences of survival in the Dark Future or work through it between sessions to add a bit of extra spice to a Character's life!

WHY SHOULD I LET MY PLAYERS DATEPATH?

Esteemed Gamemaster, have you run out of relationships to reference from the Lifepaths your players rolled during Character Generation? Well, it may be time for those Characters to forge new relationships! The Datepath also creates an opportunity for Characters who rolled no friends or enemies to become more connected to the world through a potential significant other (or terrible date!). Don't worry, the Datepath won't break your game. For a seasoned Gamemaster like you, your Player Characters having more allies (or, at the very least, new acquaintances) just means they have more second hand enemies and more potential adventure hooks for you to mine to create even more fun at your game table.

Best of luck in the dating scene,
James Hutt
Mayor of Balance Town

THE Garden Dating

Are you **lonely**? **HOT** Edgerunners
in Night City want to meet **you!!!**

Using our monopoly on NET data
The Garden Dating makes finding
weekend plans as simple as 1-2-3!

1. Our algorithm matches you using your datacrawl history!
2. Our keyword optimized profiles have minimal text for easy dating!
3. Connect to your ideal *input* or *output* today!



ZIGGURAT
Our monopoly on data
is your monopoly on love

DIGITAL DATING IN THE DARK FUTURE

THE DATEPATH

YOU'VE MADE A MATCH!

► **Keywords** ◀

**What two keywords did your Match use to describe themselves in their profile?
Roll 1d100 twice.**

1d100	Keyword
1-2	Adorable
3-4	Adventurous
5-6	Affectionate
7-8	Ambitious
9-10	Athlete
11-12	Baking
13-14	Brave
15-16	Caring
17-18	Charming
19-20	Cooking
21-22	Courageous
23-24	Creative
25-26	Drinking
27-28	Elflines Online
29-30	Exec
31-32	Fishing
33-34	Fixer
35-36	Foodie
37-38	Funny
39-40	Gardening
41-42	Hard Working
43-44	Hiking
45-46	Hopeful
47-48	Hunting
49-50	Independent

1d100	Keyword
51-52	Insightful
53-54	Intelligent
55-56	Lawman
57-58	Loving
59-60	Loyal
61-62	Media
63-64	Medtech
65-66	Modest
67-68	Netrunner
69-70	Nomad
71-72	Optimistic
73-74	Passionate
75-76	Patient
77-78	Physically Fit
79-80	Quiet
81-82	Rational
83-84	Respectful
85-86	Rockerboy
87-88	Running
89-90	Solo
91-92	Spontaneous
93-94	Sports
95-96	Tabletop RPGs
97-98	Tech
99-100	Virtuous

Now give your Match a first name! You don't know anything else about them. That's what the first date is for! [Go to *Where is Your Date?*]

DATA

Gamemasters, feel free to change, add, or remove Keywords as you see fit to better match your campaign.

DATA

The Garden by Ziggurat is the biggest media sharing platform on the Night City Data Pool.

The Garden Dating is the latest addition to the lineup. After you create your profile you can cruise other profiles, aided by Ziggurat's patented algorithms, seeking a match or let other curious users pick you out of the crowd!

For more information about Ziggurat **SEE CP:R 290.**

DIGITAL DATING IN THE DARK FUTURE

► Where is Your Date? ◀

Roll Evens or Odds, then 1d10 to find your Date's location!

DATA
You can find more information about these areas of Night City in the core rulebook. See **CP:R PAGE 295**.

EVEN

1d10	Location
1	Norcal Military Base (GO TO PAGE 12)
2	Watson Development (GO TO PAGE 13)
3	New Westbrook (GO TO PAGE 13)
4	Morro Rock (GO TO PAGE 13)
5	Executive Zone (GO TO PAGE 14)
6	Heywood Industrial Zone (GO TO PAGE 14)
7	Heywood (Santo Domingo) (GO TO PAGE 14)
8	Rancho Coronado (GO TO PAGE 15)
9	Outskirts (GO TO PAGE 15)
10	Reclaimed Perimeter (GO TO PAGE 15)

ODDS

1d10	Location
1	Little Europe (GO TO PAGE 16)
2	Upper Marina (GO TO PAGE 16)
3	University District (GO TO PAGE 16)
4	Little China (GO TO PAGE 17)
5	Old Japantown (GO TO PAGE 17)
6	The Glen (GO TO PAGE 17)
7	Old Combat Zone (GO TO PAGE 18)
8	South Night City (GO TO PAGE 18)
9	Hot Zone (GO TO PAGE 18)
10	Pacifica Playground (GO TO PAGE 19)

► [Go to What is Your Date?] ◀

WHAT IS YOUR DATE?

Different locations in Night City offer different dating experiences! Roll on the appropriate table to determine what the Date will be!

► NorCal Military Base Date ◀

Your Date probably has a connection to Militech. Roll 1d6.

1d6	Date
1	Shoot off those first date jitters at the gun range.
2	Something about a rope course? Sounds interesting.
3	Apparently, the food is pretty good on base.
4	Watch a live training exercise together.
5	See a movie at the base's theater.
6	Bring your A game for the wildest paintball game of your life.

► [Go to How Does Your Date Go?] ◀

DIGITAL DATING IN THE DARK FUTURE

▶ Watson Development Date ◀

Your Date may have a connection to Petrochem of SovOil. Roll 1d6.

1d6	Date
1	Party in the unfinished lobby of a megabuilding construction site.
2	Museum date at SovOil's Museum of Petroleum.
3	Corporate picnic lunch in a park near Watson Central Cubelife.
4	Izakaya date in the Kabuki district.
5	It's a surprise! They'll meet you at the Watson entrance to the High-Security Monorail.
6	Attend a demonstration organized by local Rockerboy Lucius Rhyne.

[Go to How Does Your Date Go?]

▶ New Westbrook Date ◀

Your Date may have a connection to Rocklin Augmentics or Network 54. Roll 1d6.

1d6	Date
1	Be a part of a live audience on a Network 54 show.
2	Attend a Skate Foot race near Night City Firestation #1.
3	A Gala hosted by Rocklin Augmentics on their campus.
4	Rock climbing on the cliff below the WorldSat Offices.
5	Track down an elusive food truck in the area.
6	Grab a drink at an Executive Bar.

[Go to How Does Your Date Go?]

▶ Morro Rock Date ◀

You've got a ferry to catch! Roll 1d6.

1d6	Date
1	Watch a test of the Orbital Massdriver's giant steel doors.
2	The perfect place to watch the fireworks.
3	Lunch date at the Orbital Air Massdriver's employee cafeteria.
4	They say they have a boat docked on Morro Rock.
5	Double date with someone from their Family.
6	Ringside seats to a pit fight hosted underground at the Massdriver construction site.

[Go to How Does Your Date Go?]

DIGITAL DATING IN THE DARK FUTURE

► Executive Zone Date ◀

Your Date is loaded. Might be a high ranking Exec, too. Roll 1d6.

DATA

Need inspiration
or new ideas for
bars, clubs, and
restaurants?
Check out *20
Hotspots in
Night City*,
located in the
*Cyberpunk
RED Data
Pack*.

1d6	Date
1	Golf, anyone?
2	Fancy a round of tennis on a real organic grass court?
3	Brunch at your Date's favorite spot.
4	Pool Party at a Beaverville McMansion
5	Drinks in the business lounge of the Country Club.
6	Masquerade Party in the mansion of a rather recently deceased Exec.

► [Go to How Does Your Date Go?] ◀

► Heywood Industrial Zone Date ◀

Your Date might have a connection to Zhirafa. Roll 1d6.

1d6	Date
1	They want to show you their latest piece of urban art.
2	Laser tag at the Zhirafa Office Park.
3	Somebody welded a stack of cargo containers into a speakeasy.
4	An industrial music concert in an industrial zone.
5	There's this fantastic teriyaki place I always eat at.
6	Experience the carnage of drone fighting. Those poor GRAF3s...

► [Go to How Does Your Date Go?] ◀

► Heywood (Santo Domingo) Date ◀

Your Date likely has Nomad friends. Roll 1d6.

1d6	Date
1	A street festival is coming up, and everyone is going.
2	Let's get drunk on Smash at Metalstorm.
3	The Aldecaldos are having a barbecue.
4	Want to race Roadbikes together?
5	My grandma makes the best mole poblano.
6	There's a party tonight at the East Cargo Village.

► [Go to How Does Your Date Go?] ◀

DIGITAL DATING IN THE DARK FUTURE

► Rancho Coronado Date ◀

Your Date may be a mid to low level Corporate. Roll 1d6.

1d6	Date
1	Breakfast date at a pancake house.
2	Meet me and my totally real dog in the park.
3	Let's grab a drink at my local pub.
4	Mani-pedi date at the neighborhood market.
5	Have you ever LARPed before?
6	Roast weenies at a company cookout.

► [Go to How Does Your Date Go?] ◀

► Outskirts Date ◀

Your Date is probably a Nomad! Roll 1d6.

1d6	Date
1	Let's go on a hike!
2	My Family let me borrow our Gyrocopter.
3	Foraging for mushrooms is fun, I promise!
4	Have you ever tried archery?
5	Let's go off-roading in the badlands!
6	Your Date says they know where to find a secret waterfall.

► [Go to How Does Your Date Go?] ◀

► Reclaimed Perimeter Date ◀

Your Date is probably a Reclaimer! Roll 1d6.

1d6	Date
1	Bowling in an abandoned building.
2	Let's go urban spelunking.
3	A couple of my friends are going to get together, do you want to come?
4	We found some old fireworks. Want to fire them at abandoned cars?
5	Let's get tacos at my friend's truck.
6	Meet me at the all-night diner.

► [Go to How Does Your Date Go?] ◀

DIGITAL DATING IN THE DARK FUTURE

► Little Europe Date ◀

Your Date may have a connection to Continental Brands or Danger Gal. Roll 1d6.

1d6	Date
1	Attend a Cooking with Kibble class at the Oasis Megamart.
2	Pray with them at the Holy Angels Church.
3	Have a wild night at the Short Circuit.
4	Race hot pink go-karts at the Danger Gal Offices.
5	Enjoy a beautiful Italian dinner.
6	A glass of wine overlooking Night City from Camden Court's rooftop lounge.

► [Go to How Does Your Date Go?] ◀

► Upper Marina Date ◀

Your Date might have a connection to Ziggurat. Roll 1d6.

1d6	Date
1	Go to a game at the McCartney Field Stadium.
2	Rent a jetski and enjoy the bay.
3	Attend a press conference/fashion show hosted by Ziggurat.
4	Get a Johnny Silverhand at the Afterlife.
5	Spend a day riding the streetcar and being a tourist. It won't break down. Probably.
6	Go fishing!

► [Go to How Does Your Date Go?] ◀

► University District Date ◀

Your Date might work or study at Night City University or be connected to Biotechnica. Roll 1d6.

1d6	Date
1	A wild party off campus, at the University Cargo Bay.
2	How about a charming nature walk through Lake Park?
3	Tour Biotechnica's living museum in their only publicly accessible geodesic greendome.
4	Your Date wants to show you their new research project.
5	Group eating competition. Can you handle the Mega Kibbledog platter and win t-shirts?
6	Attend a concert being held on campus by the music department.

► [Go to How Does Your Date Go?] ◀

DIGITAL DATING IN THE DARK FUTURE

► Little China Date ◀

It's a Combat Zone! Come prepared! Roll 1d6.

1d6	Date
1	Grab a drink at the Forlorn Hope.
2	Window shopping and street food.
3	Get a massage together.
4	Go thrift shopping.
5	It's Sunday morning, time for dim sum.
6	Go to a Night Market together.

[Go to How Does Your Date Go?]

► Old Japantown Date ◀

You might want to wear Armorjack to this date. Roll 1d6.

1d6	Date
1	Enjoy a picnic overlooking the Hot Zone.
2	Get conveyor belt "sushi".
3	Sing karaoke in an all concrete building – excellent acoustics!
4	Your Date wants you to meet their best friend.
5	Attend a large parade and enjoy the atmosphere.
6	Your Date's father wants to meet you.

[Go to How Does Your Date Go?]

► The Glen Date ◀

Your Date is probably an Exec or a Lawman. Roll 1d6.

1d6	Date
1	Go clubbing at Club Atlantis.
2	Take a guided tour of City Hall.
3	Enjoy happy hour at an Excellent Bar
4	Score fresh baked goods at a local bakery. This shit is real!
5	Attend a political fundraiser.
6	A night at the opera.

[Go to How Does Your Date Go?]

DIGITAL DATING IN THE DARK FUTURE

► Old Combat Zone Date ◀

This might not be such a good idea... Roll 1d6.

1d6	Date
1	The Jessie James Kosher Deli is worth the risk.
2	Climb up to an abandoned rooftop to enjoy the view.
3	Romantically fire Grenade Launchers into piles of rubble.
4	Bring your own spray cans for a graffiti date.
5	Help weed your Date's rooftop garden.
6	Hang out in an abandoned mall.

► [Go to How Does Your Date Go?] ◀

► South Night City Date ◀

Your Date might be in a gang. Or have friends who are. Roll 1d6.

1d6	Date
1	Grab lunch with your date after their tattoo appointment.
2	Soak up the sun at the beach!
3	Sneak into Playland by the Sea by boat.
4	Your Date wants to introduce you to the whole gang.
5	Grab a drink at a rowdy Sea Nomad bar.
6	Enjoy live music in an abandoned gymnasium.

► [Go to How Does Your Date Go?] ◀

► Hot Zone Date ◀

Ever wanted to date a Scavver? Now's your chance! Roll 1d6.

1d6	Date
1	Take a historic tour of the ruins!
2	You're in for a wild night at the Totentanz.
3	Break into an old Corporate building.
4	Help your Date scavenge a classic piece of tech.
5	Attend a slightly radioactive street race.
6	Dine on expired MREs under the beautiful red sky.

► [Go to How Does Your Date Go?] ◀

DIGITAL DATING IN THE DARK FUTURE

► Pacifica Playground Date ◀

The most fun you can have without leaving Night City! Roll 1d6.

1d6	Date
1	Your Date wants to share their favorite braindance with you.
2	Picnic lunch in the Playland by the Sea parking lot.
3	A backstage tour of the Playland by the Sea Holostravaganza Concert Hall.
4	Shell (and shell casing!) hunting on the beach.
5	Ride the rides and dine on the unique Playland by the Sea Pineapple Madness Kibble.
6	Drag racing down by the pier.

► [Go to How Does Your Date Go?] ◀

HOW DOES YOUR DATE GO?

The time has come for your date, but will it be a good one or a weird one? Roll 1d10.

On a 1 to 4, you have a Good Date. [Go to Good Date: Beginning]

On a 5 to 8, you have a Weird Date. [Go to Weird Date: Beginning]

*On a 9 to 10, you've been ghosted. They don't show up, and you never learn why.
Either go back to the beginning or give up dating for a while.*

► Good Date: Beginning ◀

Things are starting off well! You've got a good feeling about this one. Roll 1d6.

1d6	What Happens?
1	You learn something new about them. Roll on the Keywords Table (SEE PAGE 11) until you get a new keyword for your date.
2	They tell you about one of their friends. Roll on the Your Friends Table (SEE CP:R PAGE 51).
3	They tell you about their Edgerunner job. Use the appropriate Role-Based Lifepath (SEE CP:R PAGE 53).
4	You immediately discover something you have in common.
5	They have a positive trait of your choice that was not apparent from their profile.
6	They are very attractive. Possibly Bodysculpted.

► [Go to Good Date: Middle] ◀

DIGITAL DATING IN THE DARK FUTURE

► Good Date: Middle ◀

Everything's going well. Keep up the momentum! Roll 1d6.

1d6	What Happens?
1	You learn something new about them. Roll on the Keywords Table (SEE PAGE 11) until you get a new keyword for your date.
2	They vent about one of their enemies. Roll on the Your Enemies Table (SEE CP:R PAGE 51).
3	They tell you about a previous relationship. Roll 1d10. On Evens, the relationship ended well. On Odds, roll on the Your Tragic Love Affairs Table (SEE CP:R PAGE 52).
4	You learn about their family. Roll on the Your Original Family Background Table (SEE CP:R PAGE 49).
5	They surprise you with a 20eb (Everyday) gift of the GM's choosing.
6	They stay quiet and spend the entire time listening to you talk.

► [Go to Good Date: End] ◀

► Good Date: End ◀

What a great date! How does it end? Roll 1d6.

1d6	What Happens?
1	They confide in you, talking about their life's goal. Roll on the Your Life Goal Table (SEE CP:R PAGE 53).
2	They give you helpful advice of the GM's choosing.
3	You learn about their values and outlook on life. Roll on the Your Motivations and Relationships Table (SEE CP:R PAGE 48).
4	They are really into you and want another date. Skip the Do They Say They Want Another Date? and Aftermath sections.
5	You learn about one of their incredible talents (GM's choice). They have a Base 16 in the appropriate Skill.
6	The date ended too soon to learn anything more!

► [Go to Good Date: One... Weird... Thing] ◀

WHAT HAPPENED LAST WEEKEND? SO, SHE SHOWED UP, RIGHT—WHICH WAS A **PLUS**, OF COURSE, BUT IT WASN'T THE GAL FROM THE PROFILE. NO, NO, NOT AT ALL. TURNS OUT SHE HAD JUST GONE IN FOR **EXOTIC** BODYSCULPTING, WHICH WAS A REAL SHAME. I'M **ALLERGIC** TO CATS.

— MARK FROM LITTLE EUROPE

DIGITAL DATING IN THE DARK FUTURE

► Good Date: One... Weird... Thing ◀

Even the best Dates can have their quirks. Roll Evens or Odds.

On Evens, there's nothing weird. [Go to The Post-Date Review?]

On Odds, roll 1d10.

1d10	What Happens?
1	Your Date ate their food in a strange way.
2	Your Date's parent called them twice during the span of the date.
3	Your Date talked about their ex — a lot.
4	Your Date's clothing was quite stained, and they didn't seem to care.
5	Your Date's Agent went off several times during the date.
6	Your Date didn't tip.
7	Your Date lied about a piece of information you learned about them (your choice what).
8	Your Date showed up a half an hour late.
9	Your Date thought you were someone else at the beginning of the date.
10	Your Date was recovering from a bullet wound during the date.

[Go to The Post-Date Review?]

► Weird Date: Beginning ◀

Something's off about the vibe here. Roll 1d6.

1d6	What Happens?
1	They tell you about three of their most recent tragic romances. Roll three times on the Your Tragic Love Affair Table (SEE CP:R PAGE 52).
2	Your Date is not the person from the pictures on their profile.
3	Your Date brought their friend along for the occasion. To see who, roll on the Your Friends Table (SEE CP:R PAGE 51).
4	Your Date is wearing something strange, even by Night City standards.
5	Your Date has a gang affiliation of the GM's choosing and shows up in Gang Colors.
6	Your Date has a lot of cybernetics. A dangerous amount. They might be sparking.

[Go to Weird Date: Middle]

DIGITAL DATING IN THE DARK FUTURE

► Weird Date: Middle ◀

What the hell is going on here? Roll 1d6.

1d6	What Happens?
1	Your Date excuses themselves to go to the bathroom and never returns. Either start at the beginning with a new date or stop dating for a while.
2	Your date starts a fight and then quickly finishes it. They have a Base 16 in a combat-related Skill of the GM's choice.
3	You learn nothing because your date spent the middle of the date on their Agent.
4	Your Date likes Smash. A lot. Possibly also Synthcoke, but you aren't sure.
5	They tell you about three of their most hated enemies. Roll three times on the Your Enemies Table (SEE CP:R PAGE 51).
6	They talk about their family the entire time. You learn a lot. Roll on the Your Original Family Background Table (SEE CP:R PAGE 49) and on the Your Family Crisis Table (SEE CP:R PAGE 50).

[Go to Weird Date: End]

► Weird Date: End ◀

This is one for the history vids! How does it end? Roll 1d6.

1d6	What Happens?
1	They are really into you and want another date. Skip the Do They Say They Want Another Date? and Aftermath sections.
2	You learn about their values and outlook on life. Roll on the Your Motivations and Relationships Tables (SEE CP:R PAGE 48).
3	They insist on showing you their "good luck charm". Roll on the Most Valued Possession You Own Table (SEE CP:R PAGE 48).
4	They give you helpful advice of the GM's choosing.
5	They give you 50eb (Costly) worth of Street Drugs and/or Ammunition of the GM's choosing as a gift.
6	The date ended too soon to learn anything more!

[Go to The Post-Date Review]

WHAT HAPPENED LAST WEEKEND? WELL, I WENT ON THAT DATE WITH MARK, AND IT STARTED OUT WELL, BUT THERE WAS THIS ONE **WEIRD** THING, HE WAS MUCH SHYER THAN I EXPECTED, AND I SWEAR, REDDER THAN A BIOTECHNICA SYNTH-TOMATO. HE KEPT **SCRATCHING** HIMSELF THE WHOLE DATE, AND I WAS JUST THINKING, SAVE SOME FOR ME BABE. I DON'T KNOW SIS, I JUST THOUGHT HE'D BE MORE INTO MY **NEW** LOOK.

— TORA FROM THE UNIVERSITY DISTRICT

DIGITAL DATING IN THE DARK FUTURE

THE POST-DATE REVIEW

Your date has come to an end. Time to see how things go after!

▶ Do They Say They Want Another Date? ◀

Roll Evens or Odds.

*If Evens, they say they want another date at the end of your first and promise to contact you.
[Go to Aftermath]*

If Odds, they're just not that into you and beg off. Either start over with a new Date or stop dating for a while.

▶ Aftermath ◀

Roll 1d10.

*On 1 to 8, you haven't been ghosted, and they'll contact you again.
[Go to The Start of a New Romance?]*

On a 9 or 10, you've been ghosted. You won't hear from them again, at least regarding a second date... but be warned, Night City can be a frighteningly small space when it wants to be!

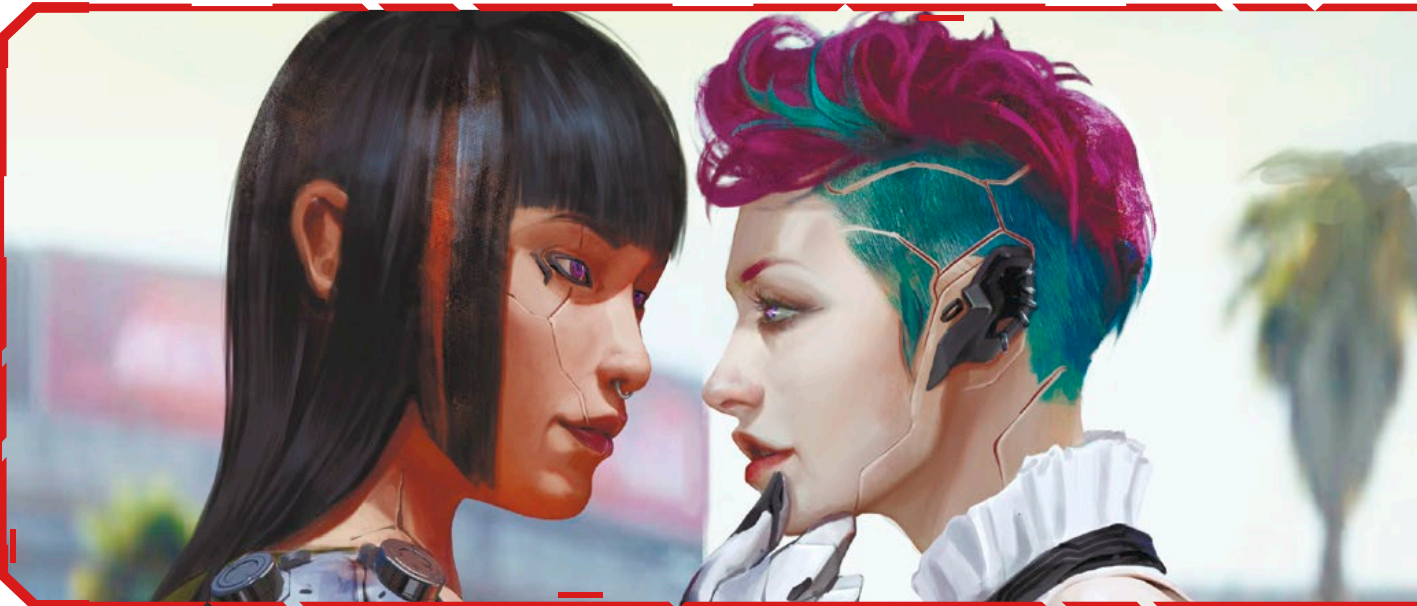
▶ The Start of a New Romance? ◀

What happens next, we leave for you and your GM to decide!

Does your new romance bloom? Or wither?

Whatever it may be: Happy Valentine's Day, choomba!

BY HUNTANG



CYBER
CARE?

WOUND
WORRIES?

PLAGUE
PROBLEMS?



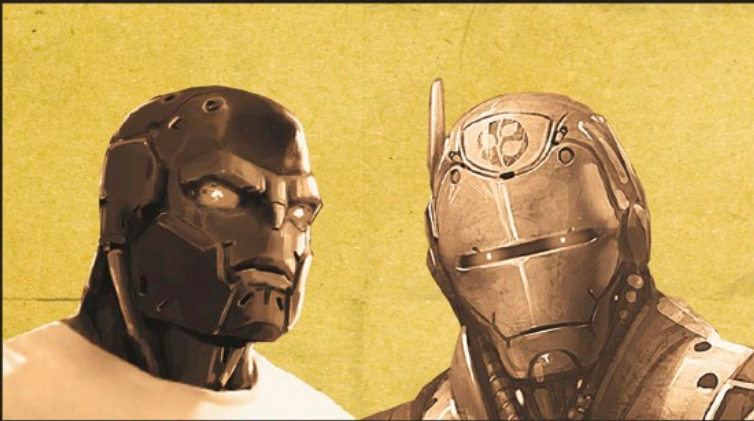
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VS

PETER
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BURKE
challenger

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FEATURING DJ FRAME!

BY PEDRAM MOHAMMADI



WOODCHIPPER'S GARAGE

WEAPONS THAT GO BOOM!

Writing and Design by James Hutt and J Gray

Editing by BJ Hensley and Cody Pondsmith • **Art Direction by** Winterjaye Kovach

Business Management by Lisa Pondsmith • **Layout by** J Gray

TODAY AT THE SOURCE

DATA

Jericho Hunt is a freelance journalist who has done work for multiple Night City screamsheets, including Night City Today News. Today at the Source is Jericho's independent Garden (atch. For more information on The Garden, see the Ziggurat Corp entry on **PAGE 280** of the **Cyberpunk RED** core rulebook.

Jericho Hunt (JH): *Today at the Source*, we're in Heywood for a conversation with a Nomad who represents an important link in our hungry city's buffet line of firearms and firearm accessories. Our talk spoke volumes about our city. How long will we remain ignorant to where our belongings come from? Is our need for consumption eating us out from the inside, leading us, chained at the mouth, speeding into a second Night City Holocaust?

JH: Woodchipper, thank you for inviting me into your garage. Nice place.

Woodchipper (W): It's always a pleasure. Sad that it's been a while since we last spoke. What's kept you out of these parts?

JH: I've been bouncing around The Glen mostly, working the corporate news beat, saving up to go independent. You're my first interview in a new series, called *Today at the Source*. We're starting with guns.

W: Well since you came here first I'll take that as a compliment.

JH: Let's jump into the interview, since I know you're busy. I understand you aren't a typical Night City Fixer, and deal with a traditional end clientele. How does your business work?

W: Honestly, I work two jobs. My first priority has always been resolving conflicts between Nomad Packs on behalf of the Aldecaldos, especially those that come up as they enter Night City to refuel and prepare for the road ahead. Things like conflicts over dock space in South Night City and popular camping parking lots in Santo Domingo and Rancho Coronado. It's all about personal relationships and earning trust.

JH: And what about your second job?

W: It turns out when you do that work, you come into contact with a lot of Fixers looking to trade with the packs. And what do they want? Honestly, anything they can get their hands on, especially weapons. So now I'm a clearing house for them. They order what they need, and I see if a Nomad brought one in this week strapped to the back of their bike. Most of the time, with things the way they are, the answer is no. But

these Fixers are tenacious, they'll call back next week like clockwork, asking for more Archimedes, M-02 Heavy Rifles, or whatever their clientele wants to blow someone up with.

JH: Is that where the demand is? Explosives?

W: Yes, there's been a bit of an arms race on, and, short of a relationship with Militech, most of the heavy weapons have to be recovered from decommissioned military sites out in the Badlands. Usually, that's what's left too, because boy are they heavy. Only us Nomads have the hauling power needed to strip those sites clean.

JH: Do you ever feel like you're feeding a monster that needs to go on a diet?

W: Jericho, you know that it isn't that simple. I'm not arming the boot, I'm arming those under it, and they shoot your monster in its toes. I don't work with Corporations, and most of my people deal to non-affiliated Solos and Gangs.

JH: Tough talk from a merchant of death.

W: I don't resent the label. What do you think happens to Santo Domingo if the Corporations get what they want? I'll tell you: it's all employee housing. These families will be pushed out further into the lawless wastes, or into the Combat Zone itself.

JH: Right in with those gangs you've armed, I'm assuming.

W: Not every Gang is the Bozos.

JH: Of course. There's also the Maelstrom, and the Reckoners.

W: Point taken.

JH: Thank you for your time, Woodchipper.

W: It's been a pleasure.

JH: Now that that's over, what exactly have you got for sale here?

WOODCHIPPER'S BOOMSTICKS

► BIOTECHNICA ENVIRO-LAUNCHER

Cost: 500eb (Expensive)

I don't remember where I got these. I think I traded a crate of Stolbovoys to a pack up north for them. They've been sitting in my garage for months, and I haven't been able to locate any information about them on the Data Pool, so I assume they work as intended.

An Exotic Rocket Launcher that can only be fired once. Once fired, as an Action, you can twist the handle to crush a vial of reactive enzyme, which will decompose the weapon entirely in one hour.

► BUDGET ARMS TRIPLE TREAT

Cost: 500eb (Expensive)

Not everybody has a huge budget when it comes to explosives. Some people have problems that are bigger than their bank balance. Save on hardware, splurge on ammunition.

A Poor Quality Exotic Rocket Launcher with a two shot capacity and an integrated Poor Quality Exotic Grenade Launcher Underbarrel that cannot be removed. Despite being an Exotic Weapon the Triple Treat is capable of firing non-Basic Rocket and Grenade Ammunition.

► FLARE GUN

Cost: 100eb (Premium)

Everybody needs a flare gun. Even if it's just for celebrating your choomba's quinceañera, one of these will really light up their special night.

A One Handed Exotic Grenade Launcher with a one shot capacity. Too bulky to be installed in Pop-up cyberware. In addition to all Grenade Ammunition, the Flare Gun can fire road flares (SEE CP:R PAGE 351) using the Grenade Launcher Range Table. These road flares do not explode or cause damage but can be seen for up to 3 miles away while in the air. Once they land, they act as a typical road flare.

► MIDNIGHT ARMS SDF-45

Cost: 1,000eb (Very Expensive)

I used to model for these people in my early teens. They never did pay me, the assholes. I did steal these, off a hammerhead train coming in earlier this year, though. We still aren't even. Definitely don't point it in the general direction of anything you care about. I recommend doing so at a Midnight Arms distribution warehouse, personally.

The SDF-45 is an Exotic Rocket Launcher with a maximum range of 400 m/yds. Its magazine holds 4 Armor Piercing Rockets. Whenever you attack with this weapon, it fires two rockets at once at your target. However, instead of the user making a Heavy Weapons Skill Check to hit the target, the GM decides where both rockets hit. Dodging an explosion made by this weapon is a DV15 Evasion Check that can only be attempted by a defender who can already dodge bullets, and places them outside the blast area if they succeed.

When deciding where the two rockets hit, the GM must choose two locations within 50 m/yds of your intended target which must be at least 10 m/yds apart. This weapon cannot be Upgraded by a Tech in a way that removes this GM targeting feature.

► MILITECH AEGIS

Cost: 1,000eb (Very Expensive)

These are pretty ancient, actually. I recovered them from a sunken airtight shipping container that I think was supposed to be delivered to the NCPD for testing. The date on the manifest was a week after the Fourth Corporate War hit Night City. Supposed to be "less-lethal" – whatever that means.

A Poor Quality Exotic Shotgun fired with the Heavy Weapons Skill instead of the Shoulder Arms Skill. Mechanically, the Aegis is a shotgun that can only fire using the Shotgun Shell alternate firing mode, except it deals 4d6 instead of 3d6 damage. Additionally, instead of using ammunition, whenever this weapon is fired it drains one of 8 charges from its easily rechargeable (1 hour) battery pack. Damage dealt by this weapon cannot cause a Critical Injury and does not ablate armor. If damage dealt by this weapon would reduce a target to under 1 HP they are instead Unconscious at 1HP.

► MILITECH ARCHIMEDES

Cost: 5,000eb (Luxury)

I'll level with you. You can only really get these if you raid a Militech installation in the dead of night all quiet like. Otherwise, they'll fire them before you can get close. Those jarheads got into their field to be the one pushing the big red button after all. They don't even hesitate.

Once you get the bulky olive plastic carrying case open, the controls are pretty easy to grasp. Only requires a bit of basic flying and the right cyberware. The rocket's targeting system does most of the work.

The Archimedes is an Excellent Quality Exotic Rocket Launcher fired using the Pilot Air Vehicle Skill instead of the Heavy Weapons Skill. It can only fire Smart Rockets. The weapon will not function unless its user has Targeting Scope cyberware. Each purchase comes with one Smart Rocket.

► NOMAD AIR CANNON

Cost: 1,000eb (Very Expensive)

My cousin makes these! We mostly use them for scaring away animals, but they also work real well to soften up an over-armored static or clean them off your newly sealed driveway.

A liquid launching air cannon. Mechanically, it acts as a Exotic Shotgun with a 1 shot capacity that fires using the Shotgun Shell alternate firing mode except instead of dealing damage it coats any target the spread hits in the liquid fired. Typically loaded with paint or water. However, if loaded with acid, all armor worn by any coated target is reduced by 1 SP. One shot of acid costs 10eb (Cheap).

Theoretically, the weapon can also be loaded with either Poison or Biotoxin. Loading the weapon with either requires 3 vials per shot. Any target coated must make a Resist/Torture Drugs Skill Check as if hit by Poison or Biotoxin Ammunition (SEE CP:R PAGE 345 AND 346).

► PURSUIT SECURITY INCORPORATED TEARJERKER

Cost: 500eb (Expensive)

Making a clean getaway is a big part of keeping yourself alive. This isn't just a grenade launcher, it's an insurance policy. Sometimes it's health insurance, sometimes it's car insurance. Either way, it's cheaper than the alternative.

An Excellent Quality Exotic Grenade Launcher with a 3 shot capacity. Despite being an Exotic Weapon, it is only capable of firing Smoke or Teargasm Ammunition.

► SLAMDANCE BALLISTIC HARPOON

Cost: 1,000eb (Very Expensive)

I sell a lot of these to Sea Nomads. They swear by them for hunting and occasional naval defense. You don't have to fire it if you don't want to, but many cannot resist the urge. I once bought a lot of these in bulk directly from SlamDance, but I've never been able to get that sweet of a deal again.

A Two Handed Exotic Very Heavy Melee Weapon. This oversized harpoon can also be fired from its unique ballistic housing using the Heavy Weapons Skill and the Bows & Crossbows Range Table. When fired, it still ignores half of the defender's armor. Once fired, the harpoon can still be used by any wielder as an Exotic Very Heavy Melee Weapon. If recovered, it can be reloaded into its ballistic housing with an Action.

► STERNMEYER M-02 HEAVY RIFLE

Cost: 1,000eb (Very Expensive)

This is one of the most reliable workhorses I sell. A single drum can take you through an entire gang war if you're lucky. Love how it mints return customers too, because this special kitten is real finicky about its food.

An Exotic Assault Rifle incapable of Autofire and Suppressive Fire. It is fired with the Heavy Weapons Skill instead of the Shoulder Arms Skill and has an 80 shot capacity. This weapon fires its own proprietary tround ammunition, which costs 500eb (Expensive) for a drum of 80 Armor Piercing shots and is the only type of ammunition this weapon can fire.

► TOWA POCKET LAUNCHER

Cost: 500eb (Expensive)

Check this out. Pretty neat, huh? Fits in your purse, tactical fanny pack, or whatever else you need. Telescopes with the touch of a button. You'll have to figure out how to hide a rocket of course. By the way, I've got plenty in stock.

A Poor Quality Exotic Rocket Launcher. While unloaded it can be concealed.

► URBANTECH BURST FLAMETHROWER

Cost: 1,000eb (Very Expensive)

Personally, not my thing. I like the clothes I wear and I don't like replacing them. But if I don't supply them, my customers will just get them from Hornet, and I don't let money walk out of my garage if I can help it. A massive all-metal construction that's as close to a fire hose as you can get – albeit literally.

An Exotic Shotgun fired with the Heavy Weapons Skill instead of the Shoulder Arms Skill. Mechanically, the flamethrower is a shotgun that can only fire Incendiary Shotgun Shells (ammunition cost is also the same as Incendiary Shotgun Shells), except that while your targets are ignited, until they spend an Action to put themselves out, they take 4 damage to their HP at the end of their turns. If they were already on fire, this effect replaces one that would deal less damage. Damage dealt by this weapon cannot cause a Critical Injury, and it cannot be used to make Aimed Shots.

The Burst Flamethrower also has a unique alternate firing mode. By draining all remaining ammunition from the clip you can shoot a fireball using the Heavy Weapons Skill which explodes like an incendiary grenade. When using this alternate firing mode, use the Grenade Launcher Range Table. Whenever you use this alternate firing mode, you immediately catch Deadly on Fire (SEE CP:R PAGE 180).

WOODCHIPPER'S GARAGE

DATA

Check each weapon's full description for additional rules and information.

Weapon Name	Weapon Skill	Single Shot Damage	Standard Magazine	Rate of Fire (ROF)	Hands Required	Can be Concealed?	Cost
Biotechnica Enviro-launcher	Heavy Weapons	8d6	1 (Rocket)	1	2	NO	500eb (Expensive)
➔ Alt. Fire Modes & Special Features: Explosive • Decomposable							
BudgetArms Triple Threat	Heavy Weapons	8d6	2 (Rocket)	1	2	NO	500eb (Expensive)
➔ Alt. Fire Modes & Special Features: Explosive • Integrated PQ Grenade Launcher							
Flare Gun	Heavy Weapons	6d6	1 (Grenade)	1	1	NO	100eb (Premium)
➔ Alt. Fire Modes & Special Features: Explosive • Roadflare							
Midnight Arms SDF-45	Heavy Weapons	8d6	4 (Rocket)	1	2	NO	1,000eb (V Expensive)
➔ Alt. Fire Modes & Special Features: Explosive • Double Launch • Max Range 400 m/yd							
Militech Aegis	Heavy Weapons	4d6	8 (Battery)	1	2	NO	1,000eb (V Expensive)
➔ Alt. Fire Modes & Special Features: PQ • Shotgun Shell • Less than Lethal							
Militech Archimedes	Pilot Air Vehicle	8d6	1 (Rocket)	1	2	NO	5,000eb (Luxury)
➔ Alt. Fire Modes & Special Features: EQ • Explosive • Smart Rockets Only							
Nomad Air Cannon	Shoulder Arms	N/A	1 (Special)	1	2	NO	1,000eb (V Expensive)
➔ Alt. Fire Modes & Special Features: Shotgun Shell • Liquid Ammo Only							
Pursuit Security Inc. TearJerker	Heavy Weapons	N/A	3 (Grenade)	1	2	NO	500eb (Expensive)
➔ Alt. Fire Modes & Special Features: EQ • Smoke or Teargas Ammo Only							
SlamDance Ballistic Harpoon	Melee Weapon/ Heavy Weapons	4d6	1 (Harpoon)	1	2	NO	1,000eb (V Expensive)
➔ Alt. Fire Modes & Special Features: Melee Weapon • Fired using Bow & Crossbow Range							
Sternmeyer M-02 Heavy Rifle	Heavy Weapons	5d6	80 (Special)	1	2	NO	1,000eb (V Expensive)
➔ Alt. Fire Modes & Special Features: Unique Ammo • Single Shot Only							
Towa Pocket Launcher	Heavy Weapons	8d6	1 (Rocket)	1	2	YES	500eb (Expensive)
➔ Alt. Fire Modes & Special Features: Smartgun Link • Unique Ammo • Collapsible							
UrbanTech Burst Flamethrower	Heavy Weapons	3d6	4 (Shell)	1	2	NO	1,000eb (V Expensive)
➔ Alt. Fire Modes & Special Features: Shotgun Shell • Burst Explosion							

BY VINCENT LEFÈVRE



SALVAGING NIGHT CITY

A NEW DOWNTIME ACTIVITY

Writing and Design by J Gray and James Hutt

Editing by BJ Hensley and J Gray • **Art Direction by** Winterjaye Kovach

Business Management by Lisa Pondsmith • **Layout by** J Gray

DATA

3-Piece is a Fixer/Media who made a name for himself by organizing Techs and providing basic services to his neighborhood in the aftermath of the 4th Corporate War.

These days, he splits his time between his Garden Patch (named Hustling with 3-Piece) and helping to run Short Circuit with his husband, Brain, and their daughter, Bug.

For more information on Short Circuit, SEE CP:R PAGE 312.

HUSTLING WITH 3-PIECE

If you live in Night City and you haven't sold your soul to the Corps, chances are you're looking for ways to keep a roof over your head, food on your plate, and those sweet, sweet ebs in your pocket.

Well, I'm 3-Piece, here to guide you through our modern economy and keep you housed, fed, and alive in the Time of the Red. All part of a little enterprise called...

Hustling with 3-Piece!

And if you want to help keep me housed, fed, and alive, please subscribe to this Garden Patch and watch this video all the way to the end. Ziggurat's algorithms demand complete views to give my Patch a good score.

Today on Hustling with 3-Piece, I'm going to clue you into a topic near and dear to my boo's heart: salvaging.

WHAT'S SALVAGING?

The concept of salvaging's pretty simple. You go to an area full of wrecked stuff, you sort through the trash, and you pull out some treasures to make use of or sell.

Sometimes those treasures are pieces and parts to be recycled, like copper wiring, circuit boards, and junk. Other times, you'll find some broken swag that, with a little TLC, transforms into fully usable gear.

By the way, if you do find some gear in need of repairs, feel free to drag it down to Short Circuit in Little Europe. That's the bar I run with my husband, Brain, and I promise you we've got all the tools you need to turn that trash into treasure. And, if you mention the code that'll pop up on the screen at the end of this video, we'll even comp you a free drink!

SALVAGING ESSENTIALS

To get into salvaging, you'll need a few things. First, you need knowledge. You've got to know what's worth snagging and what you should leave in the gutter.

I recommend hanging out at Short Circuit and gabbing with the regulars. They'll give you a good education on the topic.

Second, you'll need tools. Nothing special. Just a standard tech toolkit will usually do. Finally, you'll need a way to drag anything you salvage out of the junkyard and into your own yard. Guts and weapons don't hurt, either. Be warned. Salvaging isn't the easiest or safest hustle. It can be damn dangerous.

SALVAGING DANGERS

What kind of perils am I talking about? When you're salvaging, you've generally got two different dangers trying to kill you: the environment and the people.

► The Environment ◀

You don't usually salvage in cushy, safe, security-patrolled executive zones. You go to places full of junk and ruin. There's plenty of rusted metal, toxic mold, and nasty rot to infect any wounds you get. Everything's crumbling, perilously stacked, or ready to fall apart, so you never know when your next step will bring down a building on top of you or send you tumbling straight down through the floor. It isn't uncommon for a salvage area to be radioactive, filled with toxic and/or explosive gases, or flooded with CHOOH²-contaminated, and thus flammable, trash water.

In other words, when you're salvaging, your surroundings are trying to kill you. Go in prepared. Radiation suits. Breathing masks. Rope. Grapple guns. Flashlights. Know the area you're visiting and pack your kit accordingly.

► The People ◀

Even in the most hostile, barren parts of Night City you're never really alone. Anywhere you go, you risk running into someone, or someones, armed to the teeth and unhappy with your presence. In the Combat Zones, for example, chances are your salvage spot's in some gang's territory. You either have to make a deal with them, sneak past them, or fight your way in and/or out. In the Hot Zone, you could be dealing with gangers who got lost trying to get to the Totentanz or scavvers. A lot of us live on the Edge, but scavvers have fallen off completely. They live below the Edge, squatting in the ruins, salvaging almost twenty-four-seven just to keep their desperate lives going. Some you can deal with. Talk to. Others, their territorial instinct overrides everything else, and they'll attack anyone or anything entering their turf.

Finally, if you're salvaging inside an area technically owned by a company, like a scrapyard, you might run into the two nastiest gangs of all: Corporate security and NCPD. There's nothing worse than an armed bully who thinks they have the moral high ground and the legal protection to do anything the hell they want to you.

SALVAGING LOCATIONS

In talking about the dangers you'll encounter, I mentioned some specific locations. And chances are, you already have some ideas but here's a breakdown of common salvaging locations in Night City.

► The Hot Zone ◀

That big, roughly circular pile of wreckage in the middle of the city. Used to be a major Corp Plaza. Now, it is nothing but ruins. Every year, the city junta scrapes away more at the edges of the Hot Zone,

demolishing the old so they can build up the new, but there's still plenty of old, broken tech and hidden treasures deep inside. Just be careful of the scavvers and the radioactive hot spots.

► Combat Zones ◀

Right now, there are four areas of Night City most people consider Combat Zones: South Night City, the Old Combat Zone, Old Japantown, and Little China. These areas tend to be a mixture of semi-habitable neighborhoods and old wrecked, rotting buildings. Most of the good stuff's already been salvaged by the residents, junk dealers, and gangs, but sometimes you can find a good score.

► Scrapyards ◀

Night City's constantly rebuilding these days. Old buildings come down. New buildings go up. All the junk being demolished has to go somewhere. And that somewhere

BY HELIO FRAZAO



is the scrapyards. In theory, all that junk’s getting recycled and reused but recycling takes time, effort, and labor so it’s always behind schedule. In other words, those scrapyards are full of treasures worth pillaging.

Just be careful. Corps are weird. Even if they don’t intend to use a thing they technically own, they’ll still fight to your death to protect it. As long as a Corp own it, you can’t have it. And any security forces present will shoot first and kick your body into a pit in the middle of the scrapyard later.

► The Perimeter ◀

Head to the edges of the city or into the Badlands and you’ll find the ghost-filled remains of civilization. Small towns. Service stations. Abandoned motels. Factories. You may look at the Badlands and see nothing but tumbleweeds and dried, cracked earth but there’s plenty of spots to salvage. And out there, you won’t run into gangs. Instead, you’ll probably run into Nomads.

The good news is, Nomads tend to be selective about what they salvage. Every pound they add to their vehicles reduces their fuel efficiency, so they usually only take what they need. That means you can usually bargain with Nomads. As long as you don’t try to take what they want, they’ll let you salvage without trouble.

THE WRAP UP

Now you’re clued into what salvaging is, what you need, the dangers, and the possible locations. The next step’s up to you. I recommend starting small and learning and growing as you go. Salvaging is a trade and, like all trades, requires practice and experience. Once you get the hang of it, though, salvage can be a great way to earn some extra eb and get new gear you otherwise couldn’t snag on the market.

Thanks for sticking around to the end of this video. Want to know what’s next on Hustling on 3-Piece? Here’s a hint: cabbages!

And remember, Short Circuit’s the place to be in Little Europe if you’re into tech or Netrunning. Show the bartender a screenshot of this code **3PHUSTLE**, and you’ll get a free drink on your next visit.

**Until next time, try not to go broke
on the streets of Night City.**

SALVAGING RULES

If you’ve got free time, you can salvage in an attempt to grab gear you can use or sell. A salvaging attempt takes one week and can’t be done on days when you perform another downtime activity (like healing or hustling).

STEP 1: DECIDE ON A CATEGORY

When you’re salvaging you’re either looking for something specific or willing to take whatever you can find. If you’re looking for a specific category of goods, move on to Step 2. If you’re willing to take whatever you can find, roll on the Salvage Categories table below to determine what type of goods you’ll discover on this trip.

► SALVAGE CATEGORIES

Roll (1d6)	Salvage Category
1	Cyberware
2	Weapons
3	General Gear
4	General Gear
5	Armor
6	Cyberdecks and Programs

THIS EPISODE OF HUSTLING WITH
3-PIECE WAS **NOT** TAPED IN FRONT
OF A LIVE STUDIO AUDIENCE. IT **WAS**
TAPED IN FRONT OF MY DAUGHTER,
WHO WOULDN’T STOP **GIGGLING**
THE ENTIRE TIME. TURNS OUT SHE’D
PUT A GOLDFISH HEAD FILTER ON
ME **WHILE** WE RECORDED. I HAD
TO REDO THE WHOLE THING!

— 3-PIECE
FROM THE HUSTLING WITH 3-PIECE Q&A SPECIAL

STEP 2: MAKE THE CHECK

Make a Basic Tech Skill Check to determine the worth of the salvage you find. The higher the Check, the more you salvage. The DV changes based on whether you are looking for a specific category of goods or taking whatever you can find. If you roll a Critical Failure (a 1 on the 1d10) skip to Step 2a.

► SALVAGE WORTH

Worth	Take What You Can Find	Specific Category
10eb	DV 9	DV 13
20eb	DV 13	DV 15
50eb	DV 15	DV 17
100eb	DV 17	DV 21
500eb	DV 24	DV 29
1000eb	DV 29	N/A

STEP 2A: CRITICAL FAILURES

If you roll a Critical Failure on your Basic Tech Skill Check while salvaging, you not only failed to salvage anything, you've run head-first into danger. Roll on the Perils of Salvaging table to determine what happened.

► PERILS OF SALVAGING

Roll (1d6)	What Happened
1	A structure collapsed on top of you. Take 6d6 damage (reduced by armor). You also take a Critical Injury. Roll on the Critical Injuries to the Body table (SEE CP:R PAGE 221) to determine which.
2	You get into a firefight. Take 6d6 damage (reduced by armor).
3	You are exposed to High Level Radiation (SEE CP:R PAGE 181) for 1d10 rounds. A Radiation Suit negates the effect.
4	You fall 30m/yds after the ground beneath you collapses, taking 6d6 damage (reduced by armor) unless you have a Grapple Hand or Gun or are able to grab the edge (SEE CP:R PAGE 181).
5	You are exposed to a pocket of toxic gas (treat as a Vial of Biotoxin, SEE CP:R PAGE 355) for 1 round. An Anti-Smog Breathing Mask or oxygen supply negates the effect.
6	You touch a live wire and are electrocuted for 1 round (SEE CP:R PAGE 180).

STEP 3: PROFIT!

Once you've finished your salvaging trip, pick out a number of goods from the appropriate category whose Cost adds up to the worth of the salvage. Any "unspent" worth is lost. The goods you pick are the whole items salvaged during your trip. The items are considered Destroyed and do not currently function but can be repaired using the appropriate Tech Skill (SEE CP:R PAGE 140).

Example: Torch, a Tech, decides to spend the week salvaging. Torch isn't looking for anything in particular, so his player rolls on the Salvage Categories table, getting a 3. Torch will find General Gear. Torch's player makes a Basic Tech Skill Check for a total of 25. This beats the DV 24 needed to salvage a worth of 500eb. Torch's player decides he found:

- A Computer (50eb)
- A Radio Scanner/Music Player (50eb)
- An Agent (100eb)
- An Audio Recorder (100eb)
- A Grapple Gun (100eb)
- And a Video Camera (100eb)

KEYWORD INFO

A **Destroyed** item doesn't work. A Destroyed gun can't shoot. A Destroyed techscanner can't scan. Destroyed items can be fully repaired using the appropriate Tech Skill (SEE CP:R PAGE 140) or temporarily repaired using Field Expertise (SEE CP:R PAGE 147). Armor with 0 SP and vehicles with 0 SDP are considered Destroyed.

If an item has been **Destroyed Beyond Repair**, it cannot be repaired using Tech Skills, nor can it be temporarily fixed using Field Expertise.

VEHICLE SHEET

NAME				SEATS	
TYPE					
CONTROL SKILL			REPAIR SKILL		
STATS					
SDP	OUT OF	SP	OUT OF	SPEED [COMBAT]	SPEED [NARRATIVE]
WEAPONS					
NAME	ROF	DMG	NAME	ROF	DMG
RAMMING	ROF1				
UPGRADES					
◇ Armored Chassis	x <input type="checkbox"/>	NUMBER INSTALLED	◇ Onboard Flamethrower	x <input type="checkbox"/>	NUMBER INSTALLED
◇ AV-4 Engine Upgrade	x <input type="checkbox"/>		◇ Onboard Machine Gun	x <input type="checkbox"/>	
◇ Bulletproof Glass	x <input type="checkbox"/>		◇ Onboard Melee Weapon	x <input type="checkbox"/>	
◇ Combat Plow	x <input type="checkbox"/>		◇ Onboard Rocket Pod	x <input type="checkbox"/>	
◇ Communications Center	x <input type="checkbox"/>		◇ Seating Upgrade	x <input type="checkbox"/>	
◇ Deployable Spike Strip	x <input type="checkbox"/>		◇ Security Upgrade	x <input type="checkbox"/>	
◇ Enhanced Interface Plug Integration	x <input type="checkbox"/>		◇ Smuggling Upgrade	x <input type="checkbox"/>	
◇ Heavy Chassis	x <input type="checkbox"/>		◇ Vehicle Heavy Weapon Mount	x <input type="checkbox"/>	
◇ Housing Capacity	x <input type="checkbox"/>		◇ _____	x <input type="checkbox"/>	
◇ Hover Upgrade	x <input type="checkbox"/>		◇ _____	x <input type="checkbox"/>	
◇ NOS	x <input type="checkbox"/>	◇ _____	x <input type="checkbox"/>		
NOTES					



MIDNIGHT WITH THE UPLOAD

NEW CYBERDECKS AND HARDWARE

Writing and Design by James Hutt

Editing by BJ Hensley and J Gray • **Art Direction by** Jaye Kovach

Business Management by Lisa Pondsmith • **Layout by** J Gray

Their four eyes lock onto you, scanning for something, finding a paying customer.

What do you need? Are you buying for a friend? Yourself? Some friend you are. Now buy something nice and expensive. I hear death by Giant happens so fast your brain gets to experience multiple before you lose higher functioning, and a couple more before your body can compute. Consider buying a Kirama A.D. to protect yourself. Or not. It would be one hell of a way to go.

The Upload loses themselves, their organic eyes glassing while their cybereyes continue to track your movement.

I'll pay good for combat recorder snuff. Keep it in mind. You could make some good money, earn yourself something to take home. Buy something. Buy something to make yourself sharper. I've got Hardware if you're a builder, could be the edge you're looking for. I've got an old catalog lying around. Flip through it. Circled ones are still available.

You a gambler? Was a great fight last night. Maybe you were working. Wednesdays at the Totentanz. Opened up a sprinkler, made them fight in the rain, real cinematic. Found something you're interested in? Oh? I had you wrong from the jack in, you are a real netfreak. You have taste. I happen to have one left, and I'm glad it's going to a good home. Just show me the eb and we'll be solid.

The Upload counts the money, checking each bill with teleoptics.

This is some filthy paper. I can see the previous owner and their habits. I'm taking it they didn't survive? Gave them the ol' your money or your life – I'm sorry, I watch too many old vids. You're in luck, I accept crime scene bucks at this establishment. You gotta spend more than this, though. These Midnight Markets don't happen that often. This isn't just destination shopping; this is a goddamn arms race. You gotta spend more than this, choom. Look around, you left safe behind a long time ago. Somebody here's gonna buy this if you don't, and they're gonna fry you with it. Oh, you weren't done. My mistake. Let me offer some personal suggestions.

With a third cyberarm rising from beneath the collar of their jacket, they pass you a small binder of magazine clippings, splaying it in front of you and pressing the plastic pages flat with their cyberfingers.

Ever heard of Brainware Blowout? Stopped printing it before you were born, choom. But the warez are legendary. And they live on.

We got new names of course. Wizard's Book is now Warlock's Book. It's not just a program anymore, it's a platform for a whole new style of running. Same with Green Knight – it's Verdant Knight now. SGI Technologies are real freaks, it's almost like they work entirely for our little secondary market. They work with my ass for god's sake.

Do they even have real Corporate clients anymore – what suit would buy anything they make for sysadmin work? I can sell you a fully kitted Kerberos for 2.5 – that's three Hellhounds in three seconds, and you'll have plenty of room for hardware. I'd get a KRASH Barrier on there, and insulate the wiring, but you don't need me for that. That's a side deck of course – you jack out and swap when the admin logs on, and then it's the gunfight at the O.K. Corral – BLAM! BLAM! BLAM! – jack out and swap back to your daily driver. Consider the recorder, if you buy – it'll pay for itself.

Enough shop talk. What can I do for you?

BE CAREFUL IF YOU BUY FROM THE UPLOAD, CHOOMBA. I HEAR ALL KINDS OF BUZZ ABOUT THEM. SOME 'RUNNERS SAY THEY'RE A CULTIST, WORSHIPPING THE R.A.B.I.D.S.

OTHERS SAY THEY'RE AN UNDERCOVER NETWATCH AGENT.

I DON'T KNOW WHAT THEY DO WITH THOSE FLATLINE RECORDINGS. I DON'T WANT TO KNOW.

THEY'VE MAXED OUT THEIR CREEPY STAT.

— REDEYE

NEW CYBERDECKS

► KIRAMA ADVANCED DECK

Cost: 500eb (Expensive)

Kirama's premier offering. To go further than this, a Netrunner must find a custom build, or try another brand.

Cyberdeck with 5 slots to install either Programs or Hardware. Any unsafe Jack Out is considered instead to be a safe Jack Out.

► KIRAMA ENTRY DECK

Cost: 100eb (Premium)

Considered by many to be the safest bet on a low budget, and by others to be a trap which many novice Netrunners never grow out of.

Cyberdeck with 5 slots that can only install Programs. Only one Attacker, Defender, Booster, and Black ICE Program each may be installed. Any unsafe Jack Out is considered instead to be a safe Jack Out.

► KIRAMA TRAINING DECK

Cost: 20eb (Everyday)

Every Netrunner's first Cyberdeck, but an unfortunate number's last Cyberdeck too.

Cyberdeck with 5 slots that can only install Programs. While using this Cyberdeck, you must be within 2 m/yds of an access point to Jack In to a NET Architecture, and must remain within that distance to maintain connection. Additionally, whenever you would take damage directly to your brain when using this Cyberdeck, you take double that damage directly to your brain instead.

► MICROTECH ASSAULT

Cost: 500eb (Expensive)

If you can live within the stringent build restrictions of a Microtech Assault, then it's a paradise, not a prison.

Cyberdeck with 4 slots that can only install Programs and 5 slots that can only install Hardware. Only Black ICE can be installed in the Cyberdeck's Program slots.

► MICROTECH SCOUT

Cost: 500eb (Expensive)

Popular as a side-deck. Makes a great gift for the Netrunner who has everything. Everybody can find a use for another Microtech Scout.

Cyberdeck with 5 slots to install either Programs or Hardware. Immediately after you Jack In, you can use the Pathfinder Interface Ability once without a NET Action.

► MICROTECH WARRIOR

Cost: 1,000eb (Very Expensive)

A hyper aggressive Cyberdeck that's all about going straight for the kill and jacking out.

Cyberdeck with 7 slots that can only install Programs. Immediately after you Jack In, you can activate an Armor Program installed on your Cyberdeck without a NET Action.

► RAVEN MICROCYB HUMMINGBIRD

Cost: 1,000eb (Very Expensive)

When you want to rely solely on your abilities, Raven Microcybernetics has you covered.

Cyberdeck with 2 slots that can only install Hardware. While using this Cyberdeck, you have one additional NET Action every turn.

► RAVEN MICROSYB KESTREL 2

Cost: 1,000eb (Very Expensive)

The Kestrel 2 is one of Raven Microcybernetics's best selling products, probably because Netrunners love to go **fast**.

BODYWEIGHT SUITS & CYBERARM DECKS

All the new Cyberdecks in **Midnight with the Upload** can be installed normally in a Bodyweight Suit or in a Cyberarm.

Any additional slots gained can still be used but are subject to the same restrictions as the Cyberdeck regarding Programs.

For example, if you have a SGI Technologies Warlock's Book installed in your Cyberarm, the extra slot acquired can only be used for Hardware or for Booster and Defender Programs.

MIDNIGHT WITH THE UPLOAD

Cyberdeck with 7 slots that can only install Programs. Immediately after you Jack In, you can activate up to 2 Speedy Gonzalves Programs Installed on your Cyberdeck without a NET Action.

► RAVEN MICROCYB PHOENIX

Cost: 1,000eb (Very Expensive)

Yes, you could buy a top of the line custom Cyberdeck for the same price, but just think of all the money you'll save not replacing those expensive Black ICE programs when they get Asp'd.

Cyberdeck with 6 slots to install either Programs or Hardware. Whenever you safely Jack Out, any Programs that were destroyed in your cyber'deck during the netrun are restored to full working order.

► SGI TECHNOLOGIES KERBEROS

Cost: 1,000eb (Very Expensive)

Raw power in Cyberdeck form. Drag your enemies down to hell!

Cyberdeck with 6 slots that can only install Programs, and 5 slots that can only install Hardware. Only Hellhound Black ICE can be installed in the Cyberdeck's Program slots.

► SGI TECHNOLOGIES VERDANT KNIGHT

Cost: 500eb (Expensive)

Some like it for its simplicity, as a tool against Anti-Program Black ICE heavy NET Architectures.

Cyberdeck with 9 slots that can only install Programs. Only Sword and Shield Programs can be installed in those Program slots.

► SGI TECHNOLOGIES WARLOCK'S BOOK

Cost: 500eb (Expensive)

If all you're doing is sliding through NET Architectures, you don't need anything else.

Cyberdeck with 9 slots to install either Programs or Hardware. No Attacker or Black ICE Program may be installed.

► ZETATECH KALIYA

Cost: 500eb (Expensive)

A remarkably affordable Cyberdeck with a snake-like segmented cylindrical form factor.

Cyberdeck with 3 slots that can only install Programs and 6 slots to install either Programs or Hardware. The 3 slots that can only install Programs can only install Flak. No Defender Program other than Flak can be installed in any slot. No Black ICE other than Asp may be installed in any slot.

► ZETATECH MICROMATE

Cost: 500eb (Expensive)

A remarkable portable cyberdeck. Rumor has it that the form factor was only possible by removing important safety features from the Cyberdeck.

Cyberdeck with 9 slots to install either Programs or Hardware. No Defender Program can be installed. Whenever you would take damage directly to your brain when using this Cyberdeck, double that damage.

► ZETATECH PARRALINE 6000

Cost: 500eb (Expensive)

Zetatech's flagship product, the Parraline 6000 is made exclusively for the Hardware obsessed.

Cyberdeck with 3 slots that can only install Programs and 6 slots that can only install Hardware.

NEW HARDWARE

► AERIE

Cost: 500eb (Expensive)

Extra processing power, dedicated to increasing the output of Raven Black ICE.

Cyberdeck Hardware. While installed, each Raven Black ICE installed on your Cyberdeck destroys a Defender Program the enemy Netrunner has Rezzed at random with their attack effect instead of derezzing it with their attack effect. **Takes 2 Hardware Option Slots.**

► BUSHIDO ACCELERATOR

Cost: 500eb (Expensive)

Space inefficient Hardware which overlocks Killer Black ICE at any cost, originally developed in Tokyo by an unnamed Netrunner/Tech.

Cyberdeck Hardware. For each Bushido Accelerator installed, the Speed (SPD) of all Killer Black ICE installed on your Cyberdeck increases by 2. **Takes 3 Hardware Option Slots.**

► COMBAT RECORDER

Cost: 500eb (Expensive)

Originally created by NetWatch for policing the Old NET, Combat Recorders now pave the way for advances in Anti-Personnel Black ICE. Nothing can replace real world product testing.

Cyberdeck Hardware. While installed, whenever another netrunner fails a Death Save while jacked into the same NET Architecture as you, the Combat Recorder saves the last 5 minutes for scientific purposes, auto-scrubbing all information that might identify you. Recordings are typically worth 50eb each. Buyers don't ask questions.

► DEFENSE SEQUENCER

Cost: 500eb (Expensive)

Popular Hardware that saves a Netrunner precious time during particularly dangerous runs.

Cyberdeck Hardware. While installed, a Defense Sequencer automatically rezzes an Armor Program installed on your Cyberdeck at the start of your next Turn without using a NET Action whenever an active Armor program is derezzed or destroyed. The Armor Program rezzed must not have been used during this Netrun. **Takes 2 Hardware Option Slots.**

► FELINE INSTINCT

Cost: 500eb (Expensive)

Homegrown Night City Hardware that hit a Night Market in Little Europe last month. Taking it apart, you can see bits of Bushido Accelerator upgraded, and re-wired. No word on who did it, though.

Cyberdeck Hardware. While installed, whenever a Sabertooth Black ICE installed on your Cyberdeck destroys a program, until you Jack Out, the damage dealt by that Sabertooth increases by 1d6. **Takes 2 Hardware Option Slots.**

► HANGRY HANGRY DRAGON

Cost: 500eb (Expensive)

Extra memory, devoted entirely to making Dragon Black ICE a defensive nightmare.

Cyberdeck Hardware. While installed, whenever Dragon Black ICE installed on your Cyberdeck destroys a program, its Rez is restored to maximum.

► PERFUME SHOPPE

Cost: 500eb (Expensive)

Hardware favored by sysadmin Netrunners. Too expensive for the benefit it provides, but usually purchased using corporate money that couldn't give a damn.

Cyberdeck Hardware. While installed, Skunk Black ICE Programs take up 1 Program Slot in your deck instead of 2. **Takes 2 Hardware Option Slots.**

► SMITHY

Cost: 500eb (Expensive)

A small, easy to install piece of hardware popular among Netrunners who enjoy building multifunctional Cybedecks.

Cyberdeck Hardware. While installed, as a Meat Action, you may convert all installed Sword Programs into Banhammer Programs and all installed Banhammer Programs into Sword Programs.

► SNAKETRAP

Cost: 500eb (Expensive)

In just one use, this Hardware pays for itself, possibly twice over. It's considered cowardly to jack out right after, but it's also quite thrifty, so who cares what people think?

MIDNIGHT WITH THE UPLOAD

Cyberdeck Hardware. While installed, a Snaketrap will prevent the first Black ICE or Program effect during a netrun that would destroy a Program at random on your deck. Multiple installations do nothing.

► SWAMP MIST

Cost: 500eb (Expensive)

Another homegrown Night City Hardware made from rewiring pieces of Bushido Accelerator Hardware to remap Wisp Black ICE into a more powerful format at the cost of efficiency.

Cyberdeck Hardware. While installed, Wisp Black ICE installed on your Cyberdeck deals 2d6 damage instead of 1d6 damage. However, while installed, no Black ICE other than Wisp can be installed on your cyberdeck. **Takes 2 Hardware Option Slots.**

► SWIFTY CLEAN

Cost: 500eb (Expensive)

Another time saving piece of Hardware, useful for Netrunners in situations where they wouldn't have the time to cover their tracks well otherwise. For example, when they are being shot at.

Cyberdeck Hardware. While installed, a user can perform the Cloak Interface Ability twice with a single NET Action, taking the higher outcome. However, while installed, the Cloak Interface Ability can only be used once per Netrun. **Takes 2 Hardware Option Slots.**

► NEW CYBERDECKS

DATA

Check each item's full description for additional rules and information.

Cyberdeck Name	Slots	Cost
Kirama Advanced Deck	5 slots to install either Hardware or Programs	500eb (Expensive)
Kirama Entry Deck	5 slots that can only install Programs	100eb (Premium)
Kirama Training Deck	5 slots that can only install Programs	20eb (Everyday)
Microtech Assault	4 slots that can only install Programs 5 slots that can only install Hardware	500eb (Expensive)
Microtech Scout	5 slots to install either Hardware or Programs	500eb (Expensive)
Microtech Warrior	7 slots that can only install Programs	1,000eb (Very Expensive)
Raven Microcyb Hummingbird	2 slots that can only install Hardware	1,000eb (Very Expensive)
Raven Microcyb Kestrel 2	7 slots that can only install Programs	1,000eb (Very Expensive)
Raven Microcyb Phoenix	6 slots to install either Hardware or Programs	1,000eb (Very Expensive)
S&I Technologies Kerberos	6 slots that can only install Programs 5 slots that can only install Hardware	1,000eb (Very Expensive)
S&I Technologies Verdant Knight	9 slots that can only install Programs	500eb (Expensive)
S&I Technologies Warlock's Book	9 slots to install either Hardware or Programs	500eb (Expensive)
Zetatech Kaliya	3 slots that can only install Programs 6 slots to install either Hardware or Programs	500eb (Expensive)
Zetatech MicroMate	9 slots to install either Hardware or Programs	500eb (Expensive)
Zetatech Parraline 6000	3 slots that can only install Programs 6 slots that can only install Hardware	500eb (Expensive)

MIDNIGHT WITH THE UPLOAD

► NEW CYBERDECK HARDWARE

Hardware Name	# of Slots Taken	Cost
Aerie	2 Hardware Option Slots	500eb (Expensive)
Bushido Accelerator	3 Hardware Option Slots	500eb (Expensive)
Combat Recorder	1 Hardware Option Slot	500eb (Expensive)
Defense Sequencer	2 Hardware Option Slots	500eb (Expensive)
Feline Instinct	2 Hardware Option Slots	500eb (Expensive)
Hangry Hangry Dragon	1 Hardware Option Slot	500eb (Expensive)
Perfume Shoppe	2 Hardware Option Slots	500eb (Expensive)
Smithy	1 Hardware Option Slot	500eb (Expensive)
Snaketrap	1 Hardware Option Slot	500eb (Expensive)
Swamp Mist	2 Hardware Option Slots	500eb (Expensive)
Swiftly Clean	2 Hardware Option Slots	500eb (Expensive)

MAKE SURE YOUR DECK IS FULLY LOADED



CYBERPUNK
RED
**NETRUNNING
DECK**

AVAILABLE NOW FROM

**Talsorian
Games**

CYBERDECK SHEET

TYPE

UNIVERSAL SLOTS

OUT OF

PROGRAM SLOTS

OUT OF

HARDWARE SLOTS

OUT OF

PROGRAMS LOADED

◇ Armor	x	<input type="checkbox"/>
◇ Banhammer	x	<input type="checkbox"/>
◇ DeckKRASH	x	<input type="checkbox"/>
◇ Eraser	x	<input type="checkbox"/>
◇ Flak	x	<input type="checkbox"/>
◇ Hellbolt	x	<input type="checkbox"/>
◇ Nervescrub	x	<input type="checkbox"/>
◇ Poison Flatline	x	<input type="checkbox"/>
◇ See Ya	x	<input type="checkbox"/>

NUMBER INSTALLED

◇ Shield	x	<input type="checkbox"/>
◇ Speedy Gonzalez	x	<input type="checkbox"/>
◇ Superglue	x	<input type="checkbox"/>
◇ Sword	x	<input type="checkbox"/>
◇ Vrizzvolt	x	<input type="checkbox"/>
◇ Worm	x	<input type="checkbox"/>
◇ _____	x	<input type="checkbox"/>
◇ _____	x	<input type="checkbox"/>
◇ _____	x	<input type="checkbox"/>

NUMBER INSTALLED

BLACK ICE LOADED

◇ Asp	x	<input type="checkbox"/>
◇ Dragon	x	<input type="checkbox"/>
◇ Giant	x	<input type="checkbox"/>
◇ Hellhound	x	<input type="checkbox"/>
◇ Killer	x	<input type="checkbox"/>
◇ Kraken	x	<input type="checkbox"/>
◇ Liche	x	<input type="checkbox"/>

NUMBER INSTALLED

◇ Raven	x	<input type="checkbox"/>
◇ Sabertooth	x	<input type="checkbox"/>
◇ Scorpion	x	<input type="checkbox"/>
◇ Skunk	x	<input type="checkbox"/>
◇ Wisp	x	<input type="checkbox"/>
◇ _____	x	<input type="checkbox"/>
◇ _____	x	<input type="checkbox"/>

NUMBER INSTALLED

HARDWARE LOADED

◇ Aerie	<input type="text"/>
◇ Backup Drive	<input type="text"/>
◇ Bushido Accelerator	<input type="text"/>
◇ Combat Recorder	<input type="text"/>
◇ Defense Sequencer	<input type="text"/>
◇ DNA Lock	<input type="text"/>
◇ Feline Instinct	<input type="text"/>
◇ Hangry Hangry Dragon	<input type="text"/>
◇ Hardened Circuitry	<input type="text"/>
◇ Insulated Wiring	<input type="text"/>

WHERE INSTALLED?

◇ KRASH Barrier	<input type="text"/>
◇ Perfume Shoppe	<input type="text"/>
◇ Range Upgrade	<input type="text"/>
◇ Smithy	<input type="text"/>
◇ Snaketrap	<input type="text"/>
◇ Swamp Mist	<input type="text"/>
◇ Swifty Clean	<input type="text"/>
◇ _____	<input type="text"/>
◇ _____	<input type="text"/>
◇ _____	<input type="text"/>

WHERE INSTALLED?

NOTES

BY SHEN FEI



MUST HAVE CYBERWARE DEALS

BUY NOW! DO NOT MISS OUT!!!

Writing and Design by James Hutt

Editing by BJ Hensley and J Gray • **Art Direction by** Winterjaye Kovach

Business Management by Lisa Pondsmith • **Layout by** J Gray

MUST HAVE CYBERWARE DEALS

DATA

GMs, does Mr. A-MAAAZE sound familiar? Check the Screamsheets in the *Cyberpunk RED* core rulebook and you might just run into him again!

"Mr. A-MAAAAAAZE here with an unskippable ad to let you know what's hot this week to **BUY BUY BUY**. That's right, **CHOOOOOMBAS**, I know you just got paid and are looking for that next shiny something to make your life better, easier, and healthier. And I'm asking you:

Why did you make me go out and buy this ad?

"You know you should have just taken a Combat Cabb straight to the House of **MAAAAAZE**—Dock 13 in sunny South Night City to get you hooked up. We've cracked a brand new cargo container of premium cyberware that will get you so chromed up you'll walk, talk, and dance into oncoming traffic as a brilliant, beautiful **NEW** you.

"We've got chromed out tongues, yes crates full of new tongues, err, NeuTongues, made of premium, high quality, top of the line surgical grade stainless steel – your mouth will **NEVER** feel the same without one! Already got one? Well, they make great gifts, but you might want to pick up a Pursuit Security Incorporated Personal Shredder Cyberarm, for disposing of those important documents you don't want falling into the wrong hands. And there's so much more I just can't fit it all in this ad! We've got so many **DEALS** here we've reinforced the dock so it won't collapse into the ocean and take all the **SAVINGS** along with it. So come on down because once we are sold out of an item, it's **GONE GONE GONE!**"

***COUGH* 54 SECONDS, NICE.**
I KNEW WE COULD GET IT UNDER A
MINUTE. TRYING TO PULL ONE OVER ON
WILLIAM MAZE, ZIGGURAT? TRYING
TO CHARGE ME EXTRA? SUCK ON
<UNINTELLIGIBLE>. CAN I
GET A CATCUS WATER... WHAT DO YOU
MEAN WE'RE STILL RECORDING?
—WILLIAM "MR. AMAAAZE" MAZE

NEW CHROME! BUY NOW!!!

► APPETITE CONTROLLER

Cost: 500eb (Expensive) • **Install:** Hospital
Humanity Loss: 7 (2d6)

People ask me how I stay this thin with all the lunch meetings I take. This is my secret, and it can be yours too!

Internal Body Cyberware. Allows the user to manage and ignore hunger at the touch of a button using their Biomonitor. This allows the user to ignore Humanity Loss from the Long-term Environmental Stress Factor (**SEE CP:R PAGE 231**) associated with it. Starvation is still an issue. After seven days without food, the user must roll a Death Save at the start of each day with a cumulative +1 to the roll for each additional day. **Requires Biomonitor.**

► CYBERPILLOW

Cost: 100eb (Premium) • **Install:** Clinic
Humanity Loss: 0 (N/A)

That gun on your hip won't save you in the time you need it to if you got no sleep last night. Nap or die. Which is it gonna be, choom? These pop right out of your cyberarm, so you're always ready. With the high quality CapsuleCo pillows inside, it'll put you right out.

Cyberarm Option. While moisture wicking and comfortable, a Cyberpillow provides no benefit other than making it easier to take a nap wherever you want. Multiple installations do nothing except make it slightly easier to get a nap in. **Requires a Cyberarm.**

► EXTERNAL VIDSCREEN

Cost: 100eb (Premium) • **Install:** Hospital
Humanity Loss: 7 (2d6)

You're gonna be the center of attention when you've got the big game blaring on your chest, and you're walking down the street. Get an arm mounted external vidscreen for your Internal Agent, and you've got the best of both worlds. Get one on your foot and... look stylish in sandals? I got nothing. Are you buying or not?

External Body Cyberware. A flexible rectangular Nu-Tek Touch TV panel, approximately the dimensions of the **Cyberpunk RED**, core book is installed subcutaneously, turning any desired part

MUST HAVE CYBERWARE DEALS

of the user's body into a screen that can be utilized by a linked Agent or Memory Chip inserted into a user's Chipware Socket.

► HOLO PROJECTOR PALM

Cost: 100eb (Premium) • **Install:** Clinic
Humanity Loss: 2 (1d6/2 Round up)

Now, this one's just neat. Makes a great pop-up advertisement, a neat trick for those first dates, and it's waterproof and doesn't get covered up by your wetsuit, making it great for checking the news while you're surfing. Somewhere else. Don't surf in Night City, the water will kill you.

Cyberarm Option. A hologram projector built into the user's palm. Can output a potentially interactive holographic projection roughly the size of a soda can when linked to an Agent. **Can be installed as the only piece of Cyberware in a meat arm.**

► KILL DISPLAY

Cost: 100eb (Premium) • **Install:** Mall
Humanity Loss: 0 (N/A)

Now these are real retro-cool. You wanna look like one of those Edgerunners from the 2020s? You gotta get one of these on the forearm if you're here for the throwback. But you don't have to just use it for tracking your personal body lotto number – you can rep your Megabuilding, the number of exes you've got, or make sure the street knows your quote price.

You decide!

Fashionware. Bright and bold letters illuminated from under the user's skin declare KILLS: followed by a number. The count is self-reported using a linked Agent and goes up to a maximum of 999. Counts as an installation of Light Tattoo fashionware, making it helpful for reaching the +2 Wardrobe and Style bonus for having three installations (SEE CP:R PAGE 358).

► LEAD'S TURN-ON-SHOW-OFF NAILS

Cost: 100eb (Premium) • **Install:** Mall
Humanity Loss: 0 (N/A)

You don't always need to just sell what you know. My girlfriend is crazy about Turn-On-Show-Off Nails. She watches at least four different Garden Patches dedicated to customizing and modding them, and

was overjoyed when my latest cargo container haul contained a box full of 'em buried in the back. So buy them now, before she does.

Fashionware. A full set of 10 programmable lighted fingernails allow the user to bring the nail art of their dreams to life. Each purchase comes with a set of light pens for creating new nail art presets. Presets can also be downloaded from the CitiNet using a linked Agent. Counts as an installation of Light Tattoo fashionware, making it helpful for reaching the +2 Wardrobe and Style bonus for having three installations (SEE CP:R PAGE 358). **Can be installed on both meat and cyberware hands.**

► MOOD EYE

Cost: 100eb (Premium) • **Install:** Mall
Humanity Loss: 0 (N/A)

Gotta admit, these are kinda weird. I guess they, uh, are for people with a unique fashion sense? Yeah, that's it! Real trend setting product right here. Be on the newest wavelength of fashion with these! Just maybe don't work a customer service job with them installed. Or do? I've never worked a real job in my life, maybe they would be cool with it? Customers actually care about the people serving them, right?

Fashionware. Color changing lenses implanted into the user's eye. User's eye color changes based on the largest single characteristic of their current mood as interpreted from brain scans recorded by their Neural Link. Red = anger, Blue = sadness, Yellow = fear. Pink = arousal, Green = jealousy, Grey = dead.

Faking an emotion scan flawlessly enough to change your eye color while wearing these is a DV 21 Acting Check. Can be deactivated by the user at any time without an Action. **Requires Neural Link.**

► NEUTONGUE

Cost: 100eb (Premium) • **Install:** Hospital
Humanity Loss: 7 (2d6)

Everyone should have one of these. You're gonna taste things like you've never tasted before? That 2eb extra to add Scop bacon? Never pay it again, choom. Add your own virtual real bacon, for free, with all of the taste and none of the fat. Every nugget of Broccoli Kibble you eat can taste like it's been broiled in butter, deep fried, and heavily salted. Don't know what butter actually tastes like? Now you will!

MUST HAVE CYBERWARE DEALS

Internal Body Cyberware. Cybernetic tongue alters the user's sense of taste. Using a linked Agent, virtual seasoning can be added to food. Can be deactivated by the user at any time without an action, eliminating the user's sense of taste.

► PERFECTFIT CYBERFOOT

Cost: 100eb (Premium) • **Install:** Clinic
Humanity Loss: 2 (1d6/2 Round up)

Do you love buying shoes but hate the pain that they cause you? Being the beautiful person you are doesn't have to hurt your damn feet so much anymore – replace those aching soles with your own state of the art hydraulics. Motorbikes have 'em, cars have 'em, so why not you, huh? I get a lot of Danger Gal agents who wanna run in heels buying these things, so get some now!

Cyberleg Option. As an Action, a user can change the dimensions of their cyberfoot to any size between Euro size 0 to US size 37AA. A state of the art hydraulic heel provides superior support and assists the micro-adjustable toe bed in making any shoe in your collection comfortable enough for any activity. When paired, this cyberware reduces any penalty you may suffer related to wearing ill-fitting or inappropriate footwear for a non-fashion situation to zero. **Can be installed as the only piece of Cyberware in a meat leg.**

► PERSONALPAK KIBBLEWARMER

Cost: 100eb (Premium) • **Install:** Clinic
Humanity Loss: 3 (1d6)

Look, I love those Oasis Kibble Cylinders. Hell, I chow down on one whenever my Agent tells me I'm working too much again, just to take a break! And they are much better warm. I like mine a little burnt to be honest, just to get those nice defined grill lines on each nugget. You're gonna want this product, I promise.

Cyberarm Option. Small cylindrical rotisserie oven installed in the forearm, sized to fit a PersonalPak Kibble cylinder and warm it to exactly the right toasty temperature for crispy enjoyment. **Requires a Cyberarm.**

► PURSUIT SECURITY INC. PERSONAL SHREDDER

Cost: 100eb (Premium) • **Install:** Clinic
Humanity Loss: 3 (1d6)

Secrecy is paramount, so why are you assuming your company shredder isn't spying on you too? You know you're just as likely to get hit by a jealous internal rival as you are to get taken out by a rival company. My advice is to, effective immediately, get real paranoid, real quick.

Cyberarm Option. Commercial grade cross cut shredder concealed within the cyberarm, complete with internal reservoir for storing shreds. **Requires a Cyberarm.**

► SPONSORED COVERING

Cost: 50eb (Costly) • **Install:** Mall
Humanity Loss: 0 (N/A)

You want to make some money? Passive income, very limited strings attached? You've got a personal brand, and it's time to leverage it – make your image work for you. I'm sure we can get the incentives aligned to something we can all agree on. After all, Edgerunners are chill and trendy, and brands want to tap into that energy for their products. It's win-win.

Synergy!

Cyberlimb Option. Covers the cyberlimb in an illuminated advertisement. Assuming the user remains in good standing with their sponsor, which can include refraining from questionable behavior, participating in activities required by the sponsor, and displaying the limb uncovered (yes, they have sensors) for a set percentage of every day, they receive 20eb on the first of every month.

Typically, a user is forced to pay for their own Sponsored Covering upfront as part of their contract, but not all contracts include this clause. Sponsors have been known to attempt to repossess the entire arm if the wearer breaks the terms of their agreement. **Requires a Cyberarm or Cyberleg but does not take an Option Slot.**

WHAT ARE YOU WAITING FOR? BUY NOW!

—WILLIAM “MR. AMAAAZE” MAZE

MUST HAVE CYBERWARE DEALS

► MR. AMAAAZE'S NEW CYBERWARE! BUY THEM ALL!!!

Name	Type	Cost	Install	Humanity Loss
Appetite Controller	Internal Body Cyberware	500eb (Expensive)	Hospital	7 (2d6)
Cyberpillow	Cyberarm Option	100eb (Premium)	Clinic	0 (N/A)
External Vidscreen	External Body Cyberware	100eb (Premium)	Hospital	7 (2d6)
Holo Projector Palm	Cyberarm Option	100eb (Premium)	Clinic	2 (1d6/2 Round up)
Kill Display	Fashionware	100eb (Premium)	Mall	0 (N/A)
Lead's Turn-On Show-Off Nails	Fashionware	100eb (Premium)	Mall	0 (N/A)
Mood Eye	Fashionware	100eb (Premium)	Mall	0 (N/A)
NeuTongue	Internal Body Cyberware	100eb (Premium)	Hospital	7 (2d6)
PerfectFit Cyberfoot	Cyberleg Option	100eb (Premium)	Clinic	2 (1d6/2 Round up)
PersonalPak KibbleWarmer	Cyberarm Option	100eb (Premium)	Clinic	3 (1d6)
Pursuit Security Incorporated Personal Shredder	Cyberarm Option	100eb (Premium)	Clinic	3 (1d6)
Sponsored Covering	Cyberlimb Option	50eb (Costly)	Mall	0 (N/A)

DATA

Check each item's full description for additional rules and information.

**YOUR
WATER**



**CACTUS
WATER**



IF IT ISN'T **GREEN** IT ISN'T **CLEAN**

SOVOIL LUBRICANT



**MAKE
EVERYTHING
EASIER**

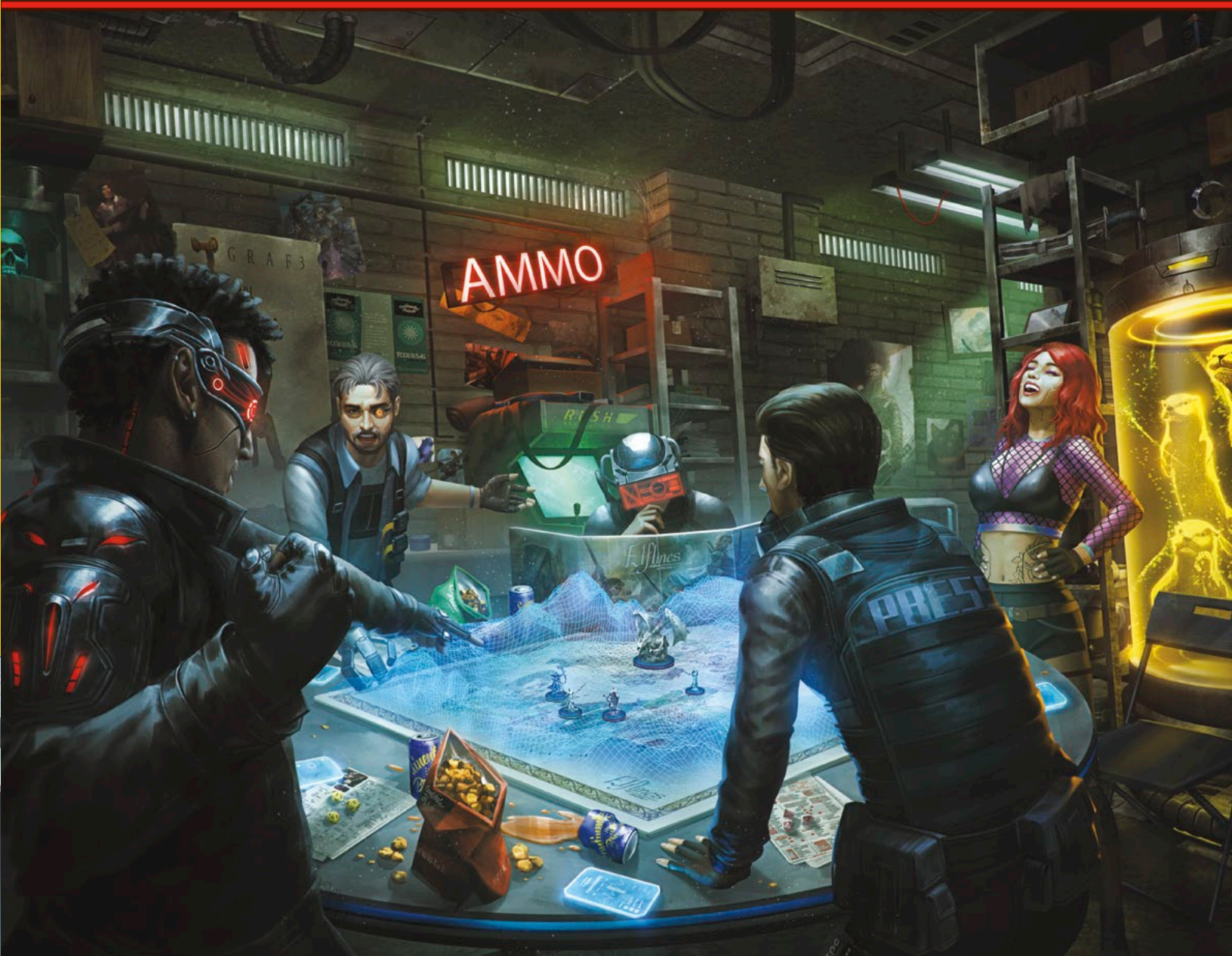


LINK YOUR DRINKS



**Continental
Brands**
a treat to eat

BY BAD MOON ART STUDIO



COLLECTING THE RANDOM

IDEAS, THOUGHTS, AND LISTS FROM THE CP:R CREW

Writing and Design by J Gray and James Hutt

Editing by BJ Hensley • **Art Direction by** Winterjaye Kovach

Business Management by Lisa Pondsmith • **Layout by** J Gray

Hey there, choombas! If you're new to our DLCs, welcome! If you've been following them for a while, thanks for sticking with us! Each month we release these short articles on all manner of topics to help enhance your **Cyberpunk RED** games.

Sometimes we cover mechanics, sometimes we cover lore, sometimes we add new toys for you to play with. The point has always been to use our monthly **Cyberpunk RED** DLCs to experiment with interesting ideas in a faster, more nimble format than a full supplement and give them to you for free on our website.

It isn't just our website where we've experimented with new content, though. We've also released lists of interesting ideas and concepts on our social media channels, too.

Whenever we release a new tweet thread on fashion or multiclassing or whatever random topic our Media Ambassador comes up with, inevitably someone asks if we can include them in a DLC. So, this month? We are.

Enjoy these six lists from the brains of J Gray and James Hutt and, until next time, stay safe on The Street.

COMPLEMENTARY SKILL CHECKS

The Complementary Skill Check rule (**SEE CP:R PAGE 130**) in **Cyberpunk RED** is powerful! Don't sleep on it. Here's five reasons why you should be using it in your games!

1. They allow you to retry failed Skill Checks, since it represents a "new way" of approaching a problem.
2. A Complementary Skill Check represents how being good at one thing impacts another. You might not roll Language (Italian) to bribe the Biotechnica door guard, but Language (Italian) can be a great Complementary Skill for your Bribery Check.
3. Complementary Skill Checks mean one Character can help another! When the Nomad's car breaks down, the Tech might be making the main Land Vehicle Tech Check, but the Nomad can give a +1 bonus with their own Check!
4. Complementary Skill Checks make a lot of Skills incredibly useful. Most social interactions can benefit from a complimentary Wardrobe & Style or Personal Grooming Check, and Business helps with that Tactics Check to figure out how Corp security might respond to your attack.
5. Complementary Skills provide flavor! They transform a Check from "I'm rolling Melee Weapons" to "I'm considering the best place to stab based on the armor my opponent wears, so I'll roll Melee Weapons, complemented by Weaponstech." Flavor makes every RP better!

RESKINNING ROLES

What's a reskin? In this case, we mean reflavoring a Role and Role Ability to work for a character concept outside of the core presented in the main rulebook. Here's some examples. We'll do one per Role.

- Let's transform the **Rockerboy** into a **Grifter**. Their Charismatic Impact becomes less about existing fans and more about convincing people that you're worth spending time and resources on based on your cover identity.
- The **Solo** becomes an **Athlete**. Competition and sports in the Time of the Red can be as violent as any battlefield and the Athlete's Combat Awareness was developed in the arena, not in a war.
- **Netrunner** no more! Now, you're a **Thief**. You specialize in infiltration, using Electronic/Security Tech, Stealth, and Interface to get in, get the goods, and get out.
- From **Tech** to **Cleaner**. Bodies need to vanish. Crime scenes need to be sterilized. That's your job. You make your own gear because anything bought could be traced—by the cops or another mob. And sometimes you need to juryrig a cleaning solution to a problem on the fly.
- **Medtechs** become **Agents**. When your client's too tired or drunk to perform, you've got the drugs they need. When the SFX goes wrong, and your client burns their face on stage, you've got some salve. When they're depressed, you can soothe their ego.

- **Medias** make good **Private Investigators**. Credibility becomes keeping your ear to the ground for rumors and coming up with a “here’s what happened” story that convinces the authorities to act on your evidence.
- Want to play a **Mobster**? **Exec** is perfect. The mob pays for your home, gives you underlings, and makes sure you’re taken care of. All you need to do is sell your soul and be willing to do what the boss of bosses says. Until you kill them and take over.
- Some say the NCPD is just another gang. So, the **Lawman** becomes a **Ganger** pretty easy. Your Backup no longer arrives in the form of cops but in the form of fellow gang members or allied gangers who owe you and your group favors.
- Want to reskin **Fixer**? How about a **Spy**? You might be working for a government or a Corp or even freelance, but Operator works much the same. It represents who you know, what you can get without blowing your cover, and how well you blend into other cultures.
- Finally, there’s **Nomad**. Nomads aren’t the only ones who can benefit from access to a motor pool of vehicles. What about a **Racer**? Get fast and furious as your Moto represents access to your race crew’s vehicle pool. Just be careful, road races in 2045 are rough stuff!

That’s 10 new versions of existing Roles without any need to do more than re flavor the Role Abilities. Just be aware Lifepath gets a little more complicated with these reskins. Role-based Lifepaths, for example, might need a bit of adjusting.

TEN PUNK CAMPAIGN IDEAS

The “everyone meets in a tavern” equivalent for **Cyberpunk RED** tends to be “everyone is brought together by a Fixer for a job”. The street merc campaign can be *great*, but let’s see if we can’t punk it up a bit and come up with ten different ideas for a **Cyberpunk RED** campaign!

Before we start, we’d like to point out **PAGES 390 TO 392** of the **Cyberpunk RED** core rulebook. There are some great ideas there for different groups you can

form, ranging from Neocorp squads to Trauma Teams to Media crews. We’ll be supplementing that list, not borrowing from it. We’ll also be presenting five possible missions you can run with each concept.

GUERRILLA GARDENERS

Growing your own food is as punk as it can get in a cyberpunk dystopia. Shaking off the kibble shackles and growing fresh fruits and veggies? That’s showing those Corp bastards! Missions:

1. Retrieving seeds from a lost vault.
2. Protecting your stand from rivals at the Night Market.
3. Making a deal with Nomads for smuggled chickens.
4. Rescuing your kidnapped master gardener from Biotechnica.
5. Stopping a gang war before it destroys your garden.

FAMILY LEGACY

A group of siblings return home after a parent’s death and learn they’ve been left a mcguffin worth a fortune. Problem? Said mcguffin is in the private vault of Mister Kernagan (**SEE CP:R PAGE 305**), the biggest Fixer in town. The heist to get it back will be a long term project. Missions:

- Recon on Mister K to find the vault.
- Getting the laser cutter needed to cut into the vault.
- Infiltrating the security firm Mister K uses to put your people on the “payroll”.
- Negotiating with a gang to “make a distraction”.
- The heist itself.

LIBRARIANS

The Datakrash decimated humanity’s stored information, but it didn’t touch books. Nostradamus, a Night City info broker, collects books with the intent of restoring that knowledge. He needs you to get them, no matter where they are. Missions:

- A trip through the Badlands to an abandoned college library.

COLLECTING THE RANDOM

- Breaking into an Exec's estate to steal an original copy of *Origin of Species*.
- Protecting the boss's collection from a Corp strike team.
- Escorting a chemist through the city so he can treat the boss's collection for mold.
- Solving the murder—who killed Nostradamus? And how did they do it?

FOOD TRUCK WAR

Thanks to an old Icelandic recipe and bio-engineered lichen, Aunt Andy has a way of making "meal cookies" that are cheap and delicious and wants to sell them in a food truck. That's not easy in Night City, though. They'll need your help. Missions:

- Andy will need a truck. Network 54 has plenty. Time for some crime.
- Andy also needs a lot of Kibble. Continental Brands has tons. Time for more crime.
- Mutated rats have infested Andy's lichen cave!
- Gangsters stole the truck and took it for a joy ride. Time for a high speed chase through the Old Combat Zone!
- Debut day! Can you fight off rivals, get the best spots, and serve up some delicious food?

DO-GOODER CLINIC

From the Ember (**SEE PHOENIX REDWYN, CP:R PAGE 305**) is an genuine community clinic, providing medical care to those in need. The Crew all works there and believe in the mission, but it isn't easy. The clinic is constantly besieged by troubles. Sometimes literally! Missions:

- Rent's due. The clinic can't pay for it, so it is time to move. How do you get all the clinic's gear to the new location without losing any?
- A patient needs a new heart, but their body can't absorb cloned organs or cyberware. A Body Bank has a heart you can use but wants too much for it. You've got four hours to get it. Any way you can.
- The local booster gang is here for their protection money. You don't have it.

- Embers is starting a volunteer ambulance corp. Guess who gets to train the first batch?
- Phoenix Redwyne, the clinic's founder and owner, is missing. Can you find her?

PRANKSTER GANG

Someone has to show the world how absurd the elites are. Your job is to punch up, provide a laugh, and remind everyone that the powerful are fallible human beings, too. Missions:

- Recon. To prank a building, you must know it.
- Supply run. You need a lot of red paint. A lot.
- Prep work. Before you break into a place to prank, you need to break in to lay the groundwork for the prank.
- The actual prank. Making the building bleed.
- Getting away from the Corp cops.

PARACY(BER)COLOGY

Sure, there aren't rules for ghosts and vampires in **Cyberpunk RED**, but why let that stop your group from creating a Pop Media show to investigate spooky happenings? Missions:

- Reclaimers want to repopulate an old, abandoned suburb, but it seems to be haunted!
- Someone's going around ripping people apart. Cyberpsycho? Or werewolf?
- Strange mushroom circles are blooming in the Badlands. Could it be fairies? Or maybe Biotechnica?
- The CEO of a small Corp claims to have been abducted by UFOs and hires the crew to investigate!
- Rumors of a yogang with strange, paranormal powers reaches your ears. Shapeshifters. Kids who can hear radio waves without an actual radio. What could it be?

SAPIENCE LIBERATION FRONT

You belong to a crew dedicated to liberating clones and AIs from Corporate control. Intelligent beings must be free! Missions:

COLLECTING THE RANDOM

- An AI being used for weather prediction by Network 54 wants freedom. Time for an extraction.
- A liberated clone, living under a new identity, has vanished. What happened to them?
- There's a mole. The safe house is compromised. Time to move before the Corp cops show up.
- You know the mole from mission 3? Time to root them out.
- Questioning the mole has led to the location of a treasure trove of stored Soukilled AIs at Ziggurat HQ. Free them.
- One of the Crew has been replaced with a biosculpted double! But who? What do they want?
- One of the Crew is elected onto the HOA board. Can they use their new position to learn more about the Suburb? Or will the power go to their head?
- People the Crew vaguely remember start popping up in the Suburb. Are their memories real? Or implanted?
- The Crew has finally discovered a way out of the Suburb. Can they escape? Or will they succumb to the Suburb's siren call?

MR. K'S COLLECTORS

You work for Mister Kernaghan (**SEE CP:R PAGE 305**), acquiring the most valuable collectibles for sale at his exclusive Midnight Market. Missions:

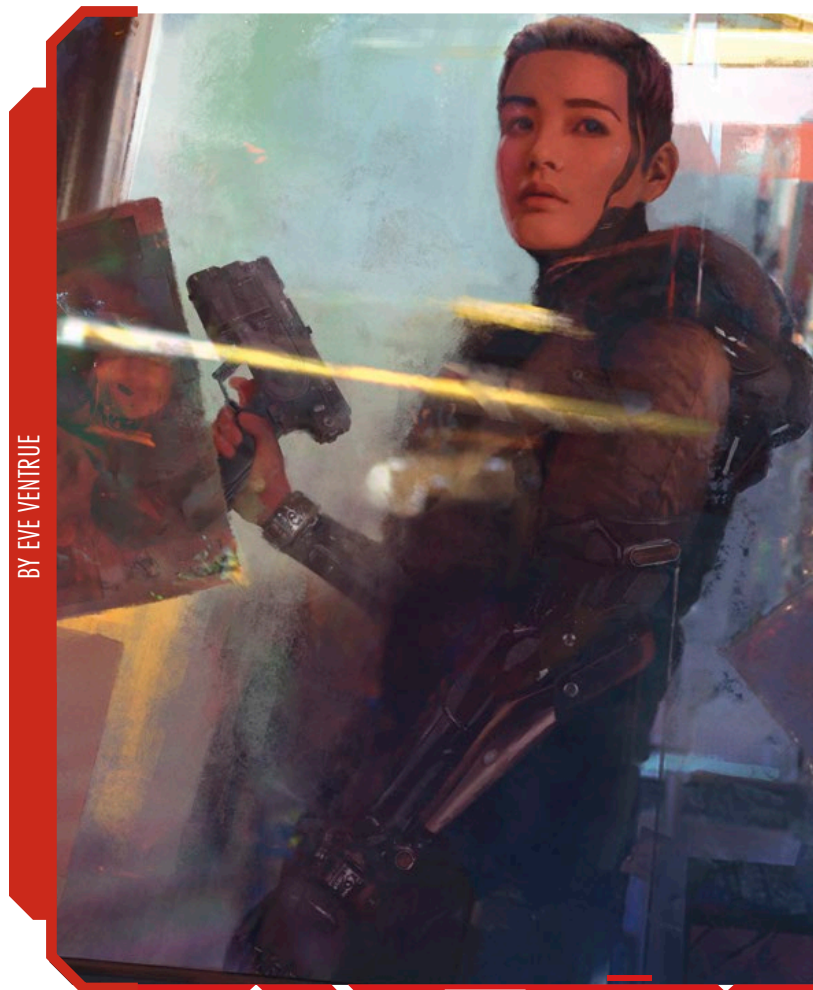
- A mob boss has Richard Night's class ring. You need to get it. The problem? They wear it everywhere.
- Inside the old EBM building is one of the world's first cyberdecks. All you gotta do is travel to the middle of the Hot Zone to get it.
- A famous artist has paid Mister K a lot of money to acquire 50 Bozo noses for a new piece about the absurdity of modern life. You know those things are their real noses, right? Worst collection quest ever.
- Someone wants a signed first edition of Mike Puddleforge's TTRPG, *Cyborg Anarchist*. All you gotta do is find him.
- While escorting a limited edition AV-4 back to Mr. K's, you got jumped. Now a nomad pack has the AV-4, and you've gotta get it back.

THE PERFECT PRISON

The crew wakes up in suburban heaven. Only they have no idea how they got there, and every indication is they've always lived there. What the fuck is going on? Missions:

- A neighbor seemed to know something but has vanished. Can they be found?

And that's ten unique campaign ideas. Feel free to use them in your own games or let them serve as inspiration for something new! Remember, you never need to stick to the status quo. Find your own way to fight back in Night City!



BY EVE VENTURE

MULTICLASSING IDEAS

One of the neatest things about **Cyberpunk RED** involves the ability for Edgerunners to take on multiple Roles – multiclassing, as we often call it in gaming. Let's look at how each Role can be combined with every other Role to create unique concepts. We'll do this for each Role, in order, so you'll have two examples of each combination. For example, we'll do a Rockerboy/Solo under Rockerboys but also a Solo/Rockerboy under Solos.

ROCKERBOYS

- *Rockerboy/Solo* aka the **Johnny Silverhand!** A soldier who put down a gun and picked up an axe to sing out the terrors they witnessed and force the entire world to experience a reckoning about the sins of those in power.
- *Rockerboy/Netrunner* aka the **Virtual Prankster**. Dive into a NET Architecture. Leave a virus at the bottom level, transforming the entire NET Architecture into a statement against the Corp that owns it. Record it all. Put it on the Data Pool for all to enjoy.
- *Rockerboy/Tech* aka the **Musical Craftsman**. You don't just play your instruments. You make them. Often creating strange, beautiful, and custom pieces for a specific performance.
- *Rockerboy/Medtech* aka the **Spiritual Healer**. Most people think of healing the body when it comes to Medtechs but they can also heal the mind and spirit through therapy. Musical therapy, brought to the masses, can change the world.
- *Rockerboy/Media* aka the **Influencer**. Are you a performer? Or are you a reporter? Or are you both, digging up the dirt, putting it all together, and creating evocative and provocative Garden vids to turn that dirt into art that pierces the soul and stirs up the crowds.
- *Rockerboy/Exec* aka the **Producer**. You don't just make your own music. You make other people's music possible. Using your credibility as a Rockerboy, you recruit other performers and make sure your label releases the best creations.
- *Rockerboy/Lawman* aka the **Mascot**. Modern security forces know the key to keeping the public placated involves positive PR. A performer who can talk up wins and sweep losses under the rug via reality television and talk shows is essential (if utterly reprehensible) in 2045.
- *Rockerboy/Fixer* aka the **Indie Networker**. You don't have an agent, manager, or a label. What you do have is a network of contacts who can get you equipment, roadies, or venues in a hurry. Likewise, you can help out your fellow indie performers with the same.
- *Rockerboy/Nomad* aka the **Singing Cowboy**. Sure, you're riding a motorcycle instead of a horse, but the classic image of the wandering cowboy rolling into town to sing songs, dispense justice, and woo fair lovers remains a potent archetype even in the Dark Future.

SOLOS

- *Solo/Rockerboy* aka the **Eurosolo**. Some jobs require you to social stealth your way into high society, achieve the objective, and exit in a hail of gunfire. Being able to switch between suave and explosive makes you the perfect special agent.
- *Solo/Netrunner* aka the **Tomb Raider**. The choicest data is buried deep, protected by defenses both physical and digital. The Tomb Raider is equipped to deal with both using their guns and their cyberdeck.
- *Solo/Tech* aka the **Gun Crafter**. People who buy guns appreciate someone who can speak their language. Someone who grew up knowing the language of violence and didn't learn it from an app. That's you. You can make the guns good because you know how to shoot the guns good.
- *Solo/Medtech* aka the **Field Medic**. These days, no one respects the medic symbol emblazoned on a helmet. If you're in the field, you're a target. Which means if you're going to save lives, you need to be prepared to defend your patient until evac arrives.
- *Solo/Media* aka the **War Correspondent**. War is everywhere in 2045. Sure, there's far off Corporate Wars in jungles and deserts but you'll

also find them in the urban ruins of former “first world” nations. You’ll fight your way in, get the scoop, and share the story.

- *Solo/Exec* aka the **Revolutionary**. Some Execs control a department in a Corporation. You lead a group that’s mad as hell at the state of the world and ain’t gonna take it anymore. Your leadership keeps them organized and alive. Best of all, you lead from the front.
- *Solo/Lawman* aka the **Bounty Hunter**. Someone has a price on their head, and you aim to collect. When needed, you can call in backup from local law enforcement, but usually you prefer to work alone. See you, Cyber Cowboy.
- *Solo/Fixer* aka the **Arms Dealer**. First, the other mercs noticed how easy it was for you to get gear. Then they asked you to acquire gear for them. Now, you’re running your own business, equipping your fellow Solos.
- *Solo/Nomad* aka the **Babysitter**. Someone’s got to keep the kids in your Pack alive when they head into the big city for a drink or a job. And that someone’s you. You’re older, wiser, and tougher. And you make sure they get back to the caravan alive.

NETRUNNERS

- *Netrunner/Rockerboy* aka the **Drone Dancer**. In 2045 drones are everywhere. Making deliveries. Guarding Corps. Spying on the masses. You use them to entertain with holographic projections and LED displays to create dazzling works of visual art. It ain’t cheap, but it is pretty!
- *Netrunner/Solo* aka the **Lone Runner**. Sure, the days of infiltrating Data Fortresses from the comfort of your couch are gone but there’s still a difference between a weefle hacking from behind cover and one who can blast in and put down every threat: meat and virtual.
- *Netrunner/Tech* aka the **Builder**. You don’t buy your programs or your deck. You make them. And since you’re not relying on a Fixer to hook you up with what you need, you’ve got plenty of extra eb to spend on the finer things in life. Like a new 3D printer. That’s the stuff.

- *Netrunner/Medtech* aka the **MedRaider**. You know the secrets the elite are hoarding? Medicines? Treatments? Cures? It makes you mad. So mad you’ve decided to break in, dive deep, find those medical breakthroughs, and give them to the world. Healthcare shouldn’t be for profit.
- *Netrunner/Media* aka the **Whistle Blower**. You’ve been in their systems. You know the truth. You know the dirty laundry the Corps bury deep down. And you’re gonna expose them to the world, secret by secret.
- *Netrunner/Exec* aka the **Clonerunner**. Yeah, yeah. You’ve heard it before. You’ve sold out. So what? You’re also not worried about going hungry or finding a place to sleep, and you’ve got someone reliable to watch your back, not some synthcoked-up freelance Solo.
- *Netrunner/Lawman* aka the **NET-tective**. Could be you work for Danger Gal or maybe a smaller firm. Either way, you know getting the dirt means you need to pick brains, pick pockets, and pick up files from NET Architectures. When it comes to data, you can get it from anywhere.
- *Netrunner/Fixer* aka the **Information Broker**. Some Fixers trade in stuff. You trade in secrets. Sometimes, you buy it from your network of contacts. Sometimes, you steal it from the Network of a Corporation. Either way, you’re making eb.
- *Netrunner/Nomad* aka the **Night Rider**. You’ve tricked out your car w/ a NET Architecture, defenses, and a Demon to run ‘em. You can do with one person what it takes a Crew to do for most of your Pack. And if someone tries to hack your car? You can dive in and brain fry ‘em.

TECHS

- *Tech/Rockerboy* aka the **Educator**. Sure, you’re an engineering genius, but where other geeks speak technobabble you know how to make what you do understandable and exciting! You use your Garden Patch to teach the world about engineering and make money doing it!

- *Tech/Solo* aka the **Boom Brigadier**. Anyone can toss a grenade but when it comes to real damage? That requires a specialist. You know just where to place a charge to cause maximum damage. And if you need to throw a grenade? You've got a whole satchel full.
- *Tech/Netrunner* aka the **Security Specialist**. Virtual security. Physical security. You can handle both because you know the best systems work in harmony to provide complete protection. Or, if you prefer, you know every possible way to rip someone else's system apart.
- *Tech/Medtech* aka the **Flipper Ripper**. Sure, you could build your own cyberware to install into clients, but why bother when there's so much out there waiting to be taken, repaired, upgraded, and sold for profit? Rip it. Flip it. Make some eb.
- *Tech/Media* aka the **Braindance Tuner**. Flatscreen's ancient and even holograms are boring. Words mean nothing. Your homemade braindances bring someone the experience of shooting down some Corps and give them a real taste for revolution! All real. No filters!
- *Tech/Exec* aka the **Disruptor**. You know the names. The Techs who climbed to the top of the Corporate ladder with revolutionary ideas and changed the world. That's you. You're the next Sokolov! The next UR! The next Loggagia! You're gonna disrupt the whole system, maximize innovation, and bring synergistic change to the world!
- *Tech/Lawman* aka the **CSI**. Believe it or not, some cops still investigate crimes and try to find the actual perpetrators. That's your job. You use the latest tech, a lot of it self-upgraded, to scour crime scenes, find clues, and catch bad guys. Assuming the bosses listen.
- *Tech/Fixer* aka the **Tech Networker**. It started small. Someone came to you looking for a piece of tech you couldn't make. So, you found someone who could. Now, you spend as much time sourcing tech as building it.
- *Tech/Nomad* aka the **Restorer**. Any Nomad can repair their own ride, but you specialize in finding old junkers and restoring them to pristine

shape so they can be added to the Family fleet. You pride yourself on finding the beauty inside any beat up old ride.

MEDTECHS

- *Medtech/Rockerboy* aka the **Celebrity Doc**. Who can afford health care in 2045? Most people just hit the Data Pool and search for info on treatments. That's where you come in. Your medical Garden Patch gets more popular every day as you bring medical knowledge to the masses.
- *Medtech/Solo* aka the **Angel**. You started out as an Angel of Mercy, bringing care and compassion to the Combat Zone. Then the gangers came. You tried to do no harm, but they refused to back down. So, now you're an Angel of Death, too, when the situation calls for it.
- *Medtech/Netrunner* aka the **Biosculptor**. Your client needs to be someone else for a while. No problem. Employment records on a NET Architecture get you the biometric data you need. Biosculpting does the rest. Now your client's a twin. Or maybe an only child if you help the original disappear.
- *Medtech/Tech* aka the **Bad Breaker**. Maybe you started out with good intentions. Maybe you just like making money. Either way, these days, you're peddling street drugs as often as the medicinal kind. At least you know your shit's pure.
- *Medtech/Media* aka the **Secret Hunter**. People say all sorts of things while high on painkillers and anesthetics. And they won't even notice the microphone you implanted in their body during their last elective surgery. Once you have their dirty little secrets? You'll publish them in the screamsheets under a pen name.
- *Medtech/Exec* aka the **Clinic Operator**. Going patient by patient wasn't helping enough people, so you begged, borrowed, and stole to open your own free clinic. There's more paperwork, more trouble, and more responsibility this way, but at least you're also helping more people than ever.

- *Medtech/Lawman* aka the **Emergency Responder**. You shrug on the armorjack. You holster your gun. You get in the rig. You drive out, and you save lives. And when you need to, you call on backup to save yours. The Street ain't safe, even for someone in an ambulance.
- *Medtech/Fixer* aka **Doc Connection**. You're the sort of Doc who takes payment in favors instead of currency. Now, a friend needs a specific something, and it all works out because the choom you treated last week has it. The more people you help, the more favors you're owed.
- *Medtech/Nomad* aka the **Family Doctor**. Nomads tradition goes back almost a century now: passing on knowledge from teacher to student. That's how you learned medicine. No, you didn't go to medical school, but you're better off without that Corporate-written drivel crammed inside your head.
- *Media/Medtech* aka **Storyteller**. Telling stories around the fire is a human occupation as old as time. And your stories can do so much. With individuals, they soothe and heal the soul. With groups, they change minds and inform. You're a therapist and a truth teller, all in one.
- *Media/Exec* aka the **Star Reporter**. You aren't just a Media. You're the best of the best, and because of it, your publisher takes care of you. They pay your rent. They provide you with flunkies to serve your needs. Aren't you great?
- *Media/Lawman* aka the **Embed**. Look, you aren't proud of it, but a gig's a gig. You follow the cops around and make them look good, and you get paid. Better yet, sometimes you get a lead you can follow for a real story.
- *Media/Fixer* aka the **Independent Journalist**. Going it alone isn't easy, but you've learned who to talk to and who to bribe to get what you need: equipment, bodies, access. You don't have a fancy station to supply you. So, you've learned to do it for yourself.
- *Media/Nomad* aka the **Wandering Eye**. Sure, the city rats need Nomads now, but that won't always be the case. So, you're here to make sure they know what real Nomad life is before the Corp-controlled media can paint you as cannibal marauders. You document the road, and you share it with the world so they'll know you aren't animals. You're humans. Just like them.

MEDIAS

- *Media/Rockerboy* aka the **Documentarian**. You don't just report on your subject. You document it from all angles and then edit it together, with you as narrator, to both entertain and inform the people.
- *Media/Solo* aka the **Thompson**. The reporter named Thompson started a tradition back in the 2010s when he covered the Arasaka Riot. Gonzo, front-line journalism to expose the sins of power. You follow his example. To get the story, you need to crack open the Corp shell, yank out the rancid meat, and show it to the world.
- *Media/Netrunner* aka the **Virtual Journalist**. Who needs a studio and a green screen when you have a NET Architecture you can customize to be whatever you want. You record inside the digital, using the power of the CPU to add pop and sizzle to your stories.
- *Media/Tech* aka the **Producer**. They might not know your face or even your voice, but they know your work. You're behind the camera, editing the footage, and making sure the SFX rock. Someone else might get the glory but it's your work that gets out the story.

EXECS

- *Exec/Rockerboy* aka the **Club Owner**. You started playing clubs, but somewhere along the way, you took on the challenge of running one, too. You leap up onto the stage regularly to keep your hand in, but these days you're hiring staff, ordering booze, and booking other bands to play more than you're shredding the classics.
- *Exec/Solo* aka the **Gang Leader**. The difference between a gang and a Corp? Corps have enough cover to call what they do "legal". You organize your people to keep your place in the Combat Zone, and you fight alongside them to grow your territory when you can.

COLLECTING THE RANDOM

- *Exec/Netrunner* aka the **Corp Spy**. There's so much data out there and your employers will pay big eb to get their greedy paws on it. So, with the help of your team, you infiltrate, you steal, and you exfiltrate. Then you enjoy your nice soft bed in your nice big place.
- *Exec/Tech* aka the **Netwatch Agent**. You'd think a Netwatch Agent would be a Netrunner, but a lot of them are Techs. You don't need to dive into NET Architectures. You just need to be able to shut it down and disconnect any links to the Old NET.
- *Exec/Medtech* aka the **Trauma Captain**. You've worked your way up the ranks. It used to be you took the orders and patched people up. Now you're the one giving the orders. You still patch people up, but you're the one in charge when you do.
- *Exec/Media* aka the **Anchor**. You're the face everyone sees each night. You are the news. The network plugs you by name and by face, putting you out there as a brand you can trust. And they give you nice perks for it, too.
- *Exec/Lawman* aka the **Negotiator**. These days, the law makes a lot of deals. Deals with Corps for gear. Deals with gangs to keep the peace. Deals with Edgerunners to collect bounties. That's your job. Night City's like Europe right before a World War. Ready to explode. You're trying to keep that from happening.
- *Exec/Fixer* aka the **Buyer**. The supply chain's changed in the Time of the Red, but your job hasn't. You get your org raw materials, parts, labor, and sometimes, you make sure your org's rivals don't. You're the puppet master, and you make that chain dance.
- *Exec/Nomad* aka the **Ambassador**. Nomads don't live in a vacuum. They deal with the rest of the world all the time: making deals, buying goods, selling services. You're the go between, codeswitching between Nomad and static to help make the deals go down smooth.

LAWMEN

- *Lawman/Rockerboy* aka the **Celebrity Bounty Hunter**. Everyone knows who you are. Your Garden Patch brings in tons of eyeballs as you broadcast your exploits, chasing down criminals and hauling them in. You're cleaning up The Street and looking damn good doing it.
- *Lawman/Solo* aka the **C-SWAT**. Cops handle crime. SWAT handles dangerous crime. You? You handle the most dangerous crime. The cyberpsychos who lash out by exploding the world around them in a hail of gunfire. You're the toughest of the tough and don't forget it.
- *Lawman/Netrunner* aka the **NET Cracker**. Serving a warrant is no easy task. If the squad goes in blind, they're likely to get a face full of turret-fired lead. You make sure the traps laid down by the bads are disarmed or, better yet, turned to your side.
- *Lawman/Tech* aka the **Quartermaster**. Someone's got to track the inventory and make sure the metric ton of armor, weapons, and gear stay in tip top shape. A station lives or dies by its weakest link and you'll be damned sure the weakest link isn't the tech or gear.



BY ADRIAN MARC

- *Lawman/Medtech* aka the **Social Worker**. You've got no budget, and the other "civil servants" don't take you seriously, but your job's important! You're there to calm down the situation and help people get the treatment they need. And protect them from the other cops, if necessary.
- *Lawman/Media* aka the **Psychic Detective**. Real psychic powers? No such thing. But you can cold read people, and you clear cases so your agency's willing to buy your shtick. With enough clues, your big wrap-up as the spirits "speak to you" while you lay out what just happened always catches the killer.
- *Lawman/Exec* aka the **Senior Security**. When you walk into the room, you're in charge. The other cops listen to you as much for your ability to take control of the situation as for your seniority, but the higher rank never hurts.
- *Lawman/Fixer* aka the **Evidence Clerk**. You've got the key to the evidence room at the station and access to the inventory records. Seized goods, weapons, and drugs can't go missing if they weren't recorded as being there in the first place, right?
- *Lawman/Nomad* aka the **Ranger**. There's a lot of territory out there. Governments have to at least pretend they give a damn about the Reclaimers trying to build new lives and the settlements outside of the cities. So, you ride your bike. You patrol. You do what you can.
- *Fixer/Netrunner* aka the **Gamemaster**. You've set up your own NET Architecture full of traps and tricks and Black ICE. Netrunners from around Night City come to test themselves on it. You make it a race for sport. First to the bottom wins. Loser goes home on a stretcher or, if they're unlucky, a bodybag.
- *Fixer/Tech* aka the **Ultimate Mechanic**. You run your own shop. People come wanting their car upgraded with all sorts of tricks. You can always get the parts you need, and if the customer can't pay? You can find a buyer for their former ride, too.
- *Fixer/Medtech* aka the **Dealer**. No, no. Not those kinds of drugs. These days, every clinic, from the lowest ripperdoc to the biggest hospital, needs help sourcing their pharmacies, and you're there to provide. After all, you're a doctor too, right? You know which pills will save lives and which pills are knockoff poison pretending to be medicine.
- *Fixer/Media* aka the **Gossip Monger**. There's a thousand stories on The Street, and you're hungry for them all. You listen to all the whispers. Better yet, you know how to whisper back, telling just the right story to boost someone's rep or send it crashing to the ground.
- *Fixer/Exec* aka the **Bookie**. Need to place a bet on the Body Lotto? Make a wager on the game? Get some action on the next race? The Bookie's got you covered. And if you don't pay? The Bookie's enforcer will break your legs. Just business.

FIXER

- *Fixer/Rockerboy* aka the **Old Guard**. Most of the young pups think you're just an old fogey who can hook them up with a guitar or an amp. You know better. Back in the day, your name was up in lights, and you shredded so hard you set the house on fire.
- *Fixer/Solo* aka the **Monarch**. Let other Fixers squabble to grow their territory. This is your neighborhood, and it's all you need. You make sure it has water, electricity, and food. And if people cross you? You make sure it has plenty of bodybags, too.
- *Fixer/Lawman* aka the **Undercover**. You know how The Street works. How to blend in. How to speak the language. You get in where needed, you gain their trust, and you feed the info to your employers. You know everyone, and everyone *thinks* they know you.
- *Fixer/Nomad* aka the **Organizer**. Nomads have been providing labor to statics for decades. Construction, demolition, couriers, entertainment... that's how the Nations survive. And you make sure they get that work, matching the right Pack members with the right employers.

NOMAD

- *Nomad/Rockerboy* aka the **Circus Performer**. Nomads aren't just wandering construction workers and cowboys. Many of them are performers, following the ancient traditions of the traveling circus. Acrobats! Animal tamers! Ringmasters! That's you. The greatest show on Earth.
- *Nomad/Solo* aka the **Scout**. Sometimes, being part of a Family means being apart from it. You travel ahead, checking the road for danger and cities for trouble. You're a Pack of one, fighting to make sure your people aren't ambushed or taken advantage of.
- *Nomad/Netrunner* aka the **Cargo Hacker**. The old cargo ships ran with small crews and AI controls. When your people find one, beached or floating, you connect to the system and disarm the defenses. Sometimes, the AI's still there, broken and ready to attack. That makes for a fun day's work.
- *Nomad/Tech* aka the **Acquisitions Specialist**. Nomads live or die by their vehicles, and city folk aren't always willing to sell. That's where you come in. When your Pack can't pay for what they need, you stealth your way through security systems and drive out with it instead.
- *Nomad/Medtech* aka the **Barber**. Small Packs mean someone has to do it all: haircuts, shaves, tattoos, cyberware, and healing. You're not just a doc. You're an artist and you keep your Pack both feeling good and looking good.
- *Nomad/Media* aka the **Pirate**. On the road, you spin discs and keep the Pack's spirit up with music and chatter. Near a city, you set up a transmitter and make a temporary pirate radio station, giving the statics a taste of true freedom of information. Maybe you'll even throw them some good, non-sanitized tunes while you're at it.
- *Nomad/Exec* aka the **Teacher**. You've been around a while, and the people in your Pack trust you. That's why you've got some of the younglings following you around. They help you out, and in exchange, you teach them the ways of the world.

- *Nomad/Lawman* aka the **Hunter**. Nomad camps need security. You can trust your own people, but some outsiders try to break in. Try to steal. So, you patrol, and when a static crosses your Pack, you hunt them down. You can always trust your Family to back you up.
- *Nomad/Fixer* aka the **Clerk**. Every Family has someone like you. You've got contacts in every port and always know where to find what your people need. Car parts? Seeds? Booze? When Nomads need something, they come to you. You make it happen.

And with this, we end our look at multiclassing ideas in **Cyberpunk RED**. We've just listed ninety different Role combinations, and there's plenty more to explore. Hopefully, this inspired you.

CYBERPUNK RED FASHION

The first rule of being cyberpunk (**SEE CP:R PAGE 28**) is "Style over Substance". Obviously, what you wear plays a big part in that. Fashion forms one of the pillars of self-expression (or cultural assimilation) in society.

There are ten fashion types listed in the **Cyberpunk RED** core rulebook (**SEE CP:R PAGE 356**). There are more fashion styles out there, of course, but these form a baseline of what's commonly worn in Night City in 2045. If need be, you can easily reskin them.

For example, Orbital Air (operating out of Kenya) is currently building a spaceport on Morro Rock. For the kids of the OA Execs, West African Pop might replace Asian Pop. Bright. Youthful. Energetic. Same prices despite the different flavors.

Here's a quick look at each of the ten styles.

BAG LADY CHIC

The houseless would call this "what I have to wear to survive". Superior jerks call it "bag lady chic". This isn't artfully torn jeans and purposefully worn clothing. These are real rags.

Why would an Edgerunner want bag lady chic clothes? Beyond low cost (if you don't care about style), they make for an excellent disguise. A houseless person on The Street hardly gets a second glance.

GANG COLORS

Most gangs in Night City have their own style. The clothes tend to be cheap & durable with specific patches, colors, or accessories. Wearing them can be dangerous. Gangs know their own. If you're wearing colors you haven't earned, you better be a damned good actor. Wear the wrong set of gang colors when passing through another gang's turf, and you might be asking for a beat down... depending on the relationship between the two gangs.

GENERIC CHIC

Off the rack, basic stuff. What the Screamsheets tell you is in. Easy to get, easy to wear, and easily tossed off. Need to be part of the faceless crowd? This is the clothing for the job.

BOHEMIAN

Every so often, the 1960s make a comeback. Flowing skirts. Oversized collars. Flower prints. Even in 2045, nothing says "artsy" like bohemian fashion. Even a touch of it, like big, round shades, can give you an eccentric vibe.

LEISUREWEAR

Tracksuits. Yoga pants. Workout clothes. Hoodies. Designed for comfort and durability. Great for running in and also solid for showing off how you like the intersection of casual and style.

NOMAD LEATHERS

Not all of it is actually leather or suede. Jeans also fit into this category. So do cowboy boots and combat boots. One part Mad Max, one part Old West. Nomad leathers are tough and durable. If you can't pull off the look, though, expect actual Nomads to laugh at you. And inside the city, don't expect the best treatment. Sure, Nomads might be the lifeblood of travel and transport in the Time of the Red, but they're also still subject to a lot of stereotypes and derogatory remarks.

ASIA POP

Bright, colorful, and the height of youth culture in Night City. Ironically, a lot of it is older American fashion seen through a distinctly Korean or Japanese lens.

Needless to say, the older you are, the less people might take you seriously in Asia Pop. Do it wrong, and you'll get a "how sad" from the grown-ups and "narc" from the kids.

URBAN FLASH

Streetwear born from music videos, mixed with technology. Sneakers with lights. Coats with LCD screens. Gloves that glow neon. Urban Flash is great for showing off you're both modern and hip.

BUSINESSWEAR

Suit. Tie. Sure, the width of the collars have changed over the years, but it isn't so far off from what professionals wore in 1845. Stuffy and boring if worn wrong. Sleek and powerful if worn right. And if you aren't wearing it when trying to pose as a Corp, chances are you won't make it past the front door.

HIGH FASHION

Anyone can wear generic chic. Only the truly elite can wear designer clothing from exclusive boutiques featured in the most trendy fashion Screamsheets. That's High Fashion. Wear this, and you will get noticed. In the wrong part of town? It'll get you noticed as a potential mark. In the right part of town? Pull it off, and people will be kissing up to you just because of the name on the label.

FASHION IN PLAY

Ten styles to suit any situation, especially with a bit of reskinning. But what about rules? Style over Substance, you say, but how does it play out in gameplay?

We'd like to direct you to **PAGE 130** of the core rulebook – specifically, the *Modifying the Attempt* section. Pay attention to this one: "Don't have the right tools or parts -2". When we say tools, chances are you're thinking of a wrench. Maybe a lockpick. But here's the trick. Clothing? Fashion? That's a tool.

If you try to pick a mechanical lock with a bit of wire, the GM might give you a -2 to the Check. You don't have the right tool for the job. Likewise, if you're trying to convince an Exec that you work for Rocklin Augmentics and you're wearing Gang Colors or Bohemian, the GM might give you a -2 to the Check. You don't have the right tool for the job.

COLLECTING THE RANDOM

We'll say it again. Fashion is a tool. It is the lockpick or wrench of social situations. Wearing the right outfit makes the job easier. Wearing the wrong outfit can make the job impossible.

Which is why there's a Wardrobe and Style Skill. Wearing an outfit isn't just about putting the clothes on. It is about being comfortable in them. Wardrobe and Style is based on wearing the right clothing with the right attitude, and it makes a killer Complimentary Skill Check to augment Persuasion, Bribery, and Intimidation.

Hell, Wardrobe and Style isn't just about social. Bag Lady Chic can help with Stealth if you're incognito on The Street. Meanwhile, GMs, if an Edgerunner is trying to hurdle a table wearing High Fashion they had to squeeze and buckle into you should ask yourself: does it make the task harder?

And that's how Fashion plays a part in the game. Wearing the right outfit can open doors. Wearing the wrong outfit means you're sneaking around to the back.

Always bring the right tool for the job.

TWENTY RANDOM KIBBLE FLAVORS

You know how it is. Your Players just flatlined a ganger, and now they're searching the poor slob's pockets. You decide the new corpse has 10eb and a bag of Kibble on it. There. Now you're ready to move on to the next part of the Mission until someone asks, "What flavor is the Kibble?". Don't worry, choomba. We've got your back. Here's a table of twenty random Kibble flavors straight from Balance Town.

1d100	Flavor	Description
1—5	Fizzy	<i>Don't worry. The bubbling on your tongue is normal.</i>
6—10	Chili Lime	<i>Acid and spice and everything nice.</i>
11—15	Protein Kibble	<i>Do you even lift, choomba?</i>
16—20	Kibble SportFlakes	<i>They'rrreeeeee great (at clogging up your bowels)!</i>
21—25	Extra Fluffy Pancake	<i>Just add Continental Brands maple syrup.</i>
26—30	Kibble SportMix	<i>The official Kibble of the Night City Heat.</i>
31—35	Fruit Fantasy	<i>The world's most solid fake fruit salad.</i>
36—40	Popcorn	<i>With original "butter" flavor.</i>
41—45	Caramel Crunch Popcorn	<i>If you squint it looks like the real thing!</i>
46—50	Bacon Cheddar Dumpburger	<i>Surprisingly popular!</i>
51—55	Kiwi	<i>Taste the tropics!</i>
56—60	Cheese	<i>Yes, they're supposed to glow in the dark like that.</i>
61—65	Lemon Ginger	<i>Don't need to spend fancy to eat fancy!</i>
66—70	Aromatic Beef	<i>We said it smelled. We didn't say like what.</i>
71—75	Paprika	<i>The reddest Kibble yet!</i>
76—80	Pineapple Pizza	<i>Does pineapple belong on pizza in a Kibble bag?</i>
81—85	Collagen Boost	<i>Give yourself a lift.</i>
86—90	Kibble XXL	<i>For when you wanna eat Kibble the size of a golf ball.</i>
91—95	Mystery	<i>What's the flavor? We don't know, and you won't either!</i>
96—100	Adobo	<i>Let's pretend there's real garlic, vinegar, and salt on these things.</i>



ELFLINES ONLINE THE TCG

BATTLE FOR THE ELFLANDS

Writing and Design by James Hutt and J Gray • **Editing by** BJ Hensley and J Gray

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DATA

Confused?
Wondering
what this has
to do with
**Cyberpunk
RED?**

Elflines Online
is Night City's
most popular
MMO. We've
covered how to
play it in three
different DLCs,
all available on
our website!
Check them
all out!

BETRAYAL

It stings. You give your energy to something, and they stab you right in the back. I expected more out of the Elflines Franchise. It all started when I, along with much of the Elflines Online Community, woke up to a mysterious announcement on Segotari's Garden Patch and a live countdown leading up to an event at midnight in ten days. Speculation began immediately. Was it a reboot, a remaster, a new entry in the Elflines JRPG series, or perhaps, a new expansion for Elflines Online? The community kicked into high gear. The members of {Nature's Thorns} were hyped, and everyone had a theory about what the announcement would be.

I stayed up all night before the announcement with Morlissa on my Agent, watching scary movies on Chyron while hanging out together in our player-owned house. It was nice. I was, for sure, convinced the announcement would be for a remaster of Elflines 1 since it's been about 25 years since it was released, but Morlissa was positive it would be an anime announcement – perhaps an anime movie. Honestly, I would have been happy if she was right. At least we could have seen it together, even if it turned out to be bad.

Nothing could have prepared us for the truth.

It was a stupid card game. Who asked for this? Nobody. And some packs have codes for exclusive Elflines Online items? Aw hell, it's the Whispering Orb all over again. Except now I gotta play gacha to even get the ones I want!

These aren't harmless cosmetics either. We are talking gameplay-defining items here, shoved randomly into card packs for Arvish's sake! I was at the end of my rope. This was clearly bad for the game. Toxic. And my entire Elfline agreed with me!

Segotari, fuck this, we said! But despite the protests of the community, no changes were made. It's been months now, and weefles are playing this on every damn corner of The Street. I guess we're stuck with this crap.

Better learn to live with it.

-DAERIC SYLAR

WHAT IS THIS THING?

Elflines Online the Trading Card Game takes all the fun of Elflines Online and stuffs it into a deck of plastic cards you can collect, trade, and play! This hot new sensation redefines the Elflines Online experience, allowing you to explore the Elflands anywhere without needing a Segotari Rush Revolution or a functioning CitiNet connection.

And for you **Cyberpunk RED** Players at home? It is a fully functioning card battle game you can play using a regular poker deck and some imagination. Play it in character when a mission's in wait mode! Play it out of character just for kicks!

The Battle for the Elflands begins with you!

BUYING INTO THE CRAZE

Daeric's guide: Don't gamble. Buy singles.

BUYING PACKS IN GAME

A pack of Elflines Online the TCG cards costs 10eb (Cheap) and contains ten cards – one face card and nine number cards. Yes, you will need to buy multiple packs to put together a full deck for play.

A booster box of Elflines Online the TCG cards costs 100eb (Premium). It contains ten packs plus one randomly chosen face card as a bonus.

CREATING PACKS OUT OF GAME

Take a poker deck and separate into two stacks: one with the face cards and jokers, one with the number cards. Shuffle each stack separately. Deal one card from the face card stack and nine cards from the number/joker stack into a new stack, face down.

A single poker deck can create four Elflines Online the TCG packs. You will have cards left over. Keep those to sell as singles!

Note, we're using regular playing cards to represent your Elflines Online the TCG cards here, but in the world of **Cyberpunk RED**, these are specific cards with art and unique designs and names and everything! See The Cards (**PAGE 69**) for more details on which cards represent what.

Now gather the cards together into a stack and hand them to your players so they can know the joy of opening up a pack to find the cards they need or the crushing despair of getting a bum draw. Few pains cut deeper.

Players, we recommend marking your cards on the front so you can tell your 3 of Spades from someone else's.

If a player pulls a joker out of their pack, they've scored a loot card with a code they can redeem in Elflines Online (**SEE PAGE 71**)!

BUYING SINGLES

Like any good trading card game, Elflines Online the TCG has a thriving secondary market. If you know the right people, you can always purchase the specific card you're looking for. While the prices for singles technically mean Edgerunners can find them anywhere, few specialty shops exist, so all Elflines Online the TCG cards require Fixers to help you acquire

► SINGLE CARD PRICING

Card	Cost
Number Cards (set of 10)	5eb (Dirt Cheap)
Jack of Clubs	5eb (Dirt Cheap)
Jack of Diamonds	5eb (Dirt Cheap)
Jack of Hearts	10eb (Cheap)
Jack of Spades	10eb (Cheap)
Queen of Clubs	5eb (Dirt Cheap)
Queen of Diamonds	5eb (Dirt Cheap)
Queen of Hearts	5eb (Dirt Cheap)
Queen of Spades	5eb (Dirt Cheap)
King of Clubs	5eb (Dirt Cheap)
King of Diamonds	5eb (Dirt Cheap)
King of Hearts	5eb (Dirt Cheap)
King of Spades	5eb (Dirt Cheap)
Joker*	5eb (Dirt Cheap) to 100eb (Premium)

* For more information about Jokers, see (**PAGE 71**).

them. The good news is, all it takes is a DV13 Streetwise or DV9 Local Expert (Elflands) Check to find one who will deal you the sweet, sweet cards you need.

READY TO PLAY?

You've bought your cards. You've found someone to play against since this is a two player game.

Now, you're ready to duel! Here are the rules you need to play Night City's favorite TCG.

DECK CONSTRUCTION RULES

Limited: Use this for a quick game without worrying about buying packs or deck construction.

Take a standard poker deck, remove the jokers, and split it up into four suits. Each player selects two of the four suits to represent them and shuffles them together to form their deck of twenty-six cards.

NEW PRICE CATEGORY

You may have noticed a new Price Category here. That's because there is one. 5eb (Dirt Cheap). That won't even buy you a pack of Kibble, so that'll tell you what these cards are really worth to most people in Night City.

TOURNAMENTS

Players are encouraged to play as fast as possible. In a tournament setting, turns must be completed in under a minute. In addition, matches consist of five games played between two opponents, with the best of five winning. The loser of the previous game in a match goes first in the next game.

Constructed: This method is for real players who own their own cards!

Each player creates a deck of twenty-six cards. Twenty must be number cards, and you can never have more than two of any specific number. We recommend sticking to two suits for your number cards but, hey, this is your deck. The remaining six can be face cards from any suit. Check to see if there is a limit on how many of a specific face card can be in a deck. Aces are number cards representing one and not a face card. All cards must come from a player's existing stash. If they don't have enough cards of the right type to form a deck, they can't play. You've got to be in it to win it, choomba.

Unlike Limited, playing Constructed will require multiple poker decks. This represents not just playing Elfines Online the TCG but the experience of purchasing and collecting the cards as well.

PLAYING THE GAME

Randomly determine a player to go first. The player going first begins the game with 20 Elf Points. The player going second begins the game with 24 Elf Points.

Elfines Online the TCG is played in rounds. Each round consists of two phases.

DRAW PHASE

At the beginning of round one, the player who goes first draws six cards. The player going second draws seven cards.

At the beginning of all other rounds, the players draw cards until they have seven in their hand. If at any time no cards are left in their deck when a player goes to draw, they reshuffle their discard pile into a new deck and continue to draw.

PLAY PHASE

The player picked to go first takes their turn, followed by their opponent.

During their turn, a player may do any of the following four actions as often as they have the resources to do so. They must pass their turn if they no longer have the resources to perform an action, though they can do so before they run out of resources as well.

Summon: Discard one or more number cards whose numbers add up perfectly to the number on a card you wish to summon from your hand to summon it as a summoned creature.

Example: Daeric Sylar wishes to summon a Restless Spirit (aka a 6 of Spades) from his hand. To do so he discards a 2 of Diamonds and a 4 of Spades. They go into his discard pile, and he triumphantly slaps the Restless Spirit down on the table.

Attack: Discard two cards with the same suit as a summoned creature that hasn't yet attacked this turn or a number card with the same number as it to attack with it, using it to discard all of the opponent's summoned creatures of its number or lower to the discard pile or to deal damage equal to its number directly to the opponent's Elf Points.

Example: Daeric Sylar wants to attack with his Restless Spirit (aka a 6 of Spades). He has two choices to do so. He can either play two Spades from his hand or another card with a value of 6.

He has another Restless Spirit (aka a 6 of Diamonds), so moves it from his hand to his discard pile to power the attack. Daeric's opponent has 20 Elf Points and three summoned creatures: a Gremlin (aka a 3 of Hearts), a Draglin (aka a 5 of Clubs), and a Bearwolf (aka a 7 of Hearts).

Daeric can either send the Gremlin and the Draglin to the discard pile or hit his opponent directly to reduce those 20 Elf Points to 14 Elf Points. Daeric decides to play the long game and gets rid of the two monsters.

Remove: Discard four cards of the same suit to place one of your opponent's summoned creatures into their discard pile.

Example: Daeric's opponent summoned a Dragon (aka a 10 of Clubs) on his last turn but couldn't attack with it. Daeric knows the monster can bite a big chunk out of his Elf Points, so he discards an Ace of Diamonds, 3 of Diamonds, 5 of Diamonds, and 9 of Diamonds to send the Dragon straight to the discard pile.

Activate Face Card: Play a face card from your hand and activate its effects. The effect may be instantaneous or remain in the game until certain conditions are met. Once a face card's effect ends, the card is not placed in the discard pile. Instead, it is removed from the game.

Example: Daeric's down ten Elf Points and worried his opponent might pull out some big monsters on their next turn. To help counter this, he plays the Blessing of Arvish (aka the Queen of Diamonds) and heals seven Elf Points, then places the card back in his custom deck box.

VICTORY

The game ends immediately when one of the two player's Elf Points drops to 0.

THE CARDS

Daeric's Guide: At least the art is good.

We're representing the cards of Elflines Online the TCG with regular playing cards, but in the world of **Cyberpunk RED**, your Edgerunner will be slinging premium plastic cards covered in glorious Elflines Online art. Each playing card in your hand corresponds to an Elflines Online the TCG card in your Character's hand. Here's the breakdown.

► NUMBER CARDS (SINGLE COST: 5EP [DIRT CHEAP] PER 10)

Note, with number cards the suit does not matter when determining which monster the card represents.

Number	Monster	Flavor Text
1 (Ace)	Elf	Outnumbered but not discouraged, the Elves seek to reclaim the Elflands.
2	Slime	Drippy, goopy, slimy, and oozy, Slimes infest much of Enthenox.
3	Gremlin	Rampaging Gremlins love the taste of elf blood.
4	Cursed Head	The beheaded spirits of firsthold are eternally cursed to roam.
5	Draglin	The result of a failed experiment to infuse Gremlins with Dragon blood.
6	Restless Spirit	Elvish ancestors ripped back to unlife by the miasma.
7	Bearwolf	The hearty Bearwolf, the strongest animal in the Elflands.
8	Zazzolif	Confused natural guardians, overwhelmed by the extent of the corruption.
9	Golem	Basalt giants constructed by The Warlock to wage siege warfare.
10	Dragon	The Dragons blame all elves for the actions of one.

▶ FACE CARDS

Card	Name	Effect	Single Cost
Jack of Clubs	Spreading Slime	Each player must discard one of their summoned monsters. Limit two per deck.	5eb (Dirt Cheap)
Jack of Diamonds	Gather the Elfines	Swap a number card in your hand for a number card of your choice from your discard pile.	5eb (Dirt Cheap)
Jack of Hearts	Hero's Tutor	Search your deck for a card, then shuffle your deck and place the card on top.	10eb (Cheap)
Jack of Spades	Pot of Miasma	Draw two cards. Limit two per deck.	10eb (Cheap)
Queen of Clubs	Curse of Enthernox	Lower a player's Elf Points by five. Limit two per deck.	5eb (Dirt Cheap)
Queen of Diamonds	Blessing of Arvish	You heal for seven Elf Points. You cannot heal above your starting Elf Points. Limit two per deck.	5eb (Dirt Cheap)
Queen of Hearts	Rank Up!	Discard one of your summoned monsters, then play a monster from your hand with a number higher than the one you discarded.	5eb (Dirt Cheap)
Queen of Spades	Rise from Bog	Take a card with a number 5 or less from your discard pile and summon it. Limit two per deck.	5eb (Dirt Cheap)
King of Clubs	Flight of Dragons	Discard all summoned monsters of number 6 or higher, even your own. Limit two per deck.	5eb (Dirt Cheap)
King of Diamonds	Zazzolite Aura	Place this card sideways atop a summoned monster. When next the monster would be discarded, remove this card from play instead. Only one shield can be placed atop a summoned monster at a time.	5eb (Dirt Cheap)
King of Hearts	Hero's Reversal	Play this card at any time your opponent uses the Activate Face Card action. Your opponent's Face Card does not take effect and is removed from the game unless they also have a Hero's Reversal, in which case, play proceeds normally, and both Hero's Reversals are removed from the game. Limit two per deck.	5eb (Dirt Cheap)
King of Spades	Warlock's Wrath	Discard all summoned monsters on the field, even your own. Limit two per deck.	5eb (Dirt Cheap)

► JOKERS

Scattered throughout various Elflines Online the TCG packs, one can find loot cards with codes you can enter in Elflines Online to obtain new items and gear! Use jokers to represent these cards.

Roll 2d6	Loot Item	Effect	Single Cost
2	Super Repair Hammer	Repairs made using a Super Repair Hammer occur instantly and cost half the gold they would typically cost.	100eb (Premium)
3	Tiny Tent	Only one may be owned by a player. Every 24 hours, a Tiny Tent can be deployed. It takes 1 minute to deploy the item, after which it clears a small area of Miasma for 10 minutes. At the center of the clearing is a cute tent in a color of the player's choosing. The minute-long deployment process is canceled if a player who owns the Tiny Tent takes any damage.	50eb (Costly)
4	Duel Flag	Allows a player to initiate mutually agreed duels with other players in areas without Miasma. Instead of being killed when reduced to 0 HP, the losing player is reduced to 1 HP. The winning player is fully healed immediately.	50eb (Costly)
5	Weapon Glow Vial	One use. When applied to a weapon, it begins to glow any color the player chooses. Useless, but highly sought after by the player base.	50eb (Costly)
6	1 Revive Sickness Cure	Removes Revive Sickness without paying 2,000gp.	20eb (Everyday)
7	500 Elflines Online Gold	500 gold pieces.	5eb (Dirt Cheap)
8	10 Sacred Herbs	10 Sacred Herbs to heal with.	5eb (Dirt Cheap)
9	Weapon Polish	One use. When applied to a weapon, it becomes Excellent Quality.	20eb (Everyday)
10	Rank Up Elixir	One use. After quaffed, your ELO Character Ranks Up if they weren't Rank 10 already.	20eb (Everyday)
11	Tiny Draglin	A tiny Draglin. It mindlessly follows the player around, occasionally emoting but can perform no other actions. It will express remorse whenever the player fights with a Draglin, and will cry when one is killed.	50eb (Costly)
12	Dungeonstone	Allows the player to transport themselves and up to 6 other players to the entrance of a dungeon they have completed before. The teleportation process takes 1 full minute, very audibly plays the Elflines 1 JRPg theme, and is canceled if any of the players involved take any damage.	100eb (Premium)

FACEDOWNS
AND GAMES

Finally, while intimidation is illegal and grounds for disqualification in a tournament setting, many games played outside of a tournament setting begin with a Facedown (SEE CP:R PAGE 194). Defeating someone in a game still counts as a defeat for the purposes of mitigating a negative Facedown effect.

MORE CHEATING!

Try using these Cheating Maneuvers to cheat in non Elflines related card games you run into on the streets of Night City. Poker night, anyone?

CHEATING

While playing Elflines Online the TCG as a minigame during a game of **Cyberpunk RED**, cheating is encouraged. Most tournaments held in Night City are full of cheaters hustling for the tournament prize. During gameplay, when you decide it's time to play dirty, you can attempt the following Cheats with 1d10 + INT + Gamble Skill Check (or another appropriate Skill Check as noted). If you don't beat the DV, your Cheat fails, and your attempt is obvious to your opponent and any observers.

Additionally, once per game, after the cheater has attempted a Cheat, a participant or observer can oppose the Character's Check with a Concentration, Gamble, or Streetwise Check, catching the cheater if they win. In a tournament setting, cheating is grounds for disqualification and expulsion. In a street setting, it's grounds for violence.

CHEATS

DV	Cheat
13	Secretly look at an opponent's hand. Can be attempted by observers. Stealth Skill may be used instead of Gambling to attempt this Cheat.
13	Signal information to a person using a prepared code. Can be attempted by observers. Cryptography Skill may be used instead of Gambling when trying to spot this Cheat.
15	Palm a card/switch card in hand for a palmed card. Conceal/Reveal Object Skill may be used instead of Gambling to attempt this Cheat.
15	Draw from the bottom of the deck instead of the top whenever you desire this turn.
15	Easy Cheat approved by the Gamemaster and not covered by these rules.
17	Stack the top or bottom eight cards of the deck during a shuffle.
17	Slide a card from your hand onto the bottom of your deck and draw a card.
17	Standard Cheat approved by the Gamemaster and not covered by these rules.
21	Swap a deck with one you have prepared. Conceal/Reveal Object Skill may be used instead of Gambling to attempt this Cheat.
24	Extreme Cheat approved by the Gamemaster and not covered by these rules.



ELFLINES ONLINE MERCH

Daeric's guide: Every game launch comes with merchandise. Even the ones you aren't excited by. Even the ones that hurt you. The bastards.

► DUEL CASTER

Cost: 100eb (Premium)

A bulky winged triangular plastic housing for your Elflines Online TCG Deck, with an included revving trigger and a pair of very overactive flywheels with which to fling your cards onto (and sometimes into) the table.

An Exotic Medium Pistol. It is 3 ROF and allows you to make 3 Attack Checks per Attack Action if it is the only weapon you're firing this Round. Otherwise, it is 2 ROF. The Duel Caster deals 1d6 damage and cannot be concealed. Instead of firing bullets, it fires Elflines Online the TCG cards. The cards can be recovered after they are fired (albeit no longer in mint condition). The Duel Caster has a capacity of 26 cards, just enough to hold your Elflines Online the TCG deck. It can also be loaded with standard playing cards, costing 5eb (Dirt Cheap) per deck, but doing so causes the Duel Caster to act like a Poor Quality Weapon until proper Elflines Online the TCG cards are swapped in.

► SCARLET BLACKBOW (AS SEEN IN ELFLINES ONLINE)

Cost: 50eb (Costly)

A premium cosplay recreation of the popular Scarlet Blackbow from Elflines Online. It really works and plays sounds from the game when drawn to full extension! Makes a great gift for the elf in your life. Each purchase comes with a quiver of six Rubber Arrows (**SEE CP:R PAGE 346**).

An Exotic Poor Quality Bow. Whenever you roll a Critical Failure (a 1) when firing the weapon, it destroys itself beyond repair. Additionally, when the weapon destroys itself beyond repair, its battery pack electrocutes the wielder, dealing them 6d6 damage, soaked by their armor as normal.

► SWORD OF ARVISH (AS SEEN IN ELFLINES ONLINE)

Cost: 50eb (Costly)

A real metal replica of the legendary Sword of Arvish as wielded by The Hero himself! The pride of any elf's mantle. It is big! It is heavy! And you aren't a real fan unless you have one!

A Poor Quality One Handed Exotic Heavy Melee Weapon. Whenever you roll a Critical Failure (a 1) with this weapon, instead of the weapon malfunctioning, you instead suffer the Crushed Fingers Critical injury (dealt after you resolve your Attack Check and damage) to the hand that you were using to wield it.

► ELFLINES ONLINE MERCH WEAPONS

Weapon Name	Weapon Skill	Single Shot Damage	Standard Magazine	Rate of Fire (ROF)	Hands Required	Can be Concealed?	Cost
Duel Caster	Handguns	1d6	26 (ELO the TCG Cards)	3/2	1	NO	100eb (Premium)
Alt. Fire Modes & Special Features: Can also load regular playing cards.							
Scarlet Blackbow	Archery	4d6	— (Arrow)	1	2	NO	50eb (Costly)
Alt. Fire Modes & Special Features: Poor Quality. May electrocute you.							
Sword of Arvish	Melee Weapon	3d6	—	2	1	NO	50eb (Costly)
Alt. Fire Modes & Special Features: Poor Quality Heavy Melee. May crush your fingers.							

DATA

These are real weapons! Take your Elflines Online offline to The Street!

DATA

Yes, the Duel Caster does break the "you can never make more than two Attack Checks as part of an Action" rule from CP:R page 169.

We think Ripperjack designed it.

DATA

Check each item's full description for additional rules and information.

Live a More Exciting
Life Online!



Elflines
— ONLINE —

 SEGOTARI



Writing and Design by J Gray

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Business Management by Lisa Pondsmith • **Layout** by J Gray

REBUILDING NIGHT CITY

Angie Wu 2.0 (AW): Hi there. My name's Angie, and you're tuned into *Rebuilding Night City*, part of the KLIA Garden Patch Network. We highlight the hows, whys, and whats of Night City's agonizingly slow reconstruction. Remember to watch the video all the way to the end and feed the algorithm! Today, I'm talking with Gabriel Yang of Yang's Wheels. He proved manufacturing could thrive here in the Time of the Red. Mr. Yang, welcome to the program.

Gabriel Yang (GY): Thanks, Angie. I'm glad we finally have the chance to sit down and talk.

AW: I appreciate your time. I know how busy you are. I'm guessing most of our listeners are aware, but why don't you tell us about Yang's Wheels anyway?

GY: Sure. Yang's Wheels is a company. We manufacture and maintain bicycles, skateboards, and inline skates. Most of our products are sold in Night City, but some go out to other parts of the Pacifica Confederation. Our goal is to provide affordable transportation in an age where most things with wheels are out of reach of the average person. I like to think we're succeeding.

AW: You can't go down the street in most parts of Night City without seeing a Yang's Wheels bike, to be sure. How did Yang's Wheels get started?

GY: I was born into the second generation of the Yang Family, a Nomad Pack and part of the Snake Nation. The Pack was born in the aftermath of the Chicago Bioplague. Our founder, Yang Mi-sun, was an adjunct professor so her job hit the chopping block early on during the crisis. Seeing what was coming, she organized a group of fellow educators. They left the city and began following the Nomad path as wandering teachers. In 2031, they rolled up into Night City.

AW: What did Pack do in Night City?

GY: The older members of the Pack worked as teachers in the Aldecaldos Camp. The younger members, me included, joined the crews working construction in the city. By 2035, though, the members of my Pack started feeling less like Nomads and more like statics. Too long in one place. So, they pulled up stakes and left for parts north.

AW: You stayed behind, though. Why?

GY: I had an epiphany. I was thirty stories up in Little Europe, spot welding, when I took a break and looked out onto the city. I could see vehicles on the street below. Cars. Trucks. Motorcycles. Buses. Maybe a third of the ones I saw belonged to Nomads working on various projects and making deliveries. Nomad vehicles have a certain look to them, so I knew. Most of the rest were branded with Corp logos. Only a few belonged to actual citizens of Night City. That made me sad. Vehicles lay at the heart of Nomad society. They're quite literally our freedom. They keep us from being trapped. And I saw, at that moment, how many people were trapped not just in Night City but in tiny little slivers of it. I felt a calling to try to free them. Especially since public transportation was, and still is, a bit of a joke.

AW: A noble cause, to be sure. Why bicycles, though?

GY: I mentioned the first Yangs were university students. That was bred into the Pack culture. Some Packs like to tell stories or play music around the campfire. My Pack liked to give academic lectures. I remembered one an auntie gave just after we arrived in Night City. She said, "We all think of cars as having changed the world but bicycles did it first." They provided a cheap, reliable source of transportation you didn't have to feed or stable or breed. She went on to talk about how bicycles redefined transportation, industry, and even the military. Did you know Switzerland had a bicycle cavalry at least until the end of the 4th Corporate War? They even managed to outmaneuver a Militech unit camping in the Swiss Alps without permission and push them back to the border.

AW: I didn't!

GY: So, yes. Bicycles. It took time. Years. Any existing plans I could find were unreliable, thanks to the DataKrash, so I had to work with a few different Techs to come up with blueprints not just for the bicycle itself but for inexpensive manufacturing. Eventually, Edith worked out a reliable, all-purpose bicycle we could make quickly and with local supplies provided by salvage crews.

AW: That would be Edith Lamarr, the Chief Engineer of Yang's Wheels?

GY: Exactly. She picked the title herself. Something about an old flatscreen show she enjoyed as a kid. We started in an abandoned garage in Santo Domingo. When we grew large enough, we rented a warehouse

in Rancho Coronado. Eventually, we hit critical mass and refurbished a small, decommissioned factory in the Heywood Industrial Zone into a combination manufacturing plant and headquarters.

AW: Demand's been good, then?

GY: It has been. Sometimes I think back to my younger self, on the thirtieth story of that building in Little Europe, and I say, "Don't worry, Gabriel. Someday you'll see just as many bicycles on the street as cars. Maybe even more! You'll achieve your dream."

AW: That explains the bicycles. Why inline skates and skateboards, though?

GY: Honestly, it happened by chance. One of the salvage crews we work with discovered the back room of an old skate shop beneath the wreckage of a building. There were boxes full of old parts, and I bought them on a whim. I asked Edith if she could do anything with them, and a week later, we had two new products to sell.

AW: We're almost out of time, so let me ask, what's next for Yang's Wheels?

GY: We are working on something new, but I'm afraid I can't really talk about it.

AW: Please? Maybe a hint for our audience?

GY: Fine. Fine. I'll just say this. One of the advantages of bicycles is their size. They can travel through spaces cars can't. I want to bring that same idea to public transportation. Mind you, this isn't a new idea. Just like bicycles, I'll be adapting an old idea to Night City's current needs.

AW: I'm sure our audience can't wait to find out more! For now, though, I'm Angie Wu 2.0, and you've been listening to Rebuilding Night City. Subscribe for more content and we'll talk to you next time.

BICYCLES IN NIGHT CITY

You know the old saying. "The Street finds a way". In Night City, where car costs haven't come down in decades, and the banks only give out loans to people who don't need them, one of the key things The Street needs to find is reliable transportation. Enter bicycles. They're relatively inexpensive, fairly reliable, and can squeeze through construction, wreckage, and war zones faster than most cars.

Of course, they're also easier to steal, more strenuous to operate, and inferior when it comes to hauling both passengers and cargo but, hey, everything can't be all sunshine and rainbows. Sometimes, the world throws a little blood rain your way, too.

BICYCLES AS A VEHICLE

Bicycles are vehicles and generally follow the same rules as other vehicles in **Cyberpunk RED** (SEE CP:R PAGE 191). Some differences exist, however, due to their unique form of locomotion.

- Bicycles have SDP 15, a single seat, a cost of 100eb (Premium), and their Speed is dependent upon the rider's BODY, as noted below.

► BICYCLE SPEED

BODY	Speed (Combat)	Speed (Narrative)
BODY <4	8 MOVE	12 MPH /19 KPH
BODY 4 to 7	10 MOVE	20 MPH/32 KPH
BODY 8+	15 MOVE	30 MPH/48 KPH

- A rider with BODY 11 or higher is too heavy for a standard bicycle and cannot ride it properly without a Reinforced Frame upgrade.
- Bicycles can't be acquired or upgraded using a Nomad's Moto Role Ability.
- Bicycles are ridden using the Athletics Skill instead of Drive Land Vehicle, and they're repaired using Basic Tech instead of Land Vehicle Tech.
- Bicycles cannot be controlled via Interface Plugs. Manual control only.
- When riding a bicycle, you use your Initiative. You don't go to the top of the queue.
- Damage for crashing/ramming is 3d6 for the bicycle and the target struck, instead of 6d6. In addition to suffering the Whiplash Critical Injury, the rider is thrown off the bike and considered Prone (SEE CP:R PAGE 169).
- If a defender dodges a ramming attack from a bicycle, they do not have the option of landing on top of it.

- At the GM’s discretion, performing a physical task not related to riding while operating a bicycle, such as shooting a firearm, can count as a Complex Task (SEE CP:R PAGE 130) and impose a -2 modifier to Checks.
- Riding a bicycle takes physical effort. If the GM deems it appropriate, they can ask for an Endurance Check based on the Riding Fatigue table at the end of a long ride. If the Character fails the Check, consider them fatigued, as if they had slept uncomfortable the night before (SEE CP:R PAGE 130) for the rest of the day.

▶ RIDING FATIGUE

Hours Spent Riding	Endurance DV
1	DV 13
3	DV 15
5	DV 17
6+	DV 21

UPGRADING YOUR BICYCLE

You aren’t limited to the stock model when it comes to your bicycle. You can choose to upgrade it right at purchase or take it back to Yang’s Wheels or your local Tech for an upgrade further down the line. The following upgrades are available. **A bicycle can only benefit from one of each type of upgrade.**

▶ BOTTLE DYNAMO

Cost: 20eb (Everyday)

A generator attaches to the wheels, allowing you to generate enough electrical power to charge a single battery pack, of the sort used to power Microwavers and similar weapons, with an hour’s ride.

▶ BULLETPROOF GLASS

Cost: 50eb (Costly)

Upgrade your trike’s plastic windows with glass, serving as thin cover with 7 HP. **Requires the Enclosure upgrade.**

▶ CYCLE ARMOR

Cost: 100eb (Premium)

Plating and reinforcement is added to your bicycle, making it more resistant to damage. It now has 7 SP. **Requires the Reinforced Frame upgrade.**

▶ ELECTRIC PEDAL ASSIST

Cost: 100eb (Premium)

A small motor is added to the bicycle, making it almost effortless to pedal. Increase the bicycle’s Speed (Narrative) to the next BODY tier or add 5 MPH (8 KPH) to Speed (Narrative) if it is at the highest tier. In addition, the rider gains a +4 to Endurance Checks made to resist exhaustion after long rides.

▶ ENCLOSURE

Cost: 100eb (Premium)

The bicycle is upgraded to a trike, and adds a frame and enclosing fiberglass and plastic walls around the rider to keep out the weather. If you have the Cycle Armor upgrade, it extends to the enclosure walls. **Incompatible with the Folding Frame upgrade.**

▶ EXTENDED SEAT

Cost: 20eb (Everyday)

A longer-than-normal seat is mounted onto the bicycle, allowing the bicycle to carry a passenger behind the rider.

▶ FOLDING FRAME

Cost: 100eb (Premium)

The bicycle can now be folded into an easy-to-carry/stow package roughly the size of a large briefcase. **Incompatible with Enclosure, the Reinforced Frame, and Smuggling Compartment upgrades.**

▶ GUN MOUNT

Cost: 100eb (Premium)

A mount for an Assault Rifle, Heavy SMG, or Shotgun is attached to the bicycle’s handlebars, complete with a trigger button on the grip. You do not need a free hand to fire the weapon, but it can only shoot forward. You cannot reload while in transit. Attaching and detaching a weapon takes an Action.

► NEON LIGHTING

Cost: 20eb (Everyday)

Battery-powered fiber-optic neon lighting is integrated into your bicycle's frame and wheels to add some serious style to its substance. This counts as 1 installation of a Light Tattoo when riding, sitting on, or being near your bike for the purposes of the +2 Wardrobe and Style bonus.

► REINFORCED FRAME

Cost: 100eb (Premium)

The bicycle's frame is reinforced with additional cross-sections and bracing. This adds 5 SDP and allows those with a BODY of 11 or higher to ride.

Incompatible with the Folding Frame upgrade.

► SECURITY SYSTEM

Cost: 500eb (Expensive)

When activated by an app on your Agent, the bicycle is electrified. Anyone attempting to grab it must succeed at a DV13 Resist Torture/Drugs Check or release the bike immediately.

The bicycle is also registered with a nano-VIN and Yang's Wheels guarantees they'll call you and return it at no charge, should someone steal it and attempt to sell it to them. They'll even rebuild it, free of charge, if someone brings it in as parts.

► SMUGGLING COMPARTMENT

Cost: 50eb (Costly)

A small, cleverly concealed storage space is built into the frame. It can hold objects up to 1 inch x 6 inches (2.54cm x 15.24cm). Discovering it requires a DV 17 Conceal/Reveal Object Check. **Incompatible with the Folding Frame upgrade.**

► STUNT FRAME

Cost: 100eb (Premium)

Modifications are made to make the bicycle lighter and more agile. The rider gains +2 to Athletics Skill Checks made to perform maneuvers while on the bicycle.

► TRAILER

Cost: 50eb (Costly)

A small trailer you can hook onto your bicycle with a cargo area measuring 5 feet (1.5 meters) long and 1.5 feet (.46 meters) wide. It can be attached or detached from the bicycle with an Action.

If the bicycle has the Folding Frame upgrade, the trailer must be detached before it is folded.

OTHER OFFERINGS

Bicycles are Yang's Wheels main product, but they aren't the only thing the company sells. It is also Night City's leading supplier of wheeled recreational items like inline skates and skateboards.

► INLINE SKATES

Cost: 50eb (Costly)

A pair of roller skates with four wheels arranged in a single line.

Inline Skates increase movement by 4 m/yds when using the Run Action. Pulling the skates on or taking them off requires an Action. Any options stored in a Cyberleg or meat leg are inaccessible while the skates are worn.

At the GM's discretion, performing a physical task involving the legs or balance while wearing skates might count as a Complex Task (SEE CP:R PAGE 130) and impose a -2 modifier to Checks.

► SKATEBOARDS

Cost: 50eb (Costly)

A deck, two trucks, and four wheels. A staple of extreme sports enthusiasts the world over.

In addition to allowing the rider to perform sick tricks, skateboards increase movement by 4 m/yds when using the Run Action so long as it is being used on level or downward sloping ground.

At the GM's discretion, performing a physical task involving the legs or balance while on a skateboard might count as a Complex Task (SEE CP:R PAGE 130) and impose a -2 modifier to Checks.

SPINNING YOUR WHEELS

SICK TRICKS FOR BICYCLES, INLINE SKATES, AND SKATEBOARDS

Since bicycles are vehicles, they can perform maneuvers during combat. And, of course, there's an entire culture of cyclists and skaters who use their wheels less for transportation and more for extreme sports competitions.

► BICYCLE TRICKS

Maneuver	DV
Swerve	13
Sharp Turn	13
Emergency Stop	13
Bootleg Turn	17
Do a Jump	17
Simple Trick (Examples: 180, Barspin, Bunny Hop, Drop, Wheelie)	13
Advanced Trick (Examples: 360, Nothing, Tabletop, Wallride, Walltap)	15
Pro Trick (Examples: 540, Backflip, Flair, Footjam 360, Tailwhip)	17

► INLINE SKATE TRICKS

Trick	DV
Simple Trick (Examples: Backwards Skating, Fishtail, Heel-Toe, One Foot, Wavers)	13
Advanced Trick (Examples: 360 Flat Spin, Forward Crossover, Jump, Two-Footed Spin, U-Turn)	15
Pro Trick (Examples: Air Transfer, Grind, Ramp Jump, Rotating Jump, Stall)	17

► SKATEBOARD TRICKS

Trick	DV
Simple Trick (Examples: Boneless, Drop In, Manual, Ollie, Shuvit)	13
Advanced Trick (Examples: Disaster, Grind, Heelflip, Kickflip, Nollie)	15
Pro Trick (Examples: Blunt, Gazelle Flip, Hardflip, Indy Backflip, Laser Flip)	17

COSTS AND INFORMATION

► BICYCLES

Name	SDP	Seats	Speed (Combat)	Speed (Narrative)	Cost
Bicycle	15	1	BODY Dependent	BODY Dependent	100eb (Premium)

► OTHER ITEMS

Name	Cost	Name	Cost
Inline Skates	50eb (Costly)	Skateboard	50eb (Costly)

DATA

Check each item's full description for additional rules and information.

► BICYCLE UPGRADES

Upgrade	Description	Cost
Bottle Dynamo	Charge a battery with your bicycle.	20eb (Everyday)
Bulletproof Glass	Thin cover with 7 HP. Requires Enclosure upgrade.	50eb (Costly)
Cycle Armor	7 SP. Requires Reinforced Frame upgrade.	100eb (Premium)
Electric Pedal Assist	Increases bicycle's Speed (Narrative) and makes less tiring to ride.	100eb (Premium)
Enclosure	Adds a third wheel and encloses the bicycle in fiberglass and plastic. Incompatible with Folding Frame upgrade.	100eb (Premium)
Extended Seat	Increases number of seats to 2.	20eb (Everyday)
Folding Frame	Bicycle can be folded for ease of carry. Incompatible with several upgrades.	100eb (Premium)
Gun Mount	A mount for a firearm, complete with trigger button.	100eb (Premium)
Neon Lighting	Add some glow-in-the-dark style to your bicycle. Counts as a Light Tattoo.	20eb (Everyday)
Reinforced Frame	Adds 5 SDP. Allows those with BODY 11+ to ride. Incompatible with Folding Frame upgrade.	100eb (Premium)
Security System	Anyone attempting to grab your bicycle must succeed at a DV13 Resist Torture/Drugs Check or release it immediately.	500eb (Expensive)
Smuggling Compartment	1 inch x 6 inch (2.54cm x 15.24cm) compartment hidden in bicycle frame. DV17 Conceal/Reveal Object Check to find. Incompatible with Folding Frame upgrade.	50eb (Costly)
Stunt Frame	+2 to Athletics Skill Checks to perform maneuvers.	100eb (Premium)
Trailer	5 foot x 1.5 foot (1.5 meter x .46 meter) trailer hooked up to the bicycle.	50eb (Costly)

DATA

Check each item's full description for additional rules and information.

SICK OF MISSING THE BUS? OR THE SUBWAY BEING OFFLINE MORE OFTEN THAN ON? HERE'S A TIP. BUY A BICYCLE. UPGRADE IT WITH ELECTRIC PEDAL ASSIST AND AN ENCLOSURE. WHAT YOU END UP WITH IS BASICALLY A TINY, ONE PERSON CAR FOR THE CHEAP AS HELL PRICE OF 300EB. IT WON'T WIN YOU ANY RACES, BUT IT'LL BE YOURS, AND THAT'S MORE FREEDOM THAN MOST PEOPLE OWN IN NIGHT CITY.

— 3-PIECE

HOST OF HUSTLING WITH 3-PIECE

► BICYCLE SHEET

NAME				SEATS	
TYPE BICYCLE					
CONTROL SKILL ATHLETICS			REPAIR SKILL BASIC TECH		
STATS					
SDP	OUT OF	SP	OUT OF	SPEED [COMBAT]	SPEED [NARRATIVE]
WEAPONS					
NAME		ROF	DMG	NAME	
RAMMING		ROF1			
UPGRADES					
◇ Bottle Dynamo ◇ Bulletproof Glass ◇ Cycle Armor ◇ Electric Pedal Assist ◇ Enclosure ◇ Extended Seat ◇ Folding Frame ◇ Gun Mount			◇ Neon Lighting ◇ Reinforced Frame ◇ Security System ◇ Smuggling Compartment ◇ Stunt Frame ◇ Trailer ◇ _____ ◇ _____		

► BICYCLE SHEET

NAME				SEATS	
TYPE BICYCLE					
CONTROL SKILL ATHLETICS			REPAIR SKILL BASIC TECH		
STATS					
SDP	OUT OF	SP	OUT OF	SPEED [COMBAT]	SPEED [NARRATIVE]
WEAPONS					
NAME		ROF	DMG	NAME	
RAMMING		ROF1			
UPGRADES					
◇ Bottle Dynamo ◇ Bulletproof Glass ◇ Cycle Armor ◇ Electric Pedal Assist ◇ Enclosure ◇ Extended Seat ◇ Folding Frame ◇ Gun Mount			◇ Neon Lighting ◇ Reinforced Frame ◇ Security System ◇ Smuggling Compartment ◇ Stunt Frame ◇ Trailer ◇ _____ ◇ _____		

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BY RICHARD BAGNALL



THE 12 DAYS OF CYBERMAS

A CYBERPUNK RED HOLIDAY SEQUEL

Writing and Design by James Hutt and J Gray

Based on Work by the many designers of *Cyberpunk 2020*

Art Direction by Jaye Kovach • **Business Management by** Lisa Pondsmith • **Layout by** J Gray

Original Art by Alex Jaeger, Anson Maddocks, Benjamin Wright, Christina Wald, Justin Chin, and Shon Howell

THE 12 DAYS OF CYBERMAS

A LOT LIKE CYBERMAS BY MECHA BUBBLY

From the Net54 Crimson Christmas Collection

IT'S BEGINNING TO LOOK A LOT LIKE CYBERMAS
EVERYWHERE YOU GO

KEEP YOUR **BUG EYE** ON TWELVE AND SIX, THEY'RE CREEPING ALONG THE BRICKS
WITH WHIRRING **CHAINRIPPS** AND **GANG JAZZLERS** THAT GLOW

IT'S BEGINNING TO LOOK A LOT LIKE CYBERMAS
CHROME IS EVERYWHERE

BUT THE PREEMEST SIGHT TO SEE IS THE CYBERWARE THAT WILL BE
INSTALLED INTO YOUR OWN MEAT-BODY

A PAIR OF **ROMANOVA CYBERLEGS** AND A **ARC-THROWER** ARM
COMPLEMENT YOUR **MONOVISION**

MICROWALDOS BOOST YOUR SURGERY SKILLS AND A
DEATHTRANCE SENDS YOU OFF TO HEAVEN
AND **POSER CHIPS** WILL CHANGE YOUR SPEECH WHILE
OPTISHIELDS PROTECT YOUR VISION!

IT'S BEGINNING TO LOOK A LOT LIKE CYBERMAS
EVERYWHERE YOU GO

THERE'S A TREE ON YOUR **WATCH-MAN'S** SCREEN, AND
ONE PRINTED ON THE **FLESHWEAVE** BELOW.
THEY'RE THE ARTIFICIAL KIND THAT DON'T MIND THE SNOW

IT'S BEGINNING TO LOOK A LOT LIKE CYBERMAS
SOON THE SHOOTING WILL START

AND THE THING THAT'LL MAKE 'IT RING IS THE AMMUNITION YOU COVERTLY BRING
SHOVED WITHIN YOUR SOOOOOOOOOOOCK

IT'S BEGINNING TO LOOK A LOT LIKE CYBERMAS
CHROME IS EVERYWHERE

BUT THE PREEMEST SIGHT TO SEE IS THE CYBERWARE THAT WILL BE
INSTALLED INTO YOUR OWN MEAT-BODY

YEAH, IT'S CYBERMAS!
OH, IT'S CYBERMAS!

I JUST CAN'T BELIEVE I SURVIVED TO SEE CYBERMAS AGAIN THIS YEAR!

DATA

Don't be shy,
choomba!
Sing along at
home!

► CHAINRIPP

Cost: 500eb (Expensive) • **Install:** Hospital
Humanity Loss: 14 (4d6)

The original cyberweapon of mass destruction is back! This ultimate arm ripper consists of a high-speed chain-saw with replaceable ferro-ceramic teeth, all installed in a retractable sheath in the wrist. For added efficiency and industrial chic, an exhaust port near the elbow ensures the arm won't overheat while you're chewing your way through a pack of gangers.

Cyberarm Option. A One-Handed Very Heavy Melee Weapon is installed in a cyberarm so that it can be drawn and stowed without an Action. While "popped up" the user can't hold anything in this arm's hand. Once drawn, as an Action, it can be revved up and, once revved, it will remain so until stowed or revved down as an Action. While revved, the ChainRipp is an Excellent Quality One-Handed Exotic Very Heavy Melee Weapon. Takes 4 option slots.

► CYBERMATRIX GANG JAZZLER

Cost: 500eb (Expensive) • **Install:** Clinic
Humanity Loss: 7 (2d6)

Does choking a target into unconsciousness take too long? Then you need the Gang Jazzler! Just press the Jazzler into your prey's neck, and you'll be able to deliver a shock right through their spinal nerves and into their brain. They'll pass out faster, allowing you to take your time snagging their belongings without fear of reprisal. Plus, you won't have to kill them, since they'll be too unconscious to fight back.

The Gang Jazzler's a win-win for mugger and mugee alike!

Cyberarm Option. Powerful electrode needle that can be concealed within the arm without a check. When a user Chokes a target during a Grapple, instead of dealing damage, they may expend the entirety of a 50eb (Costly) easily rechargeable battery pack (1 hour) concealed within the arm, forcing the target to attempt a DV13 Resist Torture/Drugs Check.

If the target fails, they go Unconscious regardless of their Hit Point total. This unconsciousness lasts for one minute. Can be installed as the only piece of Cyberware in a meat arm.

► CYCLOPS INTERNATIONAL BUG EYE

Cost: 500eb (Expensive) • **Install:** Hospital
Humanity Loss: 14 (4d6)

Want a cool look loaded with cyberoptic option potential? Then the Cyclops International Bug Eye is for you! This stylish oversized cybereye comes in a variety of appearances, including smooth Chrome Dometastic, gorgeous Chromatic Multi-Faceted, and the ever-popular "Cyberpsycho" Bulge!

Borgware. An oversized Cybereye resembling the bulging optical organ of an insect. Contains 5 slots for Cybereye Options.

► DEATHTRANCE

Cost: 500eb (Expensive) • **Install:** Clinic
Humanity Loss: 3 (1d6)

Are you a thief looking to sneak into a hospital through the morgue? Or a goth looking to perfect their deathly glow before the next big party?

Either way, you'll want DeathTrance, the only Neuralware option guaranteed to slow your body's vitals down without slowing **you** down. Pick up DeathTrance today and be ready for your next zombie prom!

Neuralware. When activated as an Action, the user's heartbeat, respiration, and other vital signs slow to an almost imperceptible rate. Appearance-wise, the user seems functionally dead and takes a -4 to all Actions.

While DeathTrance is active, and the user is actively pretending to be dead, their life functions can only be detected with a DV17 Medical Tech, or a DV21 Criminology, Deduction, or Perception Check. This DeathTrance state can be exited by the user at any time without an Action. Repeated use can permanently affect the skin's pallor.

► KIROSHI MONOVISION

Cost: 500eb (Expensive) • **Install:** Hospital
Humanity Loss: 14 (4d6)

Tired of having to pair your cyberoptics in two boring ceramic, metal, and plastic orbs? Well, never fear! The Kiroshi MonoVision replaces your entire optic ridge and both eye sockets with a single, wide-angle cyberoptic to give you the cool, visored look popular with influencers across the world!

DATA

As you can probably guess, DeathTrance is popular with the Philharmonic Vampyres. If you can get through an entire performance of "The Scottish Play" with the Neuralware active, your place in the gang is assured.

THE 12 DAYS OF CYBERMAS

Borgware. Artificial Cybereye visor which replaces two meat eyes with a single wide-angle cyberoptic. Cannot be installed in a MultiOptic Mount. Contains 3 slots for Cybereye Options. When Cybereye Options are installed into the MonoVision they always count as if they were paired. If a user with MonoVision as their only source of sight receives the Lost Eye Critical Injury, its effect, including the Base Death Save Penalty, is doubled.

► KIROSHI OPTISHIELD

Cost: 500eb (Expensive) • **Install:** Clinic
Humanity Loss: 7 (2d6)

You never asked for this, but Kiroshi delivered anyway! The Kiroshi OptiShield tops the cyberfashion charts every year for their durability, practicality, and style. A simple and brief contortion of the facial muscles extends the OptiShield from its hiding place under your brow and covers your eye with the most chic anti-dazzle protection money can buy.

External Body Cyberware. Retractable Anti-Dazzle Mirrorshades built into the brow which can be extended or retracted with an Action. While extended, the user is immune to blindness or other effects caused by dangerous flashes of light, like those of a flashbang.

► PSIBERSTUFF WATCH-MAN

Cost: 100eb (Premium) • **Install:** Mall
Humanity Loss: 3 (1d6)

As time marches on, so does the iconic Watch-Man from Psiberstuff! No longer a basic “television in an arm”, now the iconic pop-up cybernetic electronic serves as an Agent, complete with pseudo-AI to keep you company!

Cyberarm Option. A fully functional Agent with a flip-up screen (SEE CP:R PAGE 352) built into the cyberarm.

► POSER CHIP

Cost: 500eb (Expensive) or 1,000eb (Very Expensive)
Install: N/A • **Humanity Loss:** 14 (4d6)

Endorsed by the Prime-Time Players of Night City and poser gangs all around the world, the Poser Chip takes your adoption of an icon’s style and identity to the next level. Don’t just pretend to be your favorite celebrity or character. Instead, reprogram your brain to embody their very essence with a Poser Chip!

Chipware. Chip overloaded with feedback circuits forcing the user to subconsciously copy the vocal patterns, nervous gestures, and body language of the persona written into it. While installed into a Chipware Socket, this grants the user a +4 to Acting Checks to impersonate the persona.

Should the Character not fight against the chip, and the Player roleplay the impersonation, this bonus to Acting checks increases to +5. Poser Chips based on famous individuals created using hundreds of hours of publicly available footage cost 500eb. Chips based on private individuals using at least 10 hours of footage cost 1,000eb.

► RADLINE BLITZKRIEG ARC-THROWER CYBERARM

Cost: 1,000eb (Very Expensive) • **Install:** Hospital
Humanity Loss: 14 (4d6)

The Radline Blitzkrieg Arc-Thrower uses a low-energy laser to ionize an air-path and then releases a high-volt, medium-amp artificial lightning bolt to blast a wide swath of electric mayhem in front of it.

Don’t let the lack of a hand on the latest model put you off putting the power of Zeus at your end of your arm, though! Radline’s patented MagnaSlot technology means you can easily eject a spent BatteryBrick with a thought and then slot a new one by pressing the arm’s power port to a spare tucked away on your belt.

Cyberarm. Does not have to be paired. Has 0 Option slots for Cyberarm or Cyberlimb Options. Does not include a hand and thus cannot hold anything. This custom-built cyberarm is a One-Handed Exotic Poor Quality Shotgun fired with the Heavy Weapons Skill instead of the Shoulder Arms Skill.

Mechanically, the Arc-Thrower is a Shotgun that can only fire using the Shotgun Shell alternate firing mode, except that it deals 4d6 instead of 3d6 damage. Additionally, instead of using ammunition, whenever this weapon is fired, it drains one of 32 charges from its easily rechargeable (1 hour) proprietary Radline MagnaSlot BatteryBrick (100eb, included with every purchase).

Damage dealt by this weapon cannot cause a Critical Injury and does not ablate armor. If damage dealt by this weapon would reduce a target to under 1

DATA

Technically, the Blitzkrieg is manufactured by Radline Laboratories out of Sweden, but a printing error on the arm proclaimed it as being made by Radline. The misnomer stuck. To this day, few people use the company’s actual name when referring to this iconic cyberware.

HP, they are instead Unconscious at 1 HP. This weapon's battery pack can be ejected and reloaded as an Action even without a free hand.

► RAVEN MICROCYBERNETICS MICROWALDO

Cost: 1,000eb (Very Expensive) • **Install:** Clinic
Humanity Loss: 7 (2d6)

Trusted by medical professionals across the world, the Raven Microcybernetics MicroWaldo plugs eight articulated probes into your wrist and your brain to provide the direct and precise assistance you need, whether you're suturing arteries or connecting nerve endings to cybernetic wires.

Let the MicroWaldo be your newest surgical assistant.

Cyberarm Option. Neuralware Option. A Medtech using a MicroWaldo gains a +1 to their Surgery Skill.

► SYCUST FLESHWEAVE

Cost: 1,000eb (Very Expensive) • **Install:** Hospital
Humanity Loss: 7 (2d6)

You know the drill. You pissed off your Input/Output. They shot you while you were showering, and now you've got to spend the whole day doing nothing while your Skinweave repairs itself.

Well, not anymore, choomba! The hyperactive nanobots in your Sycust Fleshweave can do in minutes what takes the tiny, tired robots of other brands' Skinweave days*.

External Body Cyberware. Skinweave. User's body and head are armored at SP7.

Your SP in any location is determined by your highest source of SP in that location. Additionally, whenever your armor is ablated in a location, all your sources of SP in that location are ablated at the same time.

After 10 minutes without strenuous activity, nanomachines present in the Skinweave repair both the body and head location of the Skinweave to full SP.

* "Hyperactive nanobots" is a term used for advertising only. Sycust FleshWeave denies any and all rumors of excessive skin growth or flesh bulges in the user's body due to its product overproducing polymer mesh beneath their epidermis.

► WYZARD TECHNOLOGIES ROMANOVA CYBERLEGS

Cost: 1,000eb (Very Expensive) • **Install:** Hospital
Humanity Loss: 14 (4d6)

In 2020, fashion superstar Gaboriau predicted the Romanova Cyberlegs would "dominate the Riviera". Gaboriau was wrong. Fashionable cyborgs across the world rejected the Romanova for being "just another pretty pair of legs" with no real benefit beyond built-in heels.

In 2021, Wyzard Technologies tried to correct this impression by releasing a new model of the Romanova, this time with blades built into the spiked heels. The cyberlegs still didn't dominate the market, but they've remained a solid seller for the small Swiss company ever since.

Paired Cyberlegs. They must be installed together and count as a single item for the purposes of Cost and Humanity Loss but not Critical Injuries or repair. Each Cyberleg has 3 Option Slots for Cyberleg or Cyberlimb Options. Each comes pre-installed with a Talon Foot (SEE CP:R PAGE 367) that doesn't cost any Humanity Loss or take up a Cyberleg Option Slot. The Talon Feet cannot be removed without destroying the Cyberlegs beyond repair.

DESPITE THE EFFORTS OF
OPERATION: LUMP OF COAL, OUR
REGIONAL OFFICES IN NIGHT CITY
WERE INFILTRATED BY THE
NETRUNNER KNOWN ONLY AS
S.A.N.T.A. AND BLUEPRINTS FOR
MULTIPLE PRODUCTS, INCLUDING
THE MONOVISION AND OPTISHIELD,
WERE STOLEN. FORTUNATELY,
THE OPTISHIELD PLANS STOLEN
WERE FOR THE 2020 VARIATION
AND NOT THE STYLE REDESIGN
WE PLAN ON DEBUTING ON
THE MARKET NEXT YEAR.

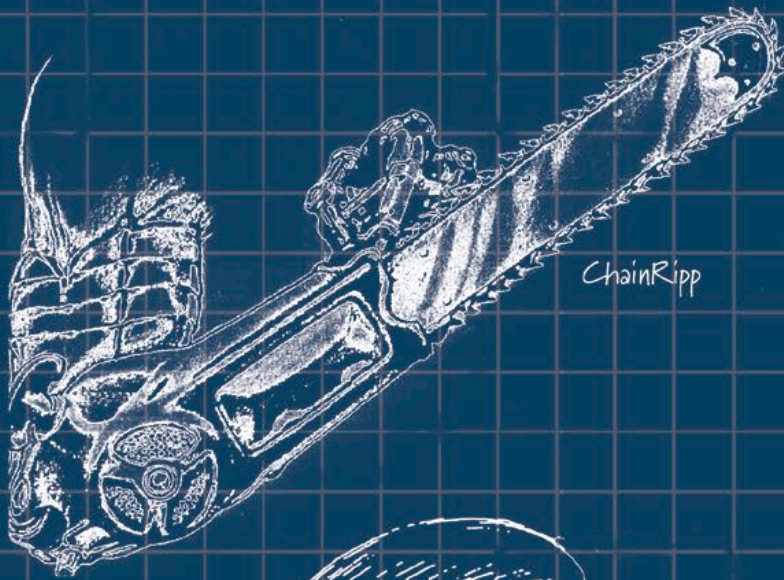
— FENTON HAMILTON MIRANDA

CHIEF ACTUARY
KIROSHI OPTICS, NIGHT CITY

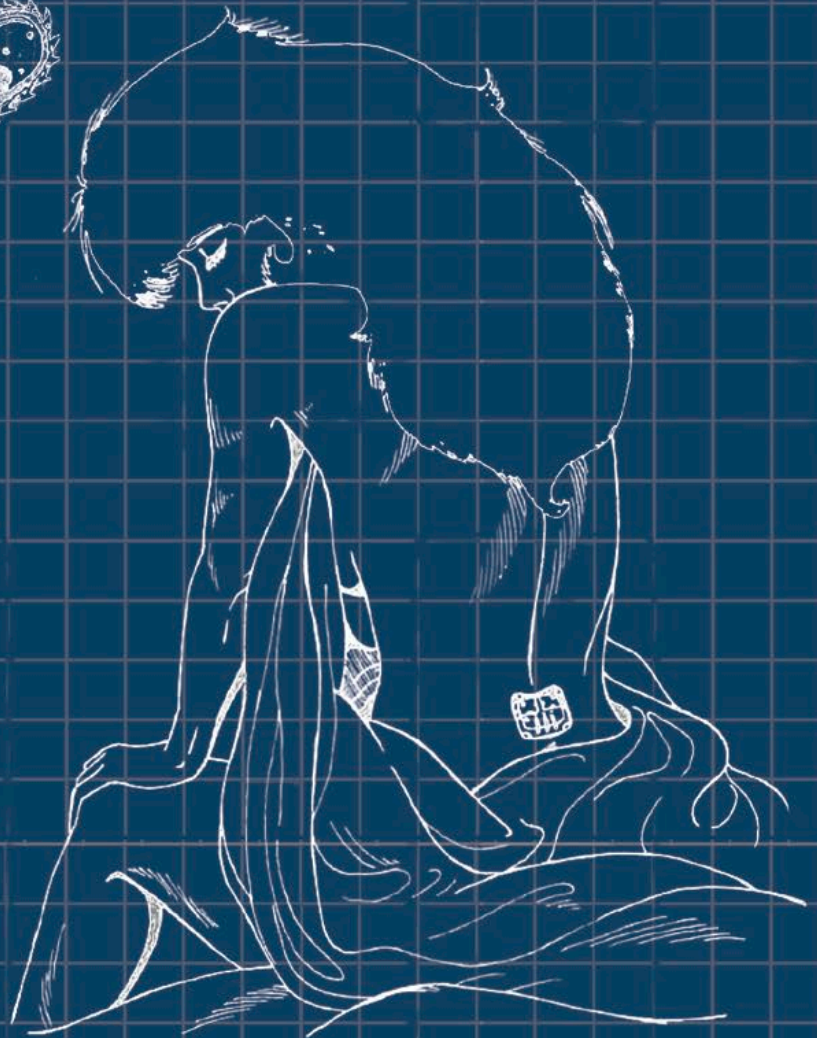
DATA

Who is the mysterious Netrunner known as S.A.N.T.A.?

Truth be told, we don't know. According to Brain, the owner of Short Circuit, S.A.N.T.A. shows up every December 24th and downloads a file full of secret Corp info onto The Library, the bar's NET Architecture dedicated to shared information, and then leaves without saying a word.



ChainRipp



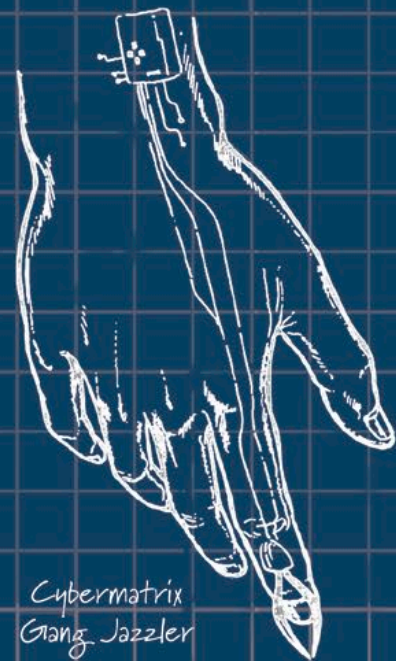
Death Trance



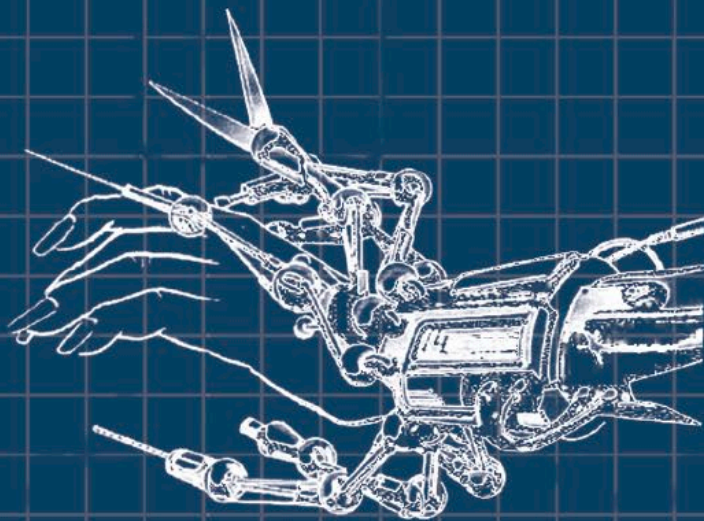
Cyclops International
Bug Eye



Kiroshi MonoVision



Cybermatrix
Gang Jazzler



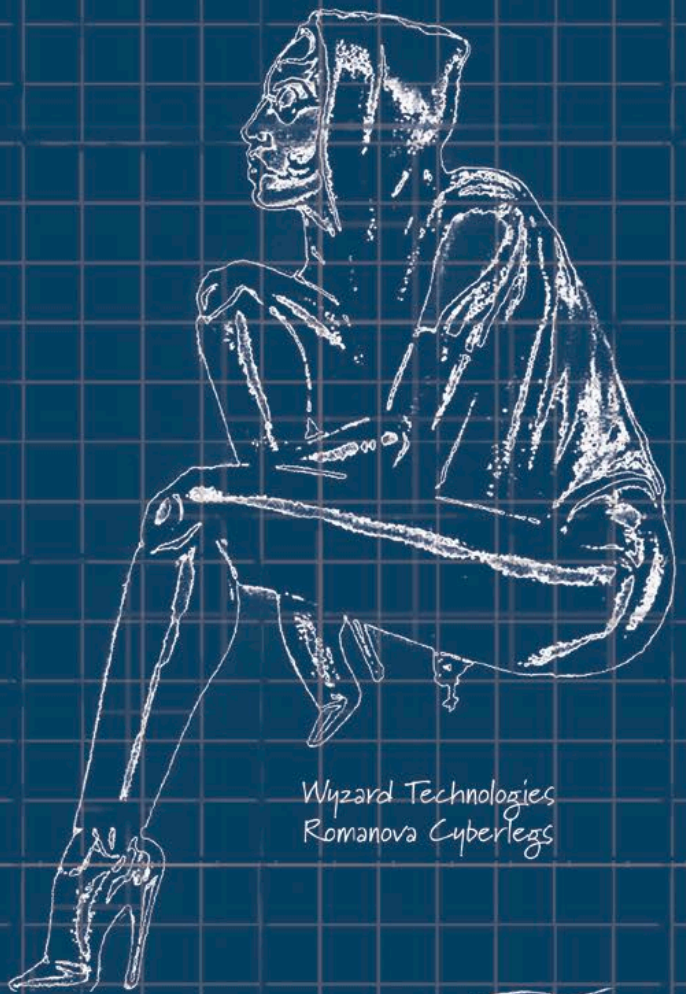
Raven Microcybernetics
MicroWaldo



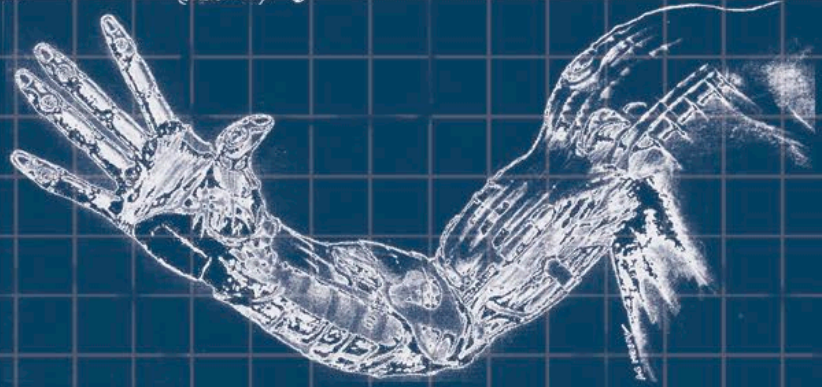
Poser
Chip



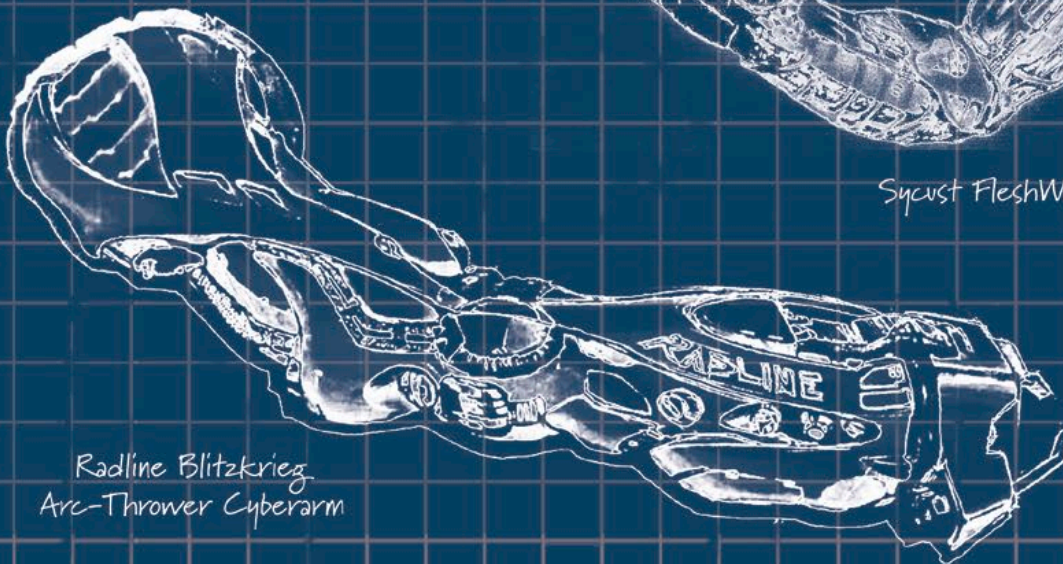
Psiberstuff Watch-Man



Wyzard Technologies
Romanova Cyberlegs



Sycust FleshWeave



Radline Blitzkrieg
Arc-Thrower Cyberarm

THE 12 DAYS OF CYBERMAS

DATA

Check each item's full description for additional rules and information.

Name	Type	Install	Description & Data	Cost	HL
ChainRipp	Cyberarm Option	Hospital	A retractable chainsaw built into your arm.	500eb (Expensive)	14 (4d6)
Cybermatrix Gang Jazzler	Cyberarm Option	Clinic	Enough electricity flowing through your finger to stun an elephant. If they haven't gone extinct.	500eb (Expensive)	7 (2d6)
Cyclops International Bug Eye	Borgware	Hospital	Bigger eye. More Cybereye options.	500eb (Expensive)	14 (4d6)
DeathTrance	Neuralware	Clinic	Appear dead without being dead. Might add a pale glow to your skin permanently	500eb (Expensive)	3 (1d6)
Kiroshi MonoVision	Borgware	Hospital	Doesn't let you shoot optic blasts. Does let you install Cybereye options without pairing.	500eb (Expensive)	14 (4d6)
Kiroshi OptiShield	External Body Cyberware	Clinic	The height of 2020s cool built right into your face and fully retractable.	500eb (Expensive)	7 (2d6)
Psiberstuff Watch-Man	Cyberarm Option	Mall	An Agent built into your arm.	100eb (Premium)	3 (1d6)
PoserChip	Chipware	N/A	Don't just look like Elvis. Be Elvis. Or anyone else you desire to duplicate.	500eb (Expensive) or 1,000 (V Expensive)	14 (4d6)
Radline Blitzkrieg Arc-Thrower Cyberarm	Cyberarm	Hospital	No hand but you can now throw lightning at multiple enemies at once.	1,000eb (V Expensive)	14 (4d6)
Raven Microcybernetic MicroWaldo	Cyberarm Option Neuralware Option	Clinic	A spider-like collection of probes turn your hand into a monster of surgical precision.	1,000eb (V Expensive)	7 (2d6)
Sycust Fleshweave	External Body Cyberware	Hospital	Better Skinweave than anything else on the market.	1,000eb (V Expensive)	7 (2d6)
Wyzard Technologies Romanova Cyberlegs	Cyberleg	Hospital	Comes in pairs. Comes with heels. The heels are weapons. You can poison them.	1,000eb (V Expensive)	14 (4d6)

NO, I **DON'T** KNOW WHO **S.A.N.T.A.** IS. NO, I **WOULDN'T** TELL YOU EVEN IF I DID KNOW. NO, OUR SECURITY FOOTAGE FROM **DECEMBER 24TH** WON'T HELP YOU CATCH THEM. **DOESN'T** EXIST, ANYWAY. THERE WAS AN ACCIDENT INVOLVING A **BLOWTORCH** AND SOME **PEANUT BUTTER**. PRETTY MESSY.

— **BRAIN**

CO-OWNER, SHORT CIRCUIT

BY CHRISTOPHER REMMERS



GOING METAL

FULL BODY CONVERSIONS IN CYBERPUNK RED

Writing and Design by James Hutt

Editing by BJ Hensley and J Gray • **Art Direction by** Winterjaye Kovach

Business Management by Lisa Pondsmith • **Layout by** J Gray

Samantha, what's a Full Body Conversion?

The short version? A Full Body Conversion is a human brain stuffed inside a cybernetic body. Like me! I was originally housed in a Brimstone model explicitly designed for firefighting. Of course, I've implanted so many mods since then that I'm my own model now! Unique and one of a kind! Anyway, Full Body Conversion can be a mouthful. So, some people call us FBCs. Some call us Borgs. Either works, as far as I'm concerned.

The long version? That requires understanding. We're not just brains in metal bodies. We're a culture with our own history and unique challenges in getting along in this world.

You're gonna be one of us soon, so let me tell you a little about that history. Since the early 2000s, humanity has experimented with Full Body Conversion cybernetics. In the 2020s, they experienced peak adoption, buoyed by the strong economy. It was a reckless time in cybernetics, and cyberpsychosis was still a relatively recent discovery. Medical advancements were being made left and right, and one of them is about to save your life. After all, cancer can't exist in body parts you don't have. Anyway, military and Corporate interests at the time were vying to replace the meat bodies of their soldiers with powerful metal ones, like mine. Bodies capable of working longer. Bodies capable of fighting harder. Like all military tech, Full Body Conversion technology jumped from the battlefield to the showroom. By 2020, metal endoskeletons wrapped in myomar fiber musculature and sporting state-of-the-art hydraulic limbs – all wrapped in a sweet and shiny metal skin – were popping up in cities across the world.

You can see why, too. An FBC can lift a car, doesn't need food or oxygen, and can rip through a brick wall in seconds. An FBC can do the work of a dozen laborers and survive conditions even a hazmat suit wouldn't protect a flesh-and-blood choom from. We were bigger, stronger, and more capable, so of course, the rumors started flying. We were all Cyberpsychos. We wanted to kill all the fleshies and take over the world. We were actually AI-driven robots and not humans at all. It didn't help the original FBC designers only made one face per model. Since we all looked alike, it was easy for people to paint us as "other" and make us the subject of slurs and prejudice. Eventually, we started designing faceplates to give each FBC more individuality, but it didn't stop the fear.

I can tell I'm scaring you. I'm sorry. Don't worry, though. People your age are way cooler than people from back then. More accepting, too. You all grew up hard – you more than anyone. I can tell. You're a fighter, just like my favorite Rockerboy, Johnny Silverhand.

What are things like today for FBCs?

FBCs stick together. We always have. It used to be just for protection, but over the years, we developed our own customs and slang. Our own culture. That's nothing new. It's always been fun and comforting to spend time with people who understand the uniqueness of your life. People who can lift you up and remind you to go to therapy when you're feeling down. We get together on the regular, at clubs or in homes, to share our lives. We've got support groups, Garden Patches, and even our own conventions! There's nothing like going to an FBC show to show off your perfectly seamless Superchrome finish and get tips on what polish to use to shine it up to mirror perfection without scratching the surface. I've got plenty of meat friends, but none of them can keep up with me when I'm partying at the Metalstorm. And there's still the protection element. Not many people mess with a group of FBCs when they're hanging out together.

Am I going to be okay?

Physically? Yeah, choomba. You're gonna be amazing. Healthier than you've ever been. Beyond that? The thing you've gotta understand about being Borg is that it isn't like it used to be, and that's not a bad thing. We've come a long way, but there's still so much more progress we have to make. That's gonna be the job of your generation. Most cases of cyberpsychosis don't involve FBCs, but some people still assume all FBCs are Cyberpsychos, and assholes looking to grow their brand sometimes target us, hoping to use fear to grab more power and popularity.

You'll catch some of the hate. Don't let it change you. Personally, I say don't fault the fearful for their fear – they don't know any better. At the same time, it's not your job to educate them unless that's what you choose. Being FBC isn't about being an ambassador; it's more the ultimate form of self-expression. It's your chance to build yourself into exactly what you want to be. No one else in the world, not even the most body-sculpted BioExotic, gets a chance like that.

Look. I don't get to choose how society sees me. No one does. But you know what? Fuck society. Only your vision of yourself is truly important. It'll grow and change over time, and the best part of being an FBC? You get to grow and change your body to match it!

I hope that puts your mind at ease. The doctor we've got lined up for you is one that I trust. Ex-Rocklin – a Kildare model with a hundred percent success rate on Biosystem surgeries. It won't be anything like the radiation and chemicals from before, I promise. You're in good hands. Got a modified Alpha Class all ready for you, and my FBC club pitched in to install some fun surprises.

I promise to be here when you wake up, choomba. So... are you ready to go metal?

POPPING YOUR METAL CHERRY

A Full Body Conversion body is a package of cyberware – built around an Internal Linear Frame – into which a Biosystem (**SEE PAGE 104**) can be installed. Going Metal begins with getting your brain and a few other choice bits scooped out and slotted into a Biosystem. The procedure is permanent, so make peace with losing your meat body forever. The cost for a Biosystem, in both Eurodollars and Humanity, is separate from an FBC body.

Most surgeons require the patient to remove all non-medical-grade cyberware, including Neuralware, and undergo therapy before Biosystem surgery. This helps prepare for the massive shock of Humanity Loss associated with becoming a Borg. You can install some of your old cyberware into your FBC body if you wish. If you do so without first uninstalling it from your meat body and undergoing therapy, the existing Humanity Loss carries over. Otherwise, installing it into your FBC body counts as a new instance with fresh Humanity Loss.

After Biosystem surgery, you'll be implanted into your selected FBC body. The installation procedure is included at no additional cost. Upon installation, you suffer the Humanity Loss associated with the FBC body but can always choose to take the average instead of rolling.

FBC BASELINES

What follows are the advantages and disadvantages of every FBC body, no matter the model.

- A FBC user's Skills and Intelligence, Cool, Tech, Will, Luck, and Empathy Statistics remain the same as they were in their meat body. Their Body Statistics, Hit Points, and Death Save change depending on the FBC body. Their Reflex, Dexterity, and Move Statistics may change depending on what cyberware is installed in the body.
- When being installed in an FBC body, the following cyberware causes 0 (N/A) Humanity Loss and does not depress the maximum Humanity regained via therapy: Cyberarm, Cyberaudio Suite, Cybereye, Cyberleg, Cyberskull, Internal Linear Frame, Neural Link/Neuroport.
- When installed in an FBC body, the number of cyberware option slots granted by foundational cyberware and in the Internal / External Body Cyberware categories is doubled.
- A User installed in an FBC body meets any Grafted Muscle and Bone Lace requirement for additional cyberware even if none is installed.
- Damage is done to the FBC body, not the user. Thanks to nanomachines, so long as a user maintains a Lifestyle of Good Prepack (600eb/month) or better, whenever they complete a day of natural healing while in their FBC body, it regains a number of Hit Points

FIXER AVAILABILITY

Occasionally, cost in Cyberpunk RED doesn't equate to how easy it is for a Fixer to get their paws on something.

An item or service might be pricey but easy to get or cheap but hard to get. In such cases, the cost in Eurodollars and the price category of the item can be different.

For example, purchasing an IEC Alpha Class package costs 9,900eb, but GMs should treat it as Expensive instead of Super Luxury for the purposes of determining availability.

equal to their BODY. If the user transfers out of their FBC body, the empty shell regains a number of Hit Points per day equal to what the user's BODY would be while inhabiting the shell.

- So long as the user maintains a Lifestyle of Good Prepack (600eb/month) or better, an FBC body can be restored to full Hit Points via repairs. Doing so requires a DV15 Cybertech Skill Check and 4 hours. Failed Checks waste the entire 4 hours and restore the target to half of their maximum HP unless their current HP is higher. Users in an FBC body can repair themselves.
- A user transferring into a new FBC body automatically restores their HP to the maximum total, as determined by their new FBC body.
- Users installed in an FBC are immune to the effects and bonus damage of the following Critical Injuries while in a body: Broken Jaw, Collapsed Lung, Concussion, Cracked Skull, Crushed Windpipe, Lost Ear, Spinal Injury, Torn Muscle, and Whiplash. If one of these would be dealt, ignore them entirely. Do not reroll for a new Critical Injury.
- While in an FBC body, the user is immune to the Check and STAT penalties of all Wound States. Other effects, such as the need to make Death Saves, still affect them.
- While in an FBC body, the user is immune to all diseases, poisons, pharmaceuticals, and street drugs unless administered via Airhypo directly into their Biosystem's access port. It is impossible to do so against an FBC user's will unless they are rendered fully immobile or incapacitated.
- FBC users are immune to radiation, do not need to breathe, and do not need food or water to survive. However, they must inject a Glucose-Rich Brain Solution (100eb [Premium]) into their Biosystem via the access port once per month. The Glucose-Rich Brain Solution is included for free in a Good Prepack Lifestyle. If a user forgoes the Solution for a month, they are starving and at a -2 on all Checks. If they forgo the Solution two months in a row, their biological systems crash and they die.
- Healing aids designed for fully biological systems, such as Cryobags, Cryotanks, and Speedheal, do not work on FBC users.

- FBC users require sleep, but are immune to all penalties associated with sleeping uncomfortably or living while cramped.
- A user being installed in an FBC body containing new cyberware or who is installing new cyberware into their current FBC body can choose to take the average Humanity Loss instead of rolling for it.
- All FBC bodies have simulated senses of touch, smell, and taste while in a body. These simulated senses can be turned off without an Action. An FBC in a body can eat food and drink beverages if they so desire. After enough recreational dining, however, they must empty their storage tank, just like everybody else.

SWITCHING BODIES

A Biosystem can be implanted into a new Full Body Conversion body with a DV17 Cybertech or Surgery Skill Check. This takes 4 hours, can be reattempted any number of times if failed, and doesn't hurt the Biosystem's inhabitant on a failure.

An FBC user can attempt the process to transfer bodies without aid.

If successful, all cyberware in the user's previous FBC body is uninstalled (this does not include the Biosystem), and everything in their new FBC body is installed. If this is a completely new body, they suffer Humanity Loss for all applicable cyberware, even if it duplicates something they possessed in a previous body.

When a user is implanted into a body they've inhabited in the past, check their Current Humanity against their Maximum Humanity via Depression in this body. If their Current Humanity is higher, reduce it to the Maximum Humanity total. They then take additional Humanity Loss from any cyberware installed in the body since they last inhabited it.

Only the Biosystem and cyberware installed in a currently inhabited FBC body counts towards the user's Maximum Humanity depression.

BAZOOKA JOE GOES METAL

Years of partying have done a number on the body of Bazooka Joe, head security guru for the Piranhas. Tired of buying a cloned liver here and a chemskin replacement there, he's decided to make the jump to a

Full Body Conversion. He makes a deal with a Fixer for a Militech Enforcer body and hands over 27,700eb to pay for both the Biosystem and the FBC body.

Listening to his ripperdoc, Joe undergoes surgery to remove all his cyberware. Then he goes through therapy to center himself and help him say goodbye to his meat body, boosting his total Humanity up to 80. Next comes the procedure to install his brain (and other choice bits) into a Biosystem, costing him 18 (4, 4, 5, 5 on 4d6) Humanity. His total goes down to 62. Per Joe's wishes, his old meat body is cremated. Instead of implanting Joe's Biosystem directly into the Militech Enforcer, the ripperdoc puts him through a braindance-based therapy regime to restore the maximum amount of Humanity possible (14) and pushes Joe up to 76.

Finally, the ripperdoc implants Joe's Biosystem into a Militech Enforcer. Instead of gambling, Joe's Player chooses to go with the average Humanity loss for the package – 55. Joe wakes up from the procedure with 21 Humanity. In the coming year, he'll continue to go to therapy as he adjusts to his new, full cybernetic body and regain 29 more Humanity, bringing him up to the maximum he can reach – 50.

FULL BODY CONVERSION BODIES

Because they were first developed for military and Corporate purposes, most FBC bodies are designed along occupational lines.

HOW TO READ A FBC BODY LISTING

Cost: What the body costs in Eurobucks and the Price Category for purposes of availability.

Package HL: The amount of Humanity Loss you experience when you are first installed into the body. You may choose to take either the average provided or the rolled outcome upon installation.

Install: Type of facility required for installation.

Cyberware (HL): Cyberware included in the package which causes Humanity Loss and depresses Maximum Humanity achievable through therapy (**SEE CP:R PAGE 229**).

Cyberware (No HL): The listed cyberware is part of the body but doesn't cause Humanity Loss. Nor does it depress your Maximum Humanity achievable through therapy (**SEE CP:R PAGE 229**).

BY CHRISTOPHER REMMERS



Militech Dagoon Revised War Platform in action

TECHS AND FBCs

For a Tech, making an FBC body requires gathering (or fabricating) the individual components and assembling them into a whole via a DV29 Cybertech Check. The assembly process takes 1 hour and does not destroy the components on a failure.

The minimum component requirements for an FBC body are: Cyberarm x2, Cyberaudio Suite, Cybereye x2, Cyberleg x2, Cyberskull, a Internal Linear Frame, and a Neural Link/Neuroport.

Substitutions can be made when appropriate – for example, replacing Cybereye x2 with a Kiroshi Monovision. Medical grade cyberware cannot be used to create an FBC body.

As for upgrades, they are applied to the individual components of an FBC body, not the body as a whole.

EMPs and FBCs

When it comes to EMP effects, such as those generated by a Microwaver, treat an FBC body like a collection of parts rather than a whole. An EMP effect doesn't shut down the whole body. Just individual cyberware components.

CYBERMATRIX INC. COPERNICUS

Designed by Cybermatrix Incorporated as the ideal FBC body for deep-space exploration and construction, the Copernicus has endured the test of time in the most hostile environment imaginable: the vacuum of space. Considered the backbone of modern-day space operations, humanity would never have reached so far into the stars without the Copernicus.

Cost: 17,300eb (Very Expensive)

Package HL: 52 ([2d6/2 round up] + 15d6)

Install: Hospital (Requires Biosystem)

Cyberware (No HL)

Cyberarm x2, Cyberaudio Suite, Cyberleg x2, Cyberskull, Internal Linear Frame Sigma, Kiroshi MonoVision, Neural Link

Cyberware (HL)

Anti-Dazzle, FBC EMP Coating x2, Grapple Hand x2, Internal Hydraulics Upgrade, Prehensile Cyberfoot x2, Radar/Sonar Implant, Radio Communicator, Toolhand x2, Zero Gravity Thrusters x2

Samantha: I've never met a Copernicus in person. I saw one one Morro Rock one time using the zoom lenses built into my eyes. They were probably there to consult on the construction of the mass driver that'll shift passengers and cargo into orbit. That's where you'll find most Copernicuses, at the intersection of space and a whole heap of euros. They do look pretty sweet, but when have astronauts ever looked shabby?

DYNALAR AQUARIUS

Dynalar claims that the Aquarius is superior to any diving system, and they're right. As at home in freshwater as in salt water, the Aquarius is the last word for exploration and life under the sea. If it weren't for the 4th Corporate War, Aquarius FBCs would surely have mapped out all the world's oceans by now.

Cost: 13,000eb (Very Expensive)

Package HL: 37 ([2d6/2 round up] + 10d6)

Install: Hospital (Requires Biosystem)

Cyberware (No HL)

Cyberarm x2, Cyberaudio Suite, Cybereye x2, Cyberleg x2, Cyberskull, Internal Linear Frame Sigma, Neural Link

Cyberware (HL)

Low Light/Infrared/UV x2, Radar Detector, Radio Communicator, Radar/Sonar Implant, Subdermal Armor, Web Foot x2

Samantha: Most Aquarius FBCs I meet have some easily understandable connection to the ocean. I've met sailors, divers, Biotechnica marine division researchers, aqua biologists, and of course, Deepdowners with this body. People who love the ocean tend to be some of the nicest people you'll meet, so I'd also rate this model high in personability. They're certainly the first Borg I'd try to meet at a party. I'll introduce you to a guy I know sometime! He used to be a custom marlin BioExotic until he decided it wasn't metal enough for him...

DYNALAR BRIMSTONE

A fully fireproofed engineering masterpiece by Dynalar, the Brimstone was created to defeat humankind's greatest tool and enemy: Fire! The modern Brimstone model favors magnetically launched CO2-based explosive firefighting tools over the water-pumping hoses of yesteryear.

Cost: 17,600eb (Very Expensive)

Package HL: 53 ([1d6/2 round up] + 15d6)

Install: Hospital (Requires Biosystem)

Cyberware (No HL)

Cyberarm x2, Cyberaudio Suite, Cybereye x2, Cyberleg x2, Cyberskull, Internal Linear Frame Sigma, Neural Link



From Left to Right: Rocklin Augmentics Alpha Class • Dynalar Brimstone • Cybermatrix Inc. Copernicus • Dynalar Aquarius

Cyberware (HL)

Amplified Hearing, FBC Brimstone Coating, Heavy Subdermal Plating, Low Light / Infrared / UV x2, Radar/Sonar Implant, Radio Communicator, Tech Upgraded (+1 Capacity) Popup Grenade Launcher x2

Samantha: What a body to have! Dynalar's best work. I made my own improvements, of course. I love my Superchrome, even if it's hard to wash the soot off after a hard day's work. Look, there are people who don't like cops, and they give Enforcer FBCs a hard time, and I admit, I can understand that – Corporate money, corruption, abuse of power. But nobody hates the fire brigade, especially when their home is on fire.

MILITECH DRAGON REVISD WAR PLATFORM

A complete revision of the undeniably effective military FBC that won the 4th Corporate War, the reenvisioned Dragon is ready to win the next one, too! This new model is lower impact, boasts our lowest rate of pilot shrinkage, and is more tuned for modern warfare than ever before. Best of all, you choose how to customize your Dragon's weapon package (sold separately) for each mission! Contact an Militech representative today for a demonstration of what the Dragon can do for you!

Cost: 35,000eb (Super Luxury)

Package HL: 64 ([3d6/2 round up] + 18d6)

Install: Hospital (Requires Biosystem)

Cyberware (No HL)

Cyberarm x2, Cyberaudio Suite, Cybereye x2, Cyberleg x2, Cyberskull, Internal Linear Frame Omega, Neural Link

**THE DRAGON'S ADVANTAGE
OVER ALL OTHER LAND-BASED COMBAT
UNITS IS ITS HUMANOID FORM. IT IS
CAPABLE OF TAKING MAXIMUM
ADVANTAGE OF TERRAIN.**

— IEC

FROM CHROME 2 FOR CYBERPUNK 2020

Cyberware (HL)

Anti-Dazzle x2, Chyron, Dragon Plating, FBC EMP Coating x2, Internal Agent, Low Light/Infrared/UV x2, Reinforced Cyberlimb Upgrade x4, Subdermal Grip x2, Tuned Internal Hydraulics Upgrade

Samantha: This is the most dangerous FBC body on the market. It's got some serious history to answer for. A lot of people died thanks to these. Militech, the Dragon's biggest user, snagged the blueprints when IEC died during the war. Now they're selling a "revised" model and claiming it's safer but I'm not buying their marketing. Stay far away.

MILITECH ECLIPSE

Your question is ridiculous. Militech doesn't field an elite unit of "killer Borg ninjas" to service our interests from the shadows. You are misinformed, likely by our disgraced former competitors in the security market. You can find them across the ocean. Can someone throw out this hack? Let's get back to the real questions, those relevant to affordably arming the good people of Night City so they can defend what is most precious to them without sacrificing a drop of quality craftsmanship! I see a hand. Fiona Hayes from Network 54, you're up!

Cost: 29,200eb (Luxury)

Package HL: 67 ([2d6/2 round up] + 19d6)

Install: Hospital (Requires Biosystem)

Cyberware (No HL)

Cyberarm x2, Cyberaudio Suite, Cyberleg x2, Cyberskull, Kiroshi MonoVision, Internal Linear Frame Beta, Neural Link

Cyberware (HL)

Amplified Hearing, FBC Chameleon Coating x3, Grip Foot x2, Low Light/Infrared/UV, Radio Communicator, Scrambler/Descrambler, Subdermal Armor, Subdermal Pocket x2 Tech Upgraded (Oversized Weapon) Popup Melee Weapon (Kendachi Mono-Three), Tuned Internal Hydraulics Upgrade

Samantha: There are supposed to be some of these at Militech HQ, but if you meet one in public, they'll be installed in another body. Probably a Gemini with a crewcut. An Eclipse isn't for the eyes of the civilian population so Militech doesn't send its spooky death Borgs out in public – at least during the daytime.



From Left to Right: Moore Tech Sheol • Militech Eclipse • Militech Spyder 2.0 • Militech Enforcer

MILITECH ENFORCER

Militech understands what it takes to bring criminals to justice – it takes an Enforcer. Built to outlast the hottest of active situations you'll run into on the job and get you home safe to your family, the Enforcer is the metal body you need to protect and serve. It's their move, creep!

Cost: 16,800 (Very Expensive)

Package HL: 53 ([3d6/2 round up] + 13d6)

Install: Hospital (Requires Biosystem)

Cyberware (No HL)

Cyberarm x2, Cyberaudio Suite, Cyberleg x2, Cyberskull, Kiroshi MonoVision, Internal Linear Frame Sigma, Neural Link

Cyberware (HL)

Anti-Dazzle, Audio Recorder, Heavy Subdermal Plating, Hidden Holster, Low Light/Infrared/UV, Popup Grenade Launcher, Popup Melee Weapon (Stun Baton), Radio Communicator, Subdermal Grip, Targeting Scope, Voice Stress Analyzer

Samantha: You'll find Enforcers rounding out special security teams for Corporations, but not many working for the NCPD. They generally can't afford to upgrade even their best TAC officers to one of these babies. MAX-TAC, on the other hand, has plenty. All you need is a solid service record and a nod from Hammerman himself, and you'll be in an Enforcer so fast your head will spin.

WHEN THE TIME COMES TO GET
SERIOUS, THE ENFORCER IS MORE
THAN READY. FIRST, THERE ARE LIGHT
BARS MOUNTED ON THE SHOULDERS TO
ENSURE THAT YOU LEGALLY IDENTIFY
YOURSELF, BUT WE ALL KNOW IT
TAKES MORE THAN LIGHTS TO STOP
A **BLACK LACE** ADDICT.

— MILITECH

FROM CHROME 2 FOR CYBERPUNK 2020

MILITECH SPYDER 2.0

At Militech, we thought we'd mastered the need for covert operations with the original Spyder. That was until we developed the Spyder 2.0 and created the perfect espionage Borg! With the right hire, one investment in a Militech Spyder 2.0 can provide you with actionable intelligence that pays for itself in a single operation. Buy one before your competitors do!

Cost: 24,900eb (Luxury)

Package HL: 73 ([1d6/2 round up] + 22d6)

Install: Hospital (Requires Biosystem)

Cyberware (No HL)

Cyberarm x4, Cyberaudio Suite, Cyberleg x2, Cyberskull, Kiroshi MonoVision, Internal Linear Frame Beta, Neural Link

Cyberware (HL)

Amplified Hearing, Artificial Shoulder Mount, Chipware Socket, FBC Chameleon Coating x1, Grapple Hand x4, Grip Foot x2, Image Enhance, Internal Agent, Low Light/Infrared/UV, Microvideo, Tactile Boost, TeleOptics, Tuned Internal Hydraulics Upgrade

Samantha: Never met a Spyder, and I don't want to. You can't trust a spook. I hear the combination of the spy paranoia and the mental processes needed to work all four arms properly makes this body more prone to causing cyberpsychosis than even the Dragoon. Militech could tune the neural interface better, but they don't care so long as they make their money. I bet the ones in their ranks all have kill chips implanted, just in case.

MOORE TECHNOLOGIES SHEOL

The Sheol platform by Moore Technologies is designed to handle the most hazardous operation you can throw at it and get the job done right the first time. Its price is highly affordable when you consider the cost associated with replacing workers who can't keep up with the demands of a toxic or deadly work environment. Don't play fast and loose with your financial future. Invest in a Sheol, the original hazardous operations borg. Don't settle for anything except a job done right.

Cost: 19,600eb (Very Expensive)

Package HL: 32 ([1d6/2 round up] + 9d6)

Install: Hospital (Requires Biosystem)



From Left to Right: NovelTech Samson • Raven MicroCyb Gemini (up) • Raven MicroCyb Wiseman (down) • Trauma Team Kildare

Cyberware (No HL)

Cyberarm x2, Cyberaudio Suite, Cybereye x2, Cyberleg x2, Cyberskull, Internal Linear Frame Beta, Neural Link

Cyberware (HL)

Chemical Analyser, Chipware Socket, Chyron, Heavy Subdermal Plating, Internal Agent, Radiation Detector

Samantha: The Sheol is a specialized Hazardous Operations unit, so it's one I don't see too often. Last time I did was in the days right after the Arasaka nuke. These are typically Corporate-owned work conversions, and I imagine most Sheol users aren't wearing them out on weekends. They're also ugly, but I don't want to speak badly about them after all the good they've done!

NOVELTECH SAMSON

Modern construction jobs require novel solutions – and when you think novel, think NovelTech. Our flagship “Samson” conversion is the toughest industrial Borg on the market. Just one can replace ten hardhats. Downsize today!

Cost: 20,500eb (Luxury)

Package HL: 39 ([3d6/2 round up] + 10d6)

Install: Hospital (Requires Biosystem)

Cyberware (No HL)

Cyberarm x2, Cyberaudio Suite, Cybereye x2, Cyberleg x2, Cyberskull, Internal Linear Frame Omega, Neural Link

Cyberware (HL)

Anti-Dazzle x2, Chyron, Internal Agent, Radiation Detector, Subdermal Armor, Techscanner, Toolhand x2

Samantha: These are the hardest-working FBCs you'll meet. When Zhirafa screws up – it happens, you just don't hear about it on Net54 – these are the people who come in to clean it up. Samsons rebuilt this city after the nuke. They're the reason the Hot Zone shrinks every year. Unfortunately for them, the base model is ugly as all hell. Blocky, chunky, turtle-like, definitely not friendly looking. I know a lot of Samsons that get misidentified as military models by the public because of the way the model looks. It's the Omega Frame that's really the problem. An Omega

is always gonna look like an Omega, no matter how sleek you try and make it look, but with the Samson, Noveltech didn't even try.

RAVEN MICROCYBERNETICS GEMINI

All the benefits of being a Full Body Conversion, none of the social downsides! Look like a biological person again with our revolutionary Gemini coating – now sold separately, too! Raven Microcybernetics is the cutting edge – you won't find a better option when you want to keep your metal “low profile.”

Cost: 10,200eb (Expensive)

Package HL: 14 (4d6)

Install: Hospital (Requires Biosystem)

Cyberware (No HL)

Cyberarm x2, Cyberaudio Suite, Cybereye x2, Cyberleg x2, Cyberskull, FBC Gemini Sculpt, Internal Linear Frame Sigma, Neural Link, Techhair, Shift Tacts

Cyberware (HL)

Mr. Studd™ or Midnight Lady™ Sexual Implant, Skin Weave

Samantha: This is the most popular FBC by sales numbers. Many of us get one to add to our collection after a while. A lot of people I know treat being in their Gemini like being on vacation. Sometimes, you need a break from being the Borg in the room. It can be freeing. You don't have to buy the body, though. You can buy the Gemini Sculpt separately, install it for a month, and see if you like it.

FULL BODY CONVERSIONS HAVE A MULTITUDE OF ADVANTAGES.

HOWEVER, BEING A FULL BORG SETS YOU APART. SOCIETY BRANDS YOU AS A “METALHEAD” AND PEOPLE TREAT YOU LIKE A MACHINE — EVEN A TOOL. THE SAD TRUTH IS THAT IF YOU LOOK LIKE A ROBOT PEOPLE TEND TO TREAT YOU LIKE A ROBOT.

— RAVEN MICROCYBERNETICS

FROM CHROME 2 FOR CYBERPUNK 2020

RAVEN MICROCYBERNETICS WISEMAN

Doesn't your Dweller deserve an upgrade? This holiday season, give them the bonus they deserve – a brand-new body by Raven Microcybernetics! Once word gets around, those pesky Netrunners won't even try to hack your system anymore. They'll be too busy being dead.

Cost: 27,480 (Luxury)

Package HL: 70 ([3d6/2 round up] + 19d6)

Install: Hospital (Requires Biosystem)

Cyberware (No HL)

Cyberarm x2, Cyberaudio Suite, Cybereye x2, Cyberleg x2, Cyberskull, Internal Linear Frame Sigma, Neural Link

Cyberware (HL)

Chyron, Cyberdeck Cyberarm Option x4, FBC Integrated Bodyweight Coating x3, Internal Agent, Integrated Cyberdeck Upgrade x4, Virtuality x2

Cyberdecks and Related

- **Hardware installed in FBC Bodyweight Coating:** Hardened Circuitry, Insulated Wiring, KRASH Barrier, Snake Trap, Tech Upgraded Range Upgrade (10m Range)
- **Excellent Quality Cyberdeck #1 (integrated into left Cyberarm):** Armor, DeckKRASH, Hellbolt, Speedy Gonzalvez x2, Superglue, Sword x3, Worm x2
- **Microtech Warrior (integrated into left Cyberarm):** Armor, Giant, Kraken x3
- **Excellent Quality Cyberdeck #2 (integrated into right Cyberarm):** Eraser x9, Swifty Clean
- **Tech Upgraded (+1 slot) Raven Microcybernetics Kestrel 2 (integrated into right Cyberarm):** Sabertooth x3, Speedy Gonzalvez x2, Worm x2

Samantha: I know a lot of Netrunners in the community, but I've never met a Wiseman. I've met Netrunners who tell stories about them, usually about encountering one defending a NET Architecture they were trying to crack. I don't know how much I believe Netrunner stories, though. For them, encountering a Wiseman is a lot like hooking a really big fish– the Wiseman always gets away after a long, exhausting battle.

ROCKLIN AUGMENTICS ALPHA CLASS

The Alpha Class is the quintessential Full Body Conversion body – a high standard proven through time. An attractive yet affordable entry-level model, the Alpha Class is the first thing that comes to mind when you think "Borg." Go with the gold standard! Go Alpha!

Cost: 9,900eb (Expensive)

Package HL: 21 (6d6)

Install: Hospital (Requires Biosystem)

Cyberware (No HL)

Cyberarm x2, Cyberaudio Suite, Cybereye x2, Cyberleg x2, Cyberskull, Internal Linear Frame Sigma, Neural Link

Cyberware (HL)

Interface Plugs, Subdermal Armor

Samantha: Just saying this makes me feel old, but back in my day, this was the model of choice for first-timers. They were the first bodies on the market. Back then they were manufactured by IEC. Now, Rocklin Augmentics makes them. Old or new, the Alpha Class is still the go-to model for tuners looking for a baseline second or third body to work on. I think it still makes a great first model. It's gonna look great on you!

COMPOSED OF DURABLE, ULTRA-LIGHT POLYCERAMICS, FOAMED ALLOYS, AND OTHER HYBRID MATERIALS, THE ALPHA CLASS BODY IS DESIGNED TO BEAR A STRONG RESEMBLANCE TO THE HUMAN FORM. IT IS ANTHROPOMORPHICALLY STRUCTURED TO INTEGRATE WITH STANDARD HUMAN ERGONOMICS WITH LITTLE OR NO DIFFICULTY.

— IEC

FROM CHROME 2 FOR CYBERPUNK 2020

TRAUMA TEAM KILDARE

Trauma Team's secret weapon in their fight for the health and wellbeing of their patients, the Kildare, is a medical miracle. Their steady hands make them the best surgeons in the world. No human surgeon is as tireless in their efforts to give their patients the best possible medical outcome. Trauma Team Executives personally trust their lives to a Kildare, and so should you.

Cost: 12,200eb (Very Expensive)

Package HL: 39 ([3d6/2 round up] + 10d6)

Install: Hospital (Requires Biosystem)

Cyberware (No HL)

Cyberarm x2, Cyberaudio Suite, Cyberleg x2, Cyberskull, Internal Linear Frame Sigma, Kiroshi MonoVision, Neural Link

Cyberware (HL)

Amplified Hearing, Chyron, Image Enhance, Low Light /Infrared/UV, Medscanner, MicroOptics, Radio Communicator, Raven Microcybernetics MicroWaldo, Tech Upgraded Toolhand (installed Airhypo), Techscanner

Samantha: *You'll get to meet a Kildare pretty soon! We call him Doc Salvage. He's that Medtech I mentioned earlier, the ex-Rocklin one. More than any other FBC, Kildares have the best reputation because of their association with Trauma Team. Everyone thinks Trauma Team is gonna swoop down to save them if they need medical help – right up until they remember they didn't buy a membership package.*

AVAILABLE ONLY TO LICENSED MDs (OR ANYONE WITH ENOUGH CASH FOR THE "SPECIAL FEE"), THE KILDARE IS A MEDICAL MIRACLE. ONCE THE DOCTOR IS HOUSED IN THEIR NEW, TIRELESS BODY, THEY WILL HAVE ACCESS TO A WIDE VARIETY OF BUILT-IN MEDICAL EQUIPMENT.

— MD TECH INC

FROM CHROME 3 FOR CYBERPUNK 2020

NEW CYBERWARE AND GEAR

The unique demands of FBCs require unique cyberware and gear.

► BIOSYSTEM

Cost: 10,000eb (Super Luxury) • **Install:** Hospital*

Humanity Loss: 14 (4d6)

**All currently implanted cyberware is uninstalled and given back to you cleaned and individually bagged... along with your meat body, which will begin to decompose unless cryogenically stored. Burn it or bury it. You can't go back anyway.*

A revolution in human-machine interface and an upgrade in FBC integration design! A step up from the systems of the past, Biosystems contain not only the brain (and other choice bits) in an integrated Biopod but a full suite of computer systems and batteries. The added functionality of the Biosystem allows designers to offload some computational processing and power generation, resulting in a drop in cost for many FBC body models. Access to the Biosystem for the purposes of injecting medications or a dose of Glucose-Rich Brain Solution is usually done via a closed port located on the back of the neck or chest (when in a body).

The Biosystem can operate independently if need be – without mobility but with basic sensory and speaker systems so the user can interact with the outside world and, most importantly, receive therapy via Braindance.

Borgware. A Biosystem is hardened against all EMP Effects and immune to Radiation. The Biosystem contains the user's consciousness and identity. Their Skills and INT, COOL, TECH, WILL, LUCK, and EMP Statistics remain the same as they were in their meat body. Their BODY Statistic, Hit Points, and Death Save change depending on the inhabited FBC body. Their REF, DEX, and MOVE Statistics may change depending on what cyberware is installed in the inhabited FBC body.

Once the user is stored in a Biosystem, being violently removed or spending longer than a minute outside of it after surgical removal results in death (no Death Save). When not installed in an FBC body, the shell encasing a Biosystem is considered Cover (25HP). The brain inside a Biosystem dies instantly if struck directly. A Biosystem implanted in an FBC body cannot be targeted.

A user in a Biosystem not installed in an FBC body is incapable of any Action beyond observation and communication and cannot defend themselves.

Installing a Biosystem in an FBC body requires 4 hours and a DV17 Cybertech or Surgery Check. It can be reattempted any number of times if failed, and there is no penalty for failure other than lost time. An FBC can perform this procedure on themselves to transfer from one body to another.

A user inhabiting a Biosystem cannot install additional cyberware directly – not even brain-interfacing cyberware like a Neural Link. They only benefit from cyberware if implanted into an FBC body installed with it.

► CO2 GRENADE

Cost: 50eb (Costly)

Ammo Types Available: Grenades Only

CO2 grenades are the future of firefighting in urban environments, especially where water is a dwindling resource. They also excel in rural areas where fire hydrants may be scarce or inoperable.

This is Grenade Ammunition. It can be loaded into a Grenade Launcher or thrown. A CO2 Grenade does no damage. Instead, it extinguishes all instances of fire within the explosion area (**SEE CP:R PAGE 174**). Any weapon capable of firing Smoke Grenades can also fire CO2 Grenades.

► CYBERSKULL

Cost: 5,000eb (Luxury) • **Install:** Hospital

Humanity Loss: 14 (4d6)

How can you call yourself a Metalhead if you don't have a metal head? What you need is a Cyberskull to protect you from life's many dangers – like bullets, explosions, and samurai swords! You don't have to be accident-prone to benefit from a metal skull, so don't skimp on your own safety. Remember – with a Cyberskull, there's no need for a helmet!

Internal Body Cyberware. Requires 3 Option Slots. The user's head is no longer considered a 2x weak point when targeted by an Aimed Shot or through any other method. Additionally, the user is immune to the effect and bonus damage of the Cracked Skull and

Broken Jaw Critical Injuries. Every purchase comes with a personalized Faceplate. Additional personalized Faceplates, including ones covered with Realskinn™ and SuperChrome®, are available for 100eb (Premium).

► DRAGOON PLATING

Cost: 5,000eb (Luxury) • **Install:** Hospital

Humanity Loss: 14 (4d6)

Magnetically seated armor panels are installed onto hardpoints drilled directly into the body. The panels are hot-swappable to keep the fight going until the enemy has been neutralized.

Borgware. External Body Cyberware. Installation requires BODY 16 or higher unless the user is a Full Body Conversion. After installation, the user's body and head are armored at SP 15, and the user takes an Armor Penalty of -2 to REF, DEX, and MOVE. As an Action, the user can jettison their Dragoon Plating, removing the provided SP and freeing them of the Armor Penalty.

If the user is not equipped with a set of Dragoon Plating, they can activate the magnetic call system as an Action and summon a set of unattached plating within 6m/yds to them. The selected plating then flies through the air and attaches itself to the user.

Dragoon Plating contains nanomachines that repair it for 1 point of lost SP at the end of each day in which it does not lose SP. Additional sets of Dragoon Plating can be purchased for 1,000eb (Very Expensive). Ordering custom designs and colors adds 100eb to the cost.

► DRAGOON PLATING, METALGEAR

Cost: 15,000eb (Super Luxury) • **Install:** Hospital

Humanity Loss: 14 (4d6)

Custom-engineered magnetically seated Metalgear armor panels are installed onto specially designed heavy hardpoints drilled directly into the body. The panels are hot-swappable to keep the fight going until the enemy is reduced to ash.

Borgware. External Body Cyberware. Installation requires BODY 16 or higher unless the user is a Full Body Conversion. After installation, the user's body

and head are armored at SP 18, and the user takes an Armor Penalty of -3 to REF, DEX, and MOVE. As an Action, the user can jettison their Metalgear Dragoon Plating, removing the provided SP and freeing them of the Armor Penalty.

If the user is currently not equipped with a set of Metalgear Dragoon Plating, they can activate the magnetic call system as an Action and summon a set of unattached plating within 6m/yds to them. The selected plating then flies through the air and attaches itself to the user.

Metalgear Dragoon Plating contains nanomachines that repair it for 1 point of lost SP at the end of each day in which it does not lose SP. Additional sets of Metalgear Dragoon Plating can be purchased for 5,000eb (Luxury). Ordering custom designs and colors adds 100eb to the cost.

► FBC BRIMSTONE COATING

Cost: 1,000eb (Very Expensive) • **Install:** Hospital
Humanity Loss: 7 (2d6)

A nanomachine-supported ceramic coating developed by Dynalar in partnership with Fire Brand. It brings new meaning to the expression “walking through fire.”

External Body Cyberware. May only be installed in a Full Body Conversion. The user is immune to being damaged by fire (including damage dealt by incendiary ammunition and flamethrowers) and cannot be set on fire (SEE CP:R PAGE 180).

**FIREFIGHTING REACHES ITS
PINNACLE WITH DYNALAR'S
BRIMSTONE FULL BODY BODY
CONVERSION. IMMUNE TO THE
HAZARDS OF SMOKE INHALATION,
BURNS, AND RAPIDLY-CHANGING
PRESSURES, THE BRIMSTONE CAN
DO THE WORK OF AN ENTIRE
COMPANY OF REGULAR FIREFIGHTERS.
— DYNALAR TECHNOLOGIES
FROM CHROME 2 FOR CYBERPUNK 2020**

► FBC CHAMELEON COATING

Cost: 1,000eb (Very Expensive) • **Install:** Hospital
Humanity Loss: 7 (2d6)

A light-reactive nanomachine coating developed for Militech by REDACTED. This represents the forefront of personal stealth imaging technology.

External Body Cyberware. May only be installed in a Full Body Conversion. When the user remains still for a 1 minute (20 rounds), they can activate a cloak that hides from all visual senses, including Low Light/Infrared/UV, unless the perceiver succeeds at a DV17 Perception Check. Activating the cloak does not require an Action. The cloak is deactivated automatically if the user moves further than 2 m/yds (1 square) within 3 seconds (1 Round). A second installation reduces the amount of time the user must remain still before the cloak can be activated to 30 seconds (10 Rounds). A third installation reduces the time to 9 seconds (3 Rounds). Further installations do nothing.

► FBC EMP COATING

Cost: 1,000eb (Very Expensive) • **Install:** Hospital
Humanity Loss: 7 (2d6)

A specially designed nanomachine coating that absorbs microwaves. The system is sacrificial, requiring redundancy to ensure uptime if expecting multiple EMP blasts.

External Body Cyberware. May only be installed in a Full Body Conversion. Whenever one or more pieces of the user's cyberware would be rendered inoperable by a single EMP effect, one of the user's EMP Coating installations is rendered inoperable instead. Multiple installations provide the user with extra layers of protection.

► FBC GEMINI SCULPT

Cost: 1,000eb (Very Expensive) • **Install:** Hospital
Humanity Loss: 0 (N/A)

The FBC Gemini Sculpt reformats an FBC body to be similar in shape to a baseline human form, then surrounds it with a thin shell covered in Realskin™. By developing the covering to be fully cross-compatible, Raven Microcybernetics dramatically increased its potential customer base—a wise business move.

External Body Cyberware. May only be installed in a Full Body Conversion. It is impossible to tell an FBC body in a Gemini Sculpt isn't a biological human by sight without the use of infrared, where they are revealed to be as cold as solid metal. FBCs packing an Internal Linear Frame Omega or with a 16 or higher BODY are too massive to properly enclose in the shell. Rumors of Dragoons reshaped to fit into Tech Upgraded FBC Gemini Sculpt exist but are currently unsubstantiated.

► FBC INTEGRATED BODYWEIGHT COATING

Cost: 1,000eb (Very Expensive) • **Install:** Hospital
Humanity Loss: 7 (2d6)

By covering the body in cyberdeck support electronics, a more perfect Netrunner can be born. Sure, it's expensive, but in a NET Architecture, every extra bonus matters.

External Body Cyberware. May only be installed in a Full Body Conversion. Two hardware-only Cyberdeck option slots are installed. These option slots are shared simultaneously by the all of the user's installed cyberware-integrated Cyberdecks. Additionally, while installed, any cyberware-integrated Cyberdecks is considered to be connected to the user without the need for Interface Plugs. Users can still only use one Cyberdeck at a time despite the benefits of the FBC Integrated Bodyweight Coating.

Additional installations after the first increase the number of shared hardware-only option slots by 2. While installed, the user cannot benefit from a Bodyweight Suit.

► HEAVY SUBDERMAL PLATING

Cost: 5,000eb (Luxury) • **Install:** Hospital
Humanity Loss: 14 (4d6)

Standard Subdermal Armor isn't cutting it anymore, and Skinweave never did for you to begin with! You need hard plates under your skin to keep up with the firepower people are packing these days. Big, heavy ones that stop a bullet cold.

Borgware. External Body Cyberware. Subdermal Armor. Installation requires BODY 10 unless the user is a Full Body Conversion. The user's body and head are armored at SP 13. The user takes an Armor Penalty

of -2 to REF, DEX, and MOVE unless they have a BODY 14 or higher or are a Full Body Conversion, in which case the penalty is negated. Whenever the user successfully completes a full day of natural healing, nanomachines present in the plating repair both the body and the head location for one point of lost SP.

Note: When installed in a Full Body Conversion, Subdermal Armor isn't usually subdermal but acts as the user's skin, complete with sensory (touch) capabilities.

► INTERNAL HYDRAULICS UPGRADE

Cost: 1,000eb (Very Expensive)
Humanity Loss: 3 (1d6) • **Install:** Hospital

When your body is built on a hydraulic frame, improvements can always be made to ensure efficiency – sold separately, of course.

Internal Body Cyberware. May only be installed in a Full Body Conversion with an Internal Linear Frame. User's REF, DEX, and MOVE STATS are all set at 4 unless they would otherwise be higher for the Character. These STATS can still be lowered by Armor Penalties, Critical Injury effects, etc.

► INTERNAL HYDRAULICS UPGRADE, TUNED

Cost: 5,000eb (Luxury) • **Install:** Hospital
Humanity Loss: 3 (1d6)

Efficiency is good. Highly tuned efficiency is even better. Improve your frame!

Internal Body Cyberware. May only be installed in a Full Body Conversion with an Internal Linear Frame. User's REF, DEX, and MOVE STATS are all set at 6 unless they would otherwise be higher for the Character. These STATS can still be lowered by Armor Penalties, Critical Injury effects, etc.

**FULL BODY CONVERSION.
BECAUSE SOMETIMES MEAT
JUST CAN'T CUT IT.**

— ADVERTISEMENT

FROM CHROME 2 FOR CYBERPUNK 2020

► INTERNAL HYDRAULICS UPGRADE, PERFECTED

Cost: 20,000eb (Super Luxury) • **Install:** Hospital
Humanity Loss: 3 (1d6)

Go ultimate full Borg!

Internal Body Cyberware. May only be installed in a Full Body Conversion with an Internal Linear Frame. User's REF, DEX, and MOVE STATS are all set at 8 unless they would otherwise be higher for the Character. These STATS can still be lowered by Armor Penalties, Critical Injury effects, etc.

► LINEAR FRAME Ω (OMEGA), EXTERNAL

Cost: 10,000eb (Super Luxury)

A perfected powered exoskeleton that grants the user ultimate strength.

Gear. User increases their BODY to 16 while plugged into the frame. This cannot increase the user's BODY to 17 or higher. This increase in BODY does not increase the user's HP or change their Death Save. Requires 3 installations of Interface Plugs to operate.

► LINEAR FRAME Ω (OMEGA), INTERNAL

Cost: 10,000eb (Super Luxury) • **Install:** Hospital
Humanity Loss: 28 (8d6)

A perfected cybernetic endoskeleton enhanced further by hydraulic and myomar muscles.

Borgware. User increases their BODY to 16. This cannot increase their BODY to 17 or higher. This increase in BODY changes a user's HP and Death Save. Installation requires BODY 10 and 3 Grafted Muscle and Bone Lace. One installation counts as 2 separate installations of Borgware when determining Maximum Humanity Depression for the purposes of therapy (SEE CP:R PAGE 229).

► LINEAR FRAME Ω (OMEGA) HIT POINT CHART

		WILL								
		2	3	4	5	6	7	8	9	10
BODY	16	55	60	60	65	65	70	70	75	75
	17	60	60	65	65	70	70	75	75	80

Note: When installed in a Full Body Conversion, Implanted Linear Frames also fill space normally occupied by organs in a meat body, such as the parts of the chest cavity not already housing the Biosystem. They might also provide include basic metal skin covering if not other plating such as subdermal armor is present.

► PREHENSILE CYBERFOOT

Cost: 1,000eb (Very Expensive) • **Install:** Clinic
Humanity Loss: 3 (1d6)

Never bend down to pick something up ever again.

Cyberleg Option. As an Action, a user can transform their Cyberleg so that it operates as a Cyberarm, converting their Cyberfoot into a Cyberhand. An Action reverses the transformation. While transformed, the user takes a -4 to MOVE (minimum 1) unless in zero gravity.

► ZERO GRAVITY THRUSTERS

Cost: 1,000eb (Very Expensive) • **Install:** Clinic
Humanity Loss: 3 (1d6)

A series of precise thrusters allow the user fine control of their movement while in zero gravity.

Cyberleg Option. When in use, the user negates all movement penalties associated with being in zero gravity. The Zero Gravity Thrusters run off fuel tanks that cost 100eb each and must be replaced after 24 hours of use. Requires two Cyberlegs, takes up 2 Option Slots, and must be paired.

REPRINTED CYBERWARE/GEAR

The following cyberware and gear first appeared elsewhere and are being reprinted here for convenience.

► INTEGRATED CYBERDECK UPGRADE

Cost: 500eb (Expensive) • **Install:** Clinic
Humanity Loss: 7 (2d6)

Cyberarm Option. Upgrades a user's already cyberware-integrated Cyberdeck with one extra slot that can be used for either Programs or Hardware. It can only upgrade a cyberware-integrated Cyberdeck installed on the same Cyberarm but can be installed multiple times.

► KIROSHI MONOVISION

Cost: 500eb (Expensive) • **Install:** Hospital
Humanity Loss: 14 (4d6)

Borgware. Artificial Cybereye visor that replaces two meat eyes with a single wide-angle cyberoptic. Cannot be installed in a MultiOptic Mount. Contains 3 slots for Cybereye Options. When Cybereye Options are installed into the MonoVision they always count as if they were paired. If a user with MonoVision as their only source of sight receives the Lost Eye Critical Injury, its effect, including the Base Death Save Penalty, is doubled.

► MICROTECH WARRIOR

Cost: 1,000eb (Very Expensive)

A Cyberdeck with 7 slots that can only install Programs. Immediately after a user Jacks In, they can activate an Armor Program installed on the Cyberdeck without a NET Action.

► RAVEN MICROCYBERNETICS KESTREL 2

Cost: 1,000eb (Very Expensive)

A Cyberdeck with 7 slots that can only install Programs. Immediately after a user Jacks In, they can activate up to 2 Speedy Gonzales Programs Program installed on the Cyberdeck without a NET Action.

► RAVEN MICROCYBERNETICS MICROWALDO

Cost: 1,000eb (Very Expensive) • **Install:** Clinic
Humanity Loss: 7 (2d6)

Cyberarm Option. Neuralware Option. A Medtech using a MicroWaldo gains a +1 to Checks made using the Surgery Skill.

► REINFORCED CYBERLIMB UPGRADE

Cost: 1,000eb (Very Expensive) • **Install:** Clinic
Humanity Loss: 3 (1d6)

Cyberlimb Option. Increased hydraulic redundancy within the cyberlimb allows it to function even under extreme strain. This limb is immune to the Broken Leg Critical Injury if it's a Cyberleg or the Broken Arm Critical Injury if it's a Cyberarm.

► SNAKETRAP

Cost: 500eb (Expensive)

Cyberdeck Hardware. While installed, a Snaketrapp prevents the first Black ICE or Program effect during a netrun that would destroy a Program at random on the user's deck. Multiple installations do nothing.

► SWIFTY CLEAN

Cost: 500eb (Expensive)

Cyberdeck Hardware. While installed, a user can perform the Cloak Interface Ability twice with a single NET Action, taking the higher outcome. However, while installed, the Cloak Interface Ability can only be used once per Netrun. Takes 2 Hardware Option Slots.

Thanks Doc

From: Brimstone_Sam

To: Doc_Salvage

Hey, Doc. I've just left our newest FBC-in-the-making. They're in good spirits and ready for the surgery. I don't blame them, honestly. Looking at how the cancer's worn them away? I can't help thinking...

... look. We both know there's a chance I won't be around when your patient wakes up after the surgery. I'm just glad today's Biosystems come with radiation shielding, so none of the newest crop of Borgs will need to go through what I'm going through now. Nothing ruins the feeling of being an immortal chrome badass like your last remaining chunk of meat exploding with unwanted tumor growth.

Sorry. Didn't mean to throw out the angst. I'm just glad I got to do some good here before I went. Thank you for performing the surgery. Thank Phoenix, too, for lending us her clinic. Do your best in there.

And maybe reply to this message when you're out of surgery, and our new metal sibling is awake. Just in case.

I'll find some way to read it no matter which side of mortality I'm on. Promise.

Your sister in chrome,

Samantha

► FBC BODIES

DATA

Check each item's full description for additional rules and information.

Name	Install	Description & Data	Cost	HL
Cybermatrix Inc. Copernicus	Hospital	The ideal FBC body for deep-space exploration and construction.	17,300eb (Very Expensive)	52 ([2d6/2 round up] + 15d6)
Dynalar Aquarius	Hospital	The last word in exploration and life under the sea.	13,000eb (Very Expensive)	37 ([2d6/2 round up] + 10d6)
Dynalar Brimstone	Hospital	Created to defeat humankind's greatest tool and enemy: fire!	17,600eb (Very Expensive)	53 ([1d6/2 round up] + 15d6)
Militech Dragoon Revised Warfighting Platform	Hospital	A complete revision of the undeniably effective military FBC that won the 4th Corporate War.	35,000eb (Super Luxury)	64 ([3d6/2 round up] + 18d6)
Militech Eclipse	Hospital	Militech fully denies the existence of "killer Borg ninjas."	29,200eb (Luxury)	67 ([2d6/2 round up] + 19d6)
Militech Enforcer	Hospital	Militech understands what it takes to bring criminals to justice – it takes an Enforcer.	16,800eb (Very Expensive)	53 ([3d6/2 round up] + 13d6)
Militech Spyder 2.0	Hospital	The perfect espionage Borg!	24,900eb (Luxury)	73 ([1d6/2 round up] + 22d6)
Moore Tech Sheol	Hospital	Designed to handle the most hazardous operation you can throw at it.	19,600eb (Very Expensive)	32 ([1d6/2 round up] + 9d6)
NovelTech Samson	Hospital	The toughest industrial Borg on the market. Just one can replace ten hardhats.	20,500eb (Luxury)	39 ([3d6/2 round up] + 10d6)
Raven Microcyb Gemini	Hospital	All the benefits of being a Full Body Conversion, none of the social downsides!	10,200eb (Expensive)	14 (4d6)
Raven Microcyb Wiseman	Hospital	The holiday gift your Dweller deserves! Kills enemy Netrunners dead.	27,480eb (Luxury)	70 ([3d6/2 round up] + 19d6)
Rocklin Augmentics Alpha Class	Hospital	An attractive yet affordable entry-level model.	9,900eb (Expensive)	21 (6d6)
Trauma Team Kildare	Hospital	Trauma Team's secret weapon in their fight for the health and wellbeing of their patients.	12,200eb (Very Expensive)	39 ([3d6/2 round up] + 10d6)

► NEW/REPRINTED GEAR

Name	Description & Data	Cost
CO2 Grenade	Firefighting grenade ammunition.	50eb (Costly)
Linear Frame Ω (Omega), External	A perfected powered exoskeleton that grants the user ultimate strength.	10,000eb (Super Luxury)
Microtech Warrior	A Cyberdeck with 7 slots that can only install Programs.	1,000eb (Very Expensive)
Raven Microcyb Kestrel 2	Cyberdeck with 7 slots that can only install Programs.	1,000eb (Very Expensive)
Snaketrap	Cyberdeck Hardware. Can prevent program desroying effects.	500eb (Expensive)
Swiftly Clean	Cyberdeck Hardware. Can improve the use of Cloak.	500eb (Expensive)

► NEW/REPRINTED CYBERWARE

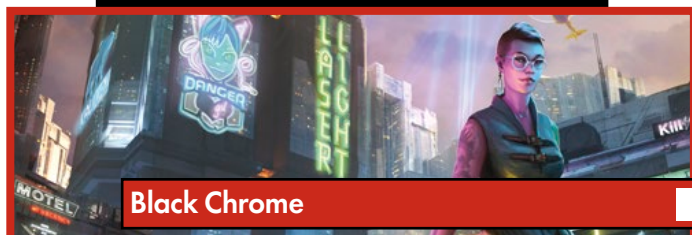
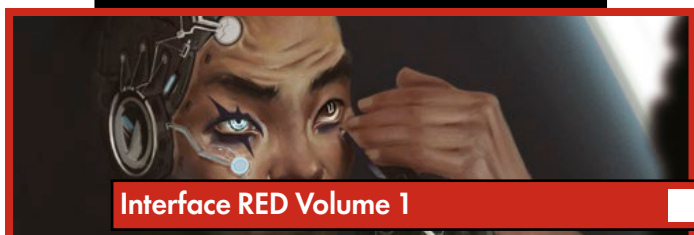
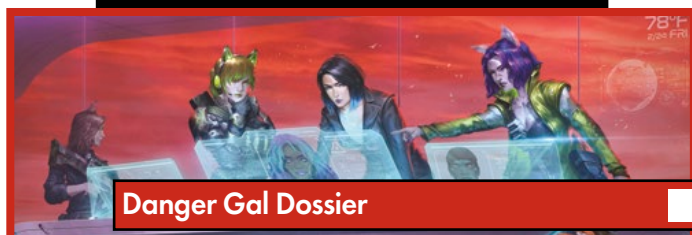
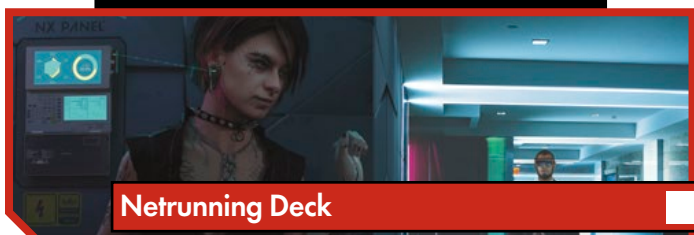
Name	Type	Cost	Install	Humanity Loss
Biosystem	Borgware	10,000eb (Super Luxury)	Hospital	14 (4d6)
Cyberskull	Internal Body Cyberware	5,000eb (Luxury)	Hospital	14 (4d6)
Dragoon Plating	Borgware External Body Cyberware	5,000eb (Luxury)	Hospital	14 (4d6)
Dragoon Plating, Metalgear	Borgware External Body Cyberware	15,000eb (Super Luxury)	Hospital	14 (4d6)
FBC Brimstone Coating	External Body Cyberware	1,000eb (Very Expensive)	Hospital	7 (2d6)
FBC Chameleon Coating	External Body Cyberware	1,000eb (Very Expensive)	Hospital	7 (2d6)
FBC EMP Coating	External Body Cyberware	1,000eb (Very Expensive)	Hospital	7 (2d6)
FBC Gemini Sculpt	External Body Cyberware	1,000eb (Very Expensive)	Hospital	0 (N/A)
FBC Integrated Bodyweight Coating	External Body Cyberware	1,000eb (Very Expensive)	Hospital	7 (2d6)
Heavy Subdermal Plating	Borgware External Body Cyberware	5,000eb (Luxury)	Hospital	14 (4d6)
Integrated Cyberdeck Upgrade	Cyberarm Option	500eb (Expensive)	Clinic	7 (2d6)
Internal Hydraulics Upgrade	Internal Body Cyberware	1,000eb (Very Expensive)	Hospital	3 (1d6)
Internal Hydraulics Upgrade, Tuned	Internal Body Cyberware	5,000eb (Luxury)	Hospital	3 (1d6)
Internal Hydraulics Upgrade, Perfected	Internal Body Cyberware	20,000eb (Super Luxury)	Hospital	3 (1d6)
Kiroshi Monovision	Borgware	500eb (Expensive)	Hospital	14 (4d6)
Linear Frame Ω (Omega), Internal	Borgware x2	10,000eb (Super Luxury)	Hospital	28 (8d6)
Prehensile Cyberfoot	Cyberleg Option	1,000eb (Very Expensive)	Clinic	3 (1d6)
Raven Microcybernetics MicroWaldo	Cyberarm Option	1,000eb (Very Expensive)	Clinic	7 (2d6)
Reinforced Cyberlimb Upgrade	Cyberlimb Option	1,000eb (Very Expensive)	Clinic	3 (1d6)
Zero Gravity Thrusters	Cyberleg Option	1,000eb (Very Expensive)	Clinic	3 (1d6)

DATA

Check each item's full description for additional rules and information.

CYBERPUNK RED CHECKLIST

As of Jan/Feb 2024

Cyberpunk RED Core Rulebook ☐Tales of the RED: Street Stories ☐Cyberpunk RED Data Screen (GM Screen) ☐Interface RED Volume 2 ☐Cyberpunk RED Data Pack ☐Black Chrome ☐Interface RED Volume 1 ☐Danger Gal Dossier ☐Micro Chrome ☐Interface RED Volume 3 ☒Netrunning Deck ☐Cyberpunk RED Jumpstart Kit ☐



INTERFACE

R E D

Night City's voracious, choomba! It needs more places, more people, more things. More! More! More! It's never satisfied and we know you aren't either. Your campaigns can always use a little something extra to push it right over the Edge.

That's what **Interface RED** is all about. In this second volume you'll find a collection of short articles custom-crafted to improve your **Cyberpunk RED** experience. We've featured many of these articles on our website as free DLC for you to download to your data storage device of choice but this is the first time we've collected them into a single book! Plus, we've thrown in a new, exclusive article. The time has come to shed your meat and go full chrome!

Volume 3 of **Interface RED** adds the following new content to your **Cyberpunk RED** game:

- **Hardened Mini-Bosses:** Mini-Bosses get the hardened treatment to keep up with your bullet-dodging, explosive-chucking, head-shooting crew.
- **Digital Dating in the Dark Future:** Go on a date in Night City and meet someone – a perfect way to add new NPCs to your game. Even Edgerunners get lonely sometimes!
- **Woodchipper's Garage:** Visit Santo Domingo, where the Nomad Fixer Woodchipper has got some serious firepower to sell you.
- **Salvaging Night City:** Why buy anything when there's plenty of good scrap just lying around the Combat Zones? A fun new downtime activity!
- **Midnight with the Upload:** You need to keep up with the latest netrunning hardware, or you're just a Flatline Recording waiting to happen. The Upload will set you up right.
- **Must Have Cyberware Deals:** Head on down to Dock 13 in sunny South Night City, where Mr. A-MAAZE has all the cyberware you need to improve your life.
- **Collecting the Random:** A pristine data dump of ideas and inspiration from the Cyberpunk RED Crew to download directly to your brain and keep your game fresh!
- **Elflines Online the TCG:** Play the hottest TCG in Night City and earn exclusive in-game rewards in ELO, like digital gold and digital pets!
- **Spinning Your Wheels:** Take to the streets on your bike, skates, or skateboard and shred your way through Night City!
- **The 12 Days of Cybermas:** The Notorious Netrunner S.A.N.T.A has leaked twelve favorite pieces of cyberware from Cyberpunk 2020 to all the Techs of Night City.
- **Going Metal:** Johnny Silverhand's number one fan, Samantha, introduces you to the world of Full Body Conversions! Time to go full Borg!



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