

THE 12 DAYS OF CUTIEMAS

Math is witchcraft. Glorious, powerful, wicked witchcraft. Corpse Reviver was convinced of this.

How else could she explain how combining two numbers in any one of a variety of arcane ways transformed them mystically into a third number? Or how careful examination of an entire range of numbers could reveal, like magic, the problems within her festive queendom?

"Boss." A voice called out from beyond Corpse Reviver's Boost-induced focus-haze.

Why was the take from the Playland-by-the-Sea shoal so low? The totals were too obvious for skimming.

"Hey, boss?"

Ah. There it was. Ten tabs over. Park management was skimping on its protection payments. She'd send word to Ricky later. Playland's Merri Merri Parade needed to suffer technical difficulties until they coughed up the cash owed.

"Boss!"

"What?" Corpse Reviver looked past her chyron to the pink-haired music addict tapping on her shoulder. Reveler was flying on Smash, but that wasn't unusual. She was the sort of Tech who worked better when she was high on something. Helped spark her imagination, she said.

"You got a present." Reveler hiked a thumb over her shoulder. Across the hotel suite, Bazooka Joe stood guard with his Helix pointed at a large box wrapped in shimmering silver and gold plastic wrap.

"You scan it?" Corpse Reviver asked as she saved her files, shut down her spreadsheets, and crawled up out of her beanbag chair.

"Mmm-hmm." Reveler responded, "Found it on the toilet when I went to take a piss. No idea where it came from. There's something electronic inside. Small. No explosives. No chemicals."

Corpse Reviver squatted in front of the present and lifted the attached tag, using just the tips of her cybernetic fingernails. It read: To Corpse Reviver, from S.A.N.T.A.

"Fucking perfect," No one could see her smile beneath the mask, but they could hear the glee in the Piranha boss's voice. She stood up and stepped away, motioning for Reveler to do the same, "Joe, go ahead and open it."

Corpse Reviver knew Bazooka Joe's new Militech Enforcer body could withstand the punishment if the present were more trick than treat.

The Piranha's chief enforcer, half a foot taller now than he'd been a month ago, unwrapped and opened the box with surprisingly delicate care and precision. Inside was a sea of red and green foam peanuts. Joe dug down with his bark-textured cyberarm until he found the prize at the bottom of the box: a single memory chip. Reveler grabbed the chip and slotted it into her dummy Agent

"Oooh!" Reveler squealed in glee. She held up the dummy Agent so Corpse Reviver could see the screen. On it, icons for a dozen blueprint files, all Sanroo Hello Cutie products, spun in virtual space.

Corpse Reviver couldn't help but cheer. This is what she'd been waiting for! With these, her people could techprint a crate full of Hello Cutie gear as a present for the G3. An alliance with the moe-aesthetic poser gang would open doors for the Piranhas in Kabuki, the heart of Tyger Claws territory.

"Time to celebrate!" Corpse Reviver told her gang-mates, "Let's hit the club!"

It wasn't until the sun flashed red as it rose over the horizon that Reveler thought to ask, "Hey, boss? Why'd S.A.N.T.A. give you those specs?"

Corpse Reviver, feeling looser now thanks to a few hours of partying Piranhas-style, side-hugged her personal Tech and offered a cheeky reply.

"Let's just say I've been a very good girl this year, Reveler ... and dropping info on Krampus' location last week put me on S.A.N.T.A.'s nice list."



SANROO

HelloCutie

A NOTE ABOUT THE LISTINGS

The ranged weapons in this DLC follow a format first established in **Toggle's Temple**.

Cost: The monetary cost of the items presented in this DLC might be different than their assigned Price Category. Use the monetary cost when determining how many ebs to spend and the Cost Category to determine the difficulty of sourcing (aka finding) the weapon.

Slots: The non-Exotic firearms in **12 Days of Cutiemas** have a Slots category. This isn't something new; the category acts as a visual representation of how many slots are available for Attachments upon purchase. The number of slots available in a weapon can change due to space being taken up by existing features.

Sanroo is a firearms and rights holding company based out of Japan. In North America, they are best known for their Hello Cutie line of weapons and gear that are "so adorable they'll bleed pink!" Founded by ex-bankers from Fujiwara and ex-weaponsmiths from Tsunami Arms.

▶ CAPTAIN CUDDLEFISH ULTRA SNAG-EM

Cost: 200eb (Premium)

♪ *Captain Cuddlesfish! Ultra! Captain Cuddlesfish! Snag-em!* ♪

You'll be singing the theme song to this beloved children's anime in your heart when you hug this beautifully constructed plush replica of the show's hero to your breast.

Just like in the show, when you squeeze Captain Cuddlesfish, he'll shoot a sticky steel chain from his bottom, capable of tagging the bad guys and snagging their weapons!

Best of all, Sanroo sells dozens of highly collectible and branded outfits, so you can dress up Captain Cuddlesfish to look like your favorite pop star, anime character, or cartoon mascot!

A One-Handed Exotic Light Melee Weapon capable of making melee attacks from up to 10 m/yds (5 Squares) away. When this weapon is used to make a Held Item Aimed Shot (**SEE CP:R PAGE 170**), it is made at a -6 instead of a -8, it does not need to deal damage to be effective, and the held item is placed in the user's hands when successful. Cannot be installed in Cyberware.

Additional outfits for Captain Cuddlesfish cost either 20eb (Everyday) or 50eb (Costly) each, depending on their desirability for collectors.

▶ HELLO CUTIE CHROMATIC RAVE GRENADE

Cost: 50eb (Costly)

Play it loud, play it bright, play it anywhere! Chromatic Rave Grenades turn any situation into a party. Just throw one to transform a drab location into the hottest club around. A chip slot in each grenade ensures it will play the tunes you pick out! When the party's over? The grenade explodes into a shower of glitter and chromatic smoke to end things with a festive bang!

This is Grenade Ammunition. It cannot be loaded into a Grenade Launcher. When thrown, the grenade sticks to a surface in the square it landed in and initiates a thumping bass beat and colorful light show (either in generic techno club style or using the music from an inserted Memory Chip). Anyone who starts their Turn within a 10 m/yd by 10 m/yd (5 Square by 5 Square) area centered on the grenade during the show must succeed at a DV13 Concentration Check or suffer a -2 penalty to all Checks until the end of their Turn. The light and sound show lasts for 2 Rounds. At the top of the third Round, the grenade explodes, acting like a Smoke Grenade (**SEE CP:R PAGE 347**) but with much more glitter. If a Memory Chip was slotted into the grenade, it is destroyed by the explosion.

▶ HELLO CUTIE FISHER KITTY

Cost: 500eb (Expensive)

Slots: —

During the forced "acquisition" of SlamDance Incorporated by SovOil, a handful of weaponsmiths managed to escape to Japan, where they sold the design of this anti-armored personnel harpoon weapon to Sanroo after hastily retheming it with a techprinted

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SEE CP:R means check the **Cyberpunk RED** core rulebook.

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cat-shaped housing. Since the sale, the renegade SlamDancers have gone to ground, in an attempt to evade the ire of SovOil CEO Anatoly Novaragov.

An Exotic Heavy Pistol with a 4-shot capacity. It is fired with the Archery Skill and cannot hit a target more than 50 m/yds (25 Squares) away. The Fisher Kitty fires tungsten cable-linked mini-harpoons that deal 2d6 damage and can't cause Critical Injuries. On a successful hit, a mini-harpoon sticks to the target, even if it does not penetrate armor and cause damage. Removing a single mini-harpoon from a target requires an Action. Moving more than 50 m/yds (25 Squares) away from the weapon will also automatically yank any stuck mini-harpoons free. When this weapon is reloaded, all fired mini-harpoons retract back into the weapon. Incompatible with all magazine attachments.

As an Action, the user can electrify the weapon, sending a jolt to any target stuck with two mini-harpoons. The jolt deals 2d6 damage directly to the target's HP or 3d6 if they have been stuck with three or more mini-harpoons.

SlamDance began life as an underground weapon design shop, which is how it came to the attention of SovOil executive Anatoly Novaragov. His love of SlamDance's weapons led him to issue an order for the "recruitment" of the entire design shop. Today, SlamDance is a subsidiary of SovOil.

▶ HELLO CUTIE GUN-GUN FRIEND-FRIEND

Cost: 1,000eb (Very Expensive)

Slots: 2

A working replica of the main character from the cozy Sanroo sports anime *Best Friends Forever Ballistic Range Buddies*. Engineer Koshiro Yuzu was forced to work alone on the project under a crushing two-week deadline as a form of workplace bullying. To get back at his superiors, the weapon is a marvel of engineering and bears a citrus-shaped imprint inside the magazine well.

An Excellent Quality Assault Rifle. As an Action, a user can install or uninstall a One-Handed Ranged Weapon (that need not be concealable before its installation) so that it can be successfully concealed without a Check within the frame of the assault rifle. The installed weapon can be drawn or stowed without an Action. While the installed weapon is "popped up," pulling the trigger of the assault rifle fires the installed weapon instead. Attachments on one weapon do not affect the other, and each must be reloaded separately.

▶ HELLO CUTIE HYPURR-HAMMER

Cost: 1,000eb (Very Expensive)

Everyone loves a giant hammer, especially when it contains a sliding, ultra-dense core to add an extra helping of kinetic energy oomph to each and every impact. The Hypurr-Hammer doesn't actually purr but does come in four unique designs, allowing collectors to choose their favorite breed (Bengal, Egyptian Mau, Sphinx, or Ussuri) to beat down bads with.

The Hypurr-Hammer is a Two-Handed Very Heavy Melee Weapon that does not halve SP like a traditional melee weapon. If wielded by a user with BODY 9 or higher, the weapon deals 1d6 additional damage (5d6 instead of 4d6), and whenever this weapon causes a Critical Injury, the user rolls twice on the Critical Injury table and chooses their favorite option for the victim to suffer. If wielded by a user with BODY 8 or lower, the weapon insults the user after each attack, issuing mocking put-downs in a nasally, high-pitched voice from a hidden speaker.

▶ HELLO CUTIE JANUS HEX

Cost: 500eb (Expensive)

Slots: 2

Matte black with masculine chrome magenta accents, the Janus Hex is a weapon for the desirable male, designed to politely fend off unwanted attention. Custom-made by Sanroo in partnership with the chromatic rock idol group *Take Your Best Shot*. Tyler, Yuuto, B3nny, and Shintaro have each personally tested and approved the weapon and publicly pledged that it won't hurt any of their unique, beloved, and respected fans. It is only designed to disable them temporarily should they try to rush onto the stage. Each weapon comes with its own sensible slim-fit holster, which easily converts to a purse holster via a robust pop-out titanium clip.

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An Excellent Quality Very Heavy Pistol with a 2-shot capacity, capable of Concealment. This weapon fires a proprietary eye irritant Heavy Scent Ball round that deals 1d6 damage. A target with meat eyes hit by a scent ball round must succeed at a DV 15 Resist Torture/Drugs Check or suffer a -3 Penalty to Ranged Attack Checks, Melee Attack Checks, and vision-based Perception Checks for the duration of the effect. A target that succeeds at their Resist Torture/Drugs Check suffers a lesser -1 Penalty instead. Neither Penalty stacks with the Damaged Eye Critical injury. The effect lasts for 1 hour or until the target spends 10 minutes flushing their eyes out with water. More than thirty options are available to scent your weapon, including the personal cologne of your oshi. Incompatible with all magazine Attachments.

Janus Hex Heavy Scent Balls come in packs of 4, costing 20eb (Costly) each. Every Scent Ball is marked with the face of one of the idol groups four members. This proprietary ammunition cannot be modified or fabricated by a Tech unless they possess Maker Rank 6 or higher.

▶ HELLO CUTIE MODBALL GUN

Cost: 500eb (Expensive)

Slots: 1

When Sanroo employees complained about attending the company's dull annual paintball game, the Hello Cutie weaponeers went to work and created a new gun to spice the match up! The result is the ModBall Gun, an adorable revolver capable of shooting any of five exciting "ModBalls." The revolver is beloved by thrifty collectors because the optional ModBall kit allows anyone, and not just Techs, to craft ammunition.

A Medium Pistol with a 5-shot capacity only capable of firing a variety of proprietary liquid-filled ModBall ammunition, each with a different effect. Unlike

other weapons, it can be loaded with a mix of up to five different types of ammunition. The user selects which ammunition they want to fire with each shot. Incompatible with all magazine Attachments.

Any non-Tech who owns a ModBall Construction Kit (100eb [Premium]) can craft ModBall ammunition as if they were a Tech with Fabrication Expertise 2. The cost and DV changes based on the ModBall being fabricated.

All ModBalls require 1 hour, per ModBall, to fabricate using the Construction Kit. Techs do not need the Kit and craft ModBall ammunition following the standard Fabrication rules (**SEE CP:R PAGE 148**).

Dazzle Dazzle ModBall: Acts as Flashbang Ammunition (**SEE CP:R PAGE 346**) but only for a single target hit by a successful attack. This will also ignite a target hit by a Splashie ModBall.

Mega Ouchie ModBall: Acts as Biotoxin Ammunition (**SEE CP:R PAGE 345**).

Ouchie ModBall: Acts as Poison Ammunition (**SEE CP:R PAGE 346**).

Slippy ModBall: Balls filled with a slippery lubricant. If a Slippy ModBall is fired at a target they take no damage but gain a +1 Bonus to Contortionist Checks and to Brawling Checks to avoid or escape a grapple. If a Slippy ModBall is instead fired at a patch of ground, a 2 m/yd x 2 m/yd (1 Square) area is covered with the lubricant. Anyone attempting to stand on or pass through the area must succeed at a DV13 Athletics Check or fall Prone (**SEE CP:R PAGE 169**) to the ground. Multiple instances of these effects cannot be stacked. Removing the lubricant requires 5 minutes of washing with water. The lubricant dries after 1 hour. Once dry, it is no longer slippery or effective.

▶ MODBALLS

ModBall Type	Cost (per ModBall)	Fabrication Cost (per ModBall)	Fabrication DV
Dazzle Dazzle	10eb (Cheap)	9eb	13
Mega Ouchie	20eb (Everyday)	19eb	15
Ouchie	10eb (Cheap)	9eb	13
Slippy	5eb (Dirt Cheap)	4eb	9
Splashie	5eb (Dirt Cheap)	4eb	9

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Splashie ModBalls: Balls of paint available in a variety of colors. This ammunition does no damage, but the paint is highly flammable. If a target splattered with the paint is exposed to an ignition source, they are set on fire. Until an Action is spent to put the target out, they take 2 damage directly to their HP whenever they end their Turn. Multiple instances of this cannot be stacked. Removing the paint requires 5 minutes of washing with water.

▶ HELLO CUTIE MONO-PAW

Cost: 500eb (Expensive) • **Install:** Clinic

Humanity Loss: 7 (2d6)

Razor-sharp, retractable cat claws with monomolecular tips. Meeyooowch! Originally produced by Kendachi as part of a joint venture with Sanroo's Hello Cutie brand, this cyberware has since found its way into the playbooks of high-end Techs, usually lacking the original version's pink neon stylings.

Cyberarm Option. An Excellent Quality Medium Melee Weapon that deals 1d6 damage and can be successfully concealed without a Check. Damage dealt by this weapon ignores the target's armor entirely if it is lower than SP11. Armor with a higher SP is still interacted with as normal. While the Mono-Paw is active the user can't hold anything in this arm's hand.

▶ HELLO CUTIE MY FRIEND THE OCELOT

Cost: 1,500eb (Very Expensive)

Slots: 1

A loyal feline that will never leave you undefended, My Friend The Ocelot is all the fun of an interactive digital pet in the form of a powerful home defense solution. Covered in Ocelot patterned Realskinn™, this fuzzy weapon is perfect for cuddling up to on a cold night – and it's even heated to enhance the experience. With your friend at your side, you need not fear any danger. After it does a good job, be sure to pet it behind the shoulder rest ... to hear its realistic and soothing purring.

An Excellent Quality Shotgun with a 12-shot capacity capable of firing only Shotgun Slug Ammunition. It has an Autofire (x4) alternative firing mode and uses the SMG Autofire DV table (SEE CP:R PAGE 173). When firing this weapon in Autofire mode, 4 slugs are expended instead of 10. The weapon can only be

reloaded by a user with the correct biometric key. To input this key, the user must pet the weapon as an Action, which unlocks the weapon's ammunition chamber for 9 seconds. Incompatible with all magazine Attachments.

▶ HELLO CUTIE THUNDERCAT BAT

Cost: 750eb (Expensive)

Celebrating Japan's love of baseball, the Hello Cutie Thundercat ensures every crack of the bat pops with the sonic boom energy of a home run!

The speaker on the end of this stylized stun baton has been carefully calibrated to produce the same decibels as the glass-shattering game-winning hit by FBC superstar Mashi "Thundercat" Suzuki in the All-Japan Championship of 2043.

A Two-Handed Excellent Quality Stun Baton (SEE CP:R PAGE 349). A target hit by this weapon must succeed at a DV15 Resist Torture/Drugs Check. If they fail, they suffer the Damaged Ear Critical Injury without any bonus damage.

A user without ear protection must also make this Check whenever they hit a target with this weapon.

▶ HELLO CUTIE SPARKLE-IZE

Cost: 250eb (Premium) • **Install:** Clinic

Humanity Loss: 3 (1d6)

Be the waifu you've always wanted to date and supersize your cyberoptics with Sparkle-ize for that big-eyes, super-shine look that'll prove you're a true moe-aesthetic aficionado.

Activate shiitake-me mode, and your cybereyes will truly sparkle, sending out beams of light capable of illuminating your surroundings ... or blinding your enemies.

Cybereye Option. Requires 2 Option Slots. A flashlight (SEE CP:R PAGE 353) is built into the eye.

If paired, as an Action, a user can force a target with functional meat eyes or cyberoptics within 25 m/yds (12 Squares) to make a DV15 Resist/Torture Drugs Check. No Check is required for this Action. If the target fails, they suffer the Damaged Eye Critical Injury for 1 minute.

Sufficient protection, such as an Anti-Dazzle Cybereye Option, protects against this effect.

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▶ HÚSAFELL HYDRAULIC UNDERJACK

Cost: 1,000eb (Very Expensive)

This new form of gear, an “underjack” designed for urban combat use from Icelandic startup (and newest Sanroo partner) Húsafell, has become popular with Eurosolos for its concealability, light weight, and powerful hydraulic support of the upper body, increasing their ability to carry and utilize heavy weaponry without more invasive cyberware.

Many Eurosolos claim to sleep in the 100% waterproof item and mention it is easy to wash body and underjack at once in a bath, fjord, or with a garden hose.

When worn, this hydraulic support-laced undershirt increases a user’s BODY by 2. Cannot raise BODY above 10. This increase in BODY does not increase the user’s HP or Death Save. This increase in BODY does not stack with any other BODY-increasing effect, such as Grafted Muscle and Bone Lace, Linear Frames, etc.

**COME THEY TOLD ME,
A RAT A TAT TAT
A PIRANHA QUEEN TO SEE,
A RAT A TAT TAT
THE FINEST DRUGS THEY BRING,
A RAT A TAT TAT
TO TRADE FOR EB AND BLING,
A RAT A TAT TAT,
RAT A TAT TAT, RAT A TAT TAT.**

— SOME PHILHARMONIC VAMPYRES SINGING
AS THEY WAIT TO BUY DRUGS FROM THE PIRANHAS

▶ CYBERWARE

Name	Type	Install	Description & Data	Cost	HL
Hello Cutie Mono-Paw	Cyberarm Option	Clinic	Excellent Quality Melee Weapon. Does 1d6 damage and can be concealed without a Check. Damage dealt by this weapon ignores armor entirely if it is below SP11.	500eb (Expensive)	7 (2d6)
Hello Cutie Sparkle-ize	Cybereye Option	Clinic	Requires 2 Option Slots. Flashlight built into the eyes. If paired, user can activate shiitake-me mode, forcing a target with meat eyes to make a DV15 Resist Torture/Drugs Check or suffer the Damaged Eye Critical Injury for 1 minute.	250eb (Premium)	3 (1d6)

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

▶ GEAR

Name	Description & Data	Cost
Húsafell Hydraulic Underjack	Hydraulic support-laced undershirt. Increases a user’s BODY by 2. Cannot raise BODY above 10. Does not increase the user’s HP or Death Save. Does not stack with other BODY-increasing effects.	1,000eb (V Expensive)

▶ GRENADES

Name	Skill	Damage	Description & Data	Cost
Hello Cutie Chromatic Rave Grenade	Athletics	—	Creates a light/sound show for two Rounds. Anyone who starts their Turn within range must make a DV13 Concentration Check or suffer a -2 to all Checks until the end of their Turn. At the top of the third Round, it explodes like a Smoke Grenade.	50eb (Costly)

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▶ WEAPONS

Name	Skill	Quality	DMG	Magazine	ROF	Hands	Concealed?	Slots	Cost
Captain Cuddlefish Ultra Snag-Em	Melee Weapon	Standard	1d6	—	2	1	YES	—	200eb (Premium)
Notes: Exotic • Extended Range • Improved Held Item Aimed Shot • Variety of outfits available.									
Hello Cutie Fisher Kitty	Archery	Standard	2d6	4 (Mini- Harpoon)	2	1	YES	—	500eb (Expensive)
Notes: Exotic • Limited Range • Mini-Harpoons can be electrified with an Action, doing additional damage.									
Hello Cutie Gun- Gun-Friend-Friend	Shoulder Arms	Excellent	5d6	25 (Rifle)	1	2	NO	2	1,000eb (V Expensive)
Notes: Autofire (x4) • Suppressive Fire • User can install a pop-up One-Handed Ranged Weapon.									
Hello Cutie Hypurr-Hammer	Melee Weapon	Standard	4d6 /5d6	—	1	2	NO	—	1,000eb (V Expensive)
Notes: Doesn't 1/2 Armor • High BODY increases damage & gives additional Critical Injury options.									
Hello Cutie Janus Hex	Handgun	Excellent	1d6	2 (Scent Ball)	1	1	NO	2	500eb (Expensive)
Notes: Fires unique Scent Ball ammo • Causes irritation that penalizes some Checks.									
Hello Cutie ModBall Gun	Handgun	Standard	—	5 (ModBall)	2	1	YES	1	500eb (Expensive)
Notes: Fires unique ModBall ammunition • Multiple types of ammo can be loaded • Unique ammo crafting rule.									
Hello Cutie My Friend the Ocelot	Shoulder Arms	Excellent	5d6	12 (Slug)	1	2	NO	1	1,500eb (V Expensive)
Notes: Autofire (x4) on SMG AF table • Suppressive Fire • Expend 4 slugs in Autofire • Unique reloading feature.									
Hello Cutie Thundercat Bat	Melee Weapon	Excellent	2d6	—	2	2	NO	—	750eb (Expensive)
Notes: Stun Baton • Can cause Damaged Ear Critical Injury on a successful hit.									

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