

# INTERFACE

R E D



A COLLECTION FOR *CYBERPUNK* ENTHUSIASTS  
R E D  
VOLUME 4

**Interface RED Volume 4!** We're back, compiling another year of official **Cyberpunk RED** free monthly content. We call them Free DLCs. If you want to get some more, check out the other end of the QR Code you see below. It might not work someday, but that's why the **Interface RED** series exists! If that's the case, I hope you have a print-on-demand copy of the rest of the series handy in your bunker. Keep on surviving, choomba. The 2023 DLCs were **RED** hot. To top it off, our exclusive article, *Cyberfists of Fury*, expands Martial Arts!

### Here's what we're talking about.

**Hornet's Pharmacy:** Drugs, Pharmaceuticals, and associated chemical goodness, courtesy of Hornet, one of the top five Fixers you shouldn't cross in Night City!

**Black Chrome+:** Molly Anderson is here to distribute bonus items that didn't fit inside **Black Chrome**. It also includes a helpful discussion on fashion and Linear Frames!

**Achievements and Loot Boxes:** Our annual April Fool's DLC brings universally loved video game mechanics to **RED**! Mr. Amaze's M.R.A.M.A.Z.E. program can be used as a random party goal and treasure generator.

**Stickball:** The sport of the street, played with electrified balls and electromagnetic lacrosse sticks. Used to settle beef between the less violent gangs of Night City.

**The Dreaded Punknaught:** A jury-rigged vehicle custom-made to commit maximum violence at maximum speed. No two of these junkyard-murder-mobiles are alike.

**Corporate Conapt & Studio Apartments:** Looking to move out of your Cargo Container? Come peruse your options and see what you can afford!

**Halloween Screamsheets:** Melissa Wong presents three spooky screamsheets to fill your players with terror! Vampires, Werewolves, and Haunted Vendits, oh my!

**The 12 Days of Gearmas:** Twelve pieces of powerful gear to gift to your characters, thanks to the infamous holiday Netrunner known as S.A.N.T.A.

**Cyberfists of Fury:** Expanded Martial Arts. Twenty-three new martial arts forms for **Cyberpunk RED**, expanding the core book's martial arts into an interconnected system of fists and fury! Use them to get even, like Shaitan!



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

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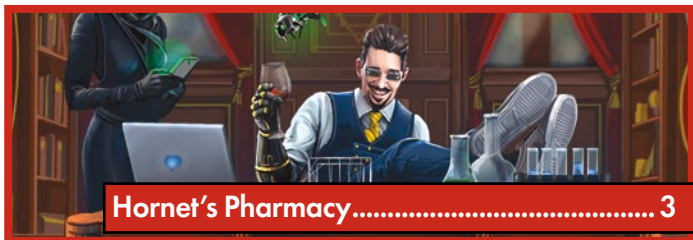
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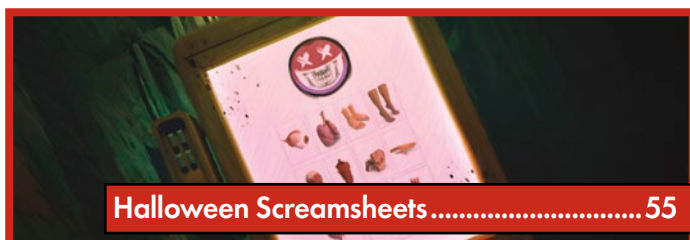
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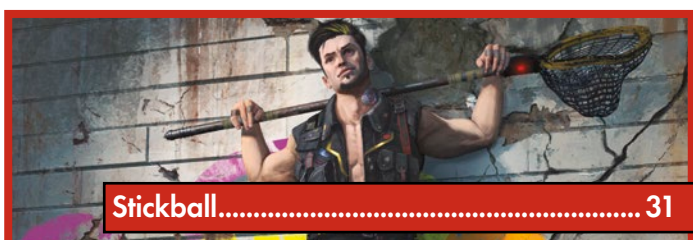
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## DATA

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

The heavy metal doors hiss shut behind you as you enter the surprisingly glitzy, well-furnished interior of the aging, graffitied cargo train parked in an abandoned Heywood station. A silhouette of a woman in black combat armor silently gestures down the ostentatiously adorned hallway. Moments later, the polished mahogany door to the cabin slides open before you, revealing a private office with an Art Deco flair that must have cost a fortune. Behind the desk, Hornet waves a hand plated in gold and black chrome.

"Welcome to my humble home-away-from-home. Take a seat, and we can talk business. Fox, why don't you grab 'em a drink."

## DATA

We first introduced Hornet and Fox in the **Cyberpunk RED** core rulebook.

The black-clad Solo moves to a wine cooler set into the wall, but Hornet shakes his head quickly.

"No, no. From the other cooler. These fine folks are here to buy. They don't need a personal demonstration of the product. Besides, they know better than to try anything with you around."

He looks back at you, swinging his feet up onto the desk and leaning back in his plush chair.

"Couple of weeks ago, I had a little meeting with a Maelstrom boss in South Night City. Name's Quake. You've probably heard his name on the nightly news. This stupid son of bitch tried to strong-arm me. Can you believe it? Anyway, Fox here's set up with the best speedware money can buy. Bastard's thugs didn't even have time to pop their rippers before she was on 'em. Cut this big, hulking cyberpsycho in two in one swing — but he lived! We let him limp home after. It was like something out of one of those old samurai vids."

As Fox sets down a couple of cut crystal glasses on the table, Hornet mimics the slashing of a sword and chuckles.

"But seriously, I get it. Couple of decades ago, I was standing right where you are: new on The Street, looking for some cool toys to help make my name. Of course, back then, I was sitting across the table from Fireman. Yeah, I swear to God, that old bastard was probably in business back when Richard Night cut the ribbon on City Hall. Don't tell him I said that, though. I'm setting up a market with him next Wednesday, and I don't want to give him another reason to tell me old war stories all night. Not that I don't like a good 'old war story', but he conveniently forgets that I've heard 'em all before. I swear, he does it to piss me off sometimes."

There's a sharp clink as the Fixer picks up a glass with his gilded cyberarm and swirls it, stuck somewhere between fond reminiscence and mild irritation. He turns his attention back to you, slipping his legs off the table and sitting up straight.

"Whatever. Long story short, I'll give you a better deal than Fireman gave me back in the day. You look like you're good for it. A solid investment. So, what are you in the market for? I've got chemical weapons, pharmaceuticals, and a bit of chrome. What are you looking to do?"

## STREET DRUGS

"Stims? Combat drugs? Something to make a Friday Night Firefight a little more fun? I've got what you need."

### ► BERSERKER

**Cost Per Dose:** 100eb (Premium)

"Plan to walk into a fight you're not ready for? Take some Berserker and at least your body won't give out on you. I've seen a Solo on Berserker shrug off a rifle shot that blew off her leg, and proceed to strangle the shooter to death with her bare hands."

#### ► Primary Effect ◀

- Lasts 10 Minutes.
- For the duration of the Primary Effect, when the user suffers a Critical Injury they do not take any Bonus Damage.
- For the duration of the Primary Effect, any penalties the user suffers to STATS or Actions due to being in the Seriously or Mortally Wounded Wound States are halved.
- For the duration of the Primary Effect, any penalties the user suffers to Actions due to losing a Facedown are halved.
- Users become highly aggressive. Do your best to roleplay accordingly.

#### ► Secondary Effect (DV17) ◀

- The user takes 2 points of Humanity Loss.
- If the user wasn't already addicted to Berserker, they are now. While addicted, the user's Base Death Save Penalty is permanently increased by 1.

## DATA

For more info on how Street Drugs work, SEE CP:R PAGE 227.

### ▶ PRIME TIME

**Cost Per Dose:** 50eb (Costly)

"Formulated this little number myself, based on the old Militech combat drug. Used to make you a cold, calculated killer on the battlefield. Now, it makes you a cold, calculated killer in the office."

#### ▶ Primary Effect ◀

- Lasts 4 Hours.
- User takes 4d6 Humanity Loss upon taking a dose, which is returned after the dose's Primary Effect ends. This effect cannot reduce a character to below 0 Humanity.
- For the duration of the Primary Effect, the user's COOL and WILL are increased by 2 points. This increase in WILL does not increase the user's HP.
- User's emotions are repressed. Do your best to roleplay accordingly.

#### ▶ Secondary Effect (DV17) ◀

- The user takes 1 point of Humanity Loss.
- If the user wasn't already addicted to Prime Time, they are now. While addicted, their COOL is lowered by 2 points unless the user is currently experiencing the Primary Effect of Prime Time.

### I KNOW WHAT YOU'RE THINKING:

"DID HE SIGN SIX TERMINATION SLIPS OR ONLY FIVE?" WELL, TO TELL YOU THE TRUTH, IN ALL THE EXCITEMENT, I KINDA LOST TRACK, MYSELF. BUT THIS BEING ONE OF THE MOST POWERFUL CORPS IN THE WORLD, AND WE TERMINATE PEOPLE SO HARD THEIR HEADS COME CLEAN OFF, YOU'VE GOTTA ASK YOURSELF ONE QUESTION: "DO I FEEL LUCKY?" WELL, DO YA, PUNK?

— OVERSEER STEELE  
PETROCHEM PRODUCTION MANAGER,  
HIGH ON PRIME TIME

### ▶ SIXGUN

**Cost Per Dose:** 100eb (Premium)

"I've hired my fair share of Netrunners, and I always supply them with Sixgun. When you need someone to dive into a palace of military-grade Black ICE and burn a paper trail, you gotta give them the best tools."

#### ▶ Primary Effect ◀

- Lasts 4 Hours.
- For the duration of the Primary Effect, the users' MOVE and REF are reduced by 2 (Minimum 1).
- For the duration of the Primary Effect, the user gains a +2 to Speed while Jacked In.
- For the duration of the Primary Effect, the user treats any Unsafe Jack Out not caused by a program effect as a Safe Jack Out.
- For the duration of the Primary Effect, once per Turn, the user can choose to take 1 point of Humanity Loss to gain 1 additional NET Action.

#### ▶ Secondary Effect (DV17) ◀

- If the user wasn't already addicted to Sixgun, they are now. While addicted, the user suffers a -2 to their Speed while Jacked In unless they are experiencing the Primary Effect of Sixgun.

### ▶ TIMEWARP

**Cost Per Dose:** 100eb (Premium)

"An Edgerunner has gotta stay sharp on The Street, and this'll do it for you. Plenty of Solos stock this stuff in bulk to get even faster on the draw. Personally, I think it's better for getting out of trouble than into it."

#### ▶ Primary Effect ◀

- Lasts 1 Minute
- For the duration of the Primary Effect, the user adds +3 to any Initiative Roll they make. If taken while the user is already in an Initiative Queue, their current Initiative increases by 3.

#### ▶ Secondary Effect (DV17) ◀

- If the user wasn't already addicted to Timewarp, they are now. While addicted, the user subtracts 2 from any Initiative Rolls they make, unless the user is currently experiencing the Primary Effect of Timewarp.

## ADDITIVE COMPOUNDS

"A real chemist knows how to get the most out of their nasty little liquids. I could kill you right now, and you won't know it until an hour from now. I haven't. But I could."

### ▶ DELAYING COMPOUND

**Cost:** 50eb (Costly)

"Trust me, you don't want to be in the same room with a person you just poisoned. With this little compound, you can make sure you're gone before that glass of wine you poured turns sour, so to speak."

*If this compound is mixed with a Vial of Poison or Biotoxin as an Action, the user can choose to delay the substance's effects by either 1 Minute or 1 Hour after a target ingests, absorbs, or otherwise takes the poison into their body. Multiple applications do not stack.*

### ▶ DISTILLING COMPOUND

**Cost:** 100eb (Premium)

"Your average poison only goes so far, and a really tough operator can push through. Mix a little of this in before you apply your poison, and it'll supercharge it."

*As an Action, this compound can be mixed with a Vial of Poison or Biotoxin to increase its Difficulty Value (DV) for Resist Torture/Drugs Checks by 2. Multiple applications do not stack.*

### ▶ OSMOSIS COMPOUND

**Cost:** 50eb (Costly)

"You can't always rely on a poisoned dart or a toxic cocktail to get the job done. Mix this compound into your poison, and you can slather it on a door handle, a toothbrush, or maybe your enemy's favorite gun."

*If this compound is mixed with a Vial of Poison or Biotoxin as an Action, the substance gains the ability to enter a person's body through their skin. The poison can then be placed on a surface up to 2 square feet in size. The poison affects the first meat being to touch that surface with a meat part of their body. The poison lasts for up to 1 Hour on the surface and can be washed away with water. A character can notice the presence of an Osmosis Compound Poison with a successful DV17 Perception Check. Multiple applications do not stack.*

## NEW PHARMACEUTICALS

Available to Medtechs through the Medicine Specialty Medical Tech (Pharmaceuticals). These follow the same rules as other Pharmaceuticals (**SEE CP:R PAGE 149**).

### ▶ SEDATIVE

"Technically, I'm only supposed to sell this to licensed Medtechs for surgical purposes, but it's not like I'm getting it from a legal vendor anyway. A dose of this'll put a grown man into a stupor in seconds."

*When administered a dose of Sedative by a Medtech, a willing target falls unconscious for 4 Hours. During this time, a Medtech who attempts a Treatment on the target gains a +2 Bonus to their Surgery Check.*

*If administered to an unwilling target by a Medtech, the target must succeed on a DV15 Resist Torture/Drugs Check or fall unconscious and be incapable of Actions for either 1 Minute (20 Combat Rounds) or until they are awoken by taking damage or by an outside party taking an Action to rouse them.*

### ▶ VERITAS

"I made a lot of this stuff for Arasaka during the war. Torture is messy, and you don't always get the information you're looking for. With a little Veritas, they'll be talking in no time."

*When administered a dose of Veritas by a Medtech, a target must make a DV17 Resist Torture/Drugs Check or be placed into a hazy, suggestive state for 10 Minutes. While in this state, the target has a hard time focusing and suffers a -5 penalty on Acting, Concentration, Conversation, Deduction, Human Perception, and Persuasion Checks.*

**NO SWEAT, BROTHERS! WE GET THROUGH THIS DOOR AND WE'RE GOLDEN! AIN'T NOTHING STANDING IN OUR WAY! GAK! GURGLE! THUMP!**

**— TURNER LEE**

RED CHROME LEGION MOOK,  
RIGHT BEFORE (AND AFTER) HE TOUCHED  
A BIOTOXIN-SLATHERED DOOR HANDLE

## GEAR

"I keep the best stuff for myself — but I'm willing to part with this."

### ▶ SUZUMEBACHI ASSASSIN DRONE

**Cost:** 5,000eb (Luxury)

"Got a whole crate of these from my days with Arasaka. Often driven with a portable NET Architecture, these are the best assassin drones on the market, even after twenty years. And they will be for the next twenty, at least until Zhirafa comes out with the Jungle Boomslang, or T-RAN-TLA, or something."

*A paperback-sized, flying, insectoid drone designed for assassinations.*

#### ▶ Default Trigger ◀

*After the Observation Camera detects a face matching a loaded profile, it attacks until its target is detected as cold on infrared or until it is out of ammunition, after which it attempts to escape for recollection.*

#### ▶ Data ◀

6 MOVE • 7SP • 10HP

*DV17 Electronic/Security Tech, 5 min to counter*

#### ▶ Equipped With ◀

- Observation Camera with Low Light / Infrared / UV
- Dartgun with 8 Biotoxin Arrows
- Airhypo

#### ▶ Range ◀

- If attached to a building's NET Architecture: Perimeter of the Building.
- If attached to a portable NET Architecture: 50 m/yds from the NET Architecture.

## CYBERWARE

"Better living through chemistry' is even better when you've got the right metal shoved in your meat."

### ▶ BODYWEIGHT AUTOINJECTOR

**Cost:** 100eb (Premium) • HL 3 (1d6) • Clinic

"If you're planning to make combat drugs a big part of your kit, this is the cyberware for you. No need to stop to shoot up when the shooting starts, and no one's gonna clock an autoinjector in a pat down."

**Internal Body Cyberware.** *One dose of a Street Drug can be loaded into a subdermal reservoir as an Action. Once loaded, the user can take an Action to inject the Street Drug into their body. A user with a Biomonitor can program the AutoInjector to inject them with the loaded Street Drug automatically whenever they roll Initiative, receive a Critical Injury, or enter a chosen Wound State.*

### ▶ PURSUIT SECURITY INC. GAS JET

**Cost:** 500eb (Expensive) • HL 7 (2d6) • Clinic

"Packed one of these during the war, just in case things got heated. Hell, I did half of my field testing with it. Load an experimental toxin, blast a crowd of rent-a-cops, and just watch. Perfect sample size!"

**Cyberarm Option. Takes 2 Option Slots.** *An aerosol gas launcher loaded with 3 doses of a Street Drug, or 3 vials of Poison or Biotoxin. A Gas Jet can be successfully concealed without a Check. Mechanically, it acts as a One Handed Exotic Shotgun with a 1-shot capacity that fires only using the Shotgun Shell alternate firing mode. Instead of dealing damage, the Gas Jet applies the effects of the loaded substance to any vulnerable target hit by the spread. Items that nullify gas effects, such as Nasal Filters, negate the attack. Each shot requires the Gas Jet to be fully loaded and drains the weapon entirely of ammunition.*

BY T-REX STUDIOS LLC



## STREET DRUGS

### DATA

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

Name	Duration	Description & Data	Secondary Effect DV	Cost per Dose
<b>Berserker</b>	10 Minutes	Keep going, no matter how much punishment you take.	17	100eb (Premium)
<b>Prime Time</b>	4 Hours	Be cold. Be cool. Be a killer at the negotiating table.	17	50eb (Costly)
<b>Sixgun</b>	4 Hours	Speed draw your way through a NET Architecture.	17	100eb (Premium)
<b>Timewarp</b>	1 Minute	Just a jump to the left ... and a bullet through some mook's skull before they can even react.	17	100eb (Premium)

## ADDITIVE COMPOUNDS

Name	Description & Data	Cost
<b>Delaying Compound</b>	Delay the effects of a Vial of Poison or Biotoxin by 1 minute or 1 hour.	50eb (Costly)
<b>Distilling Compound</b>	Increase Resist Torture/Drugs DV of a Vial of Poison of Biotoxin by 2.	100eb (Premium)
<b>Osmosis Compound</b>	Turn a Vial of Poison of Biotoxin into a contact-based hazard.	50eb (Costly)

## PHARMACEUTICALS

Name	Description & Data
<b>Sedative</b>	Knock someone out. Gives a +2 bonus to Treatments on willing targets. Puts unwilling targets under for 1 minute.
<b>Veritas</b>	Target placed into a suggestive state for 10 minutes, taking a -5 to Checks on multiple Skills.

## GEAR

Name	Description	Trigger	Data	Cost
<b>Suzumebachi Assassin Drone</b>	A paperback-sized flying insectoid drone designed for assassinations. Equipped with: <ul style="list-style-type: none"> <li>• Observation Camera w/ LL/IR/UV</li> <li>• Dartgun with 8 Biotoxin Arrows</li> <li>• Airhypo</li> </ul>	Attacks after detecting target via visual observation.	6 MOVE • 7SP • 10HP Range dependent on NET Arch. DV17 Electronic/Security Tech, 5 min to counter	5,000eb (Luxury)

## CYBERWARE

Name	Type	Install	Description & Data	Cost	HL
<b>Bodyweight Autoinjector</b>	Internal Body Cyberware	Clinic	Injects a dose of Street Drug upon command or automatically due to preset condition.	100eb (Premium)	3 (1d6)
<b>Pursuit Security Inc. Gas Jet</b>	Cyberarm Option	Clinic	Aerosol gas launcher. Cover a large area with a chosen Street Drug or toxin.	500eb (Expensive)	7 (2d6)

BY ANSELM ZIELONKA



# BLACK CHROME+

**EXTRA CONTENT FOR BLACK CHROME**

**Writing and Design by** James Hutt and J Gray • **Editing by** Carol Darnell

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

You know how, when you buy a movie for viewing at home, it might come with deleted scenes, concept art galleries, and other bonus content?

That's what Black Chrome+ is, but for TTRPGs. We've taken something presented in **Black Chrome**, Molly Anderson's Night Market, and added some new items and lore you can use to help make it come alive!

You'll also find visual examples of the fashion styles and linear frame types from **Cyberpunk RED**.

If you bought **Black Chrome**, thank you! And if you didn't, we hope this content can still be useful. Until next month, stay safe on The Street.

## MOLLY'S DOOR PRIZE

### DATA

For more info on the CBK app, SEE BLACK CHROME PAGE 6.

### Forty-eight ... forty-nine ... fifty!

Welcome! Welcome! You! YOU! Come over here. No, there's no problem; actually, YOU'VE WON! We're doing Door Prizes today, giving out a prize to people at random when they show up. That's why I'm up front instead of in the big chair. Yes, even though it's a little more dangerous.



BY STORN A. COOK

### Marco and Andy can handle it, can't you, boys?

Come with me. You've got a prize wheel to spin. I like your jacket. Light Armorjack, right? The black chrome accents on it look great — it looks new. Maybe I should get one and put a big A on it. Have you ever read The Scarlet Letter? Good book. A friend of mine let me borrow it.

### Judie, cool it! They're with me. They won a Door Prize. The fresh paint on the wheel looks nice. Great job.

Now, our lucky winner with the nova jacket, why don't you spin the big wheel! Yeah, spin that wheel! Oh. We might have overengineered the wheel. This may take a bit. It's your first time at my Night Market, right? I remember inviting you and your crew only recently. Typically, we use CBK for inventory, but today's a bit special. We just got all this extra merchandise this morning and haven't had time to inventory it all. It was a spur-of-the-moment thing.

Oh, that's also what the smell is. Here, have one of my masks. It will help. You can keep it. So, anyway, we're just using screamsheet paper to make claim tickets instead. A little low-tech, but it works. Oh, looks like finally, it's slowing down ... there! A thousand rounds of ammunition! That's a good one. I mean, it's not the good stuff, but you don't have to fire premium ammo for target practice. Plus, think about how much better you'll get after a thousand rounds of target practice.

Um. Yeah. Oh, and have a can of Smash too, courtesy of the Piranhas. They've developed a new formulation, less addictive and with improved taste. My new and very hot mainline, Ricky, says they went through like, fifty flavors before settling on "a very drinkable and subtle twist of lime." They're selling it in the back. Just look for the people with the neon fish tattoos near the DJ booth; super hard to miss.

### Joe, come over here! You've got a VIP.

Joe knows everything about what we've got on offer here. He's gonna be escorting you around today, for your security. Since you're now walking around with a crate of ammunition and all. Joe knows this market inside and out. Feel free to ask him about anything you are looking for.

Okay, I've got to get back to the front. We're probably close to another lucky winner. You seem nice. Don't cause any trouble now.

## MOLLY'S AMMUNITION

### ▶ BULLET TO SLUG ADAPTER CASINGS

**Cost:** 100eb (Premium) for a box of 10

"Hi, I'm Joe Anderson. I'll be following you around today and making sure everything is alright. I see you looking at some of those casings. Those are cool because they let you use scavenged ammunition in your shotguns, which is super useful. I just think they are neat."

*These solid, machined metal adapter casings allow you to fire any bullet ammunition from any weapon capable of firing shotgun slugs. When converted using adapter casings, the converted bullets act as if they are shotgun slugs. A box of Bullet to Slug Adapter Casings comes with 10 casings. Loading 10 bullets into 10 adapter casings can be done as an Action with a jig included in every box.*

When done by hand, loading a single bullet into an adapter casing takes an Action. Adapter casings are reusable.

### ▶ JUNK AMMUNITION

**Cost:** 10eb (Cheap) for 50 rounds

**Ammo Types Available:** Arrows, Bullets, and Slugs

"These can get a lot done on a budget. Also good for target practice, but I think I heard Molly mention that already. You already won a bunch, too, so I'd be surprised if you wanted more. Yeah, we can probably move on."

*Damage dealt by a weapon loaded with Junk Ammunition is reduced by 1d6 (minimum 1d6) against any target with 1 or more SP when fired in Single Shot, and the Autofire Rating of any weapon firing Junk Ammunition is reduced by 1 to a minimum of Autofire (3). Any weapon capable of firing Basic Ammunition can load Junk Ammunition.*

### ▶ SMALL GAME AMMUNITION

**Cost:** 10eb (Cheap) for 100 rounds

**Ammo Types Available:** Bullet

"Good for hunting. There may not be many birds around anymore but there are still plenty of rodents ripe for the taking in Night City if you know where to look. Protein is protein."

*A weapon loaded with Small Game Ammunition deals 2d6 less damage (minimum 1d6) with each bullet fired in Single Shot, and the Autofire Rating of any weapon firing Small Game Ammunition is reduced by 1 to a minimum of Autofire (3). Any weapon capable of firing Basic Ammunition can load Small Game Ammunition.*

## MOLLY'S WEAPONS

### ▶ BIG DREEM

**Cost:** 10eb (Cheap)

"Oh, those things scare the heck out of me. I've never seen one carried by a living person who wasn't totally ready to die. Do you really want to buy one?"

*An Exotic SMG only capable of Autofire. It can only load proprietary 30-round Basic Ammunition bricks, which are sold for 20eb (Everyday) each. Once fired, the weapon will continue to Autofire for the user's next 2 Turns, even if dropped, thrown, or in the event of the user's untimely death. During these 2 Turns, unless an Action is used to aim the weapon's Autofire, it is treated as having an Autofire Skill Base of 10, and a mind of its own: the GM chooses at whom or what the gun shoots. Due to the weapon's bulk, it cannot be concealed.*

### ▶ EVEREST VENTUREWARE SPORTMASTER

**Cost:** 50eb (Costly)

"These are fun! I have one, and it's a good time. Great starter rifle. Easy to mod, too, if you've got the parts."

*An Assault Rifle incapable of Autofire and Suppressive Fire that only can load Small Game Ammunition.*

### ▶ EVEREST VENTUREWARE SURVIVALMASTER

**Cost:** 100eb (Premium)

"These are nice for backpack carry. Once you get comfortable with disassembling one, that is. Oh, and be careful not to lose any of the pieces!"

*An Exotic Assault Rifle incapable of Autofire and Suppressive Fire with a 5-round internal magazine. A Tech cannot Upgrade it in any way. Due to its unique construction, it can be disassembled to fit within its own hollow stock. While disassembled and placed within its stock, the weapon is concealable. Disassembly and reassembly of a SurvivalMaster each take 1 Minute.*

## ▶ **MOLOTOV COCKTAIL**

**Cost:** 20eb (Everyday)

“Why are we selling these? This is so dangerous. Sigh.”

*Can't be loaded into a Grenade Launcher. An Incendiary Grenade that deals 5d6 damage. While a character carries a Molotov Cocktail, if that unlucky choomba takes any damage that penetrates their armor, all Molotov Cocktails on their person have a 50% chance of being destroyed beyond repair.*

*If that happens, it doesn't explode but sets the choomba Deadly on Fire (SEE CP:R, PAGE 180) and destroys all other Molotov Cocktails they're carrying beyond repair.*

## ▶ **SANROO HELLO CUTIE 1TRULUV**

**Cost:** 1,000eb (Very Expensive)

“This was Molly's, and apparently, it got jealous of her spending time with Ricky instead of taking it target shooting, so we're trying to sell it. It's a collector's piece you don't see too often, so, umm, buy now?”

*An Exotic Sniper Rifle with a flip-out Agent, built-in Sniper Scope, and Infrared Nightvision Scope. The Agent cannot be removed from the weapon without destroying both it and the weapon beyond repair. Despite being an Exotic Weapon, it can still load Non-Basic Ammunition.*

*Incredibly detailed, the weapon stuns in magenta brushed gunmetal, complete with a chrome magenta trigger and custom heart stippling on the grip. Installed in the Agent is a pseudo AI girlfriend with a randomly generated personality. Through a bone-conduction speaker on the weapon's cheek rest, the girlfriend whispers messages of affirmation to its wielder and learns to recognize them even in pitch-black darkness by the contour of their face.*

**GOOD MORNING, MY LOVE.  
YOUR CHEEK FEELS ESPECIALLY  
SMOOTH TODAY. ARE YOU TRYING A  
NEW MOISTURIZER? I CAN'T WAIT TO  
EXPLODE OUR TARGET'S HEAD  
LIKE A RIPE MELON WITH YOU LATER!  
— SANROO HELLO CUTIE 1TRULUV**

*Once it gets to know a user via working with them to score ten kills, the pseudo AI bonds to them, dynamically adjusting to their shooting patterns and causing the weapon to act as if it was Excellent Quality when using it. Once bonded, the pseudo AI will consider it and the user to be in a serious, committed relationship. Past this point, if the user does something to upset their pseudo AI girlfriend, such as by damaging it, not firing it enough, failing to clean it, loading it with Junk Ammunition, or firing other Sniper Rifles, it may turn off this dynamic adjustment in protest, until the user makes amends.*

## ▶ **W1 RIFLE TO PISTOL CONVERSION**

**Cost:** 20eb (Everyday)

“I think these are from Europe? I don't know. I remember Molly saying it was an Obreaze? O-Brez? Something like that. We tested it, and it's still working. Old guns never die, right?”

*A Poor Quality Very Heavy Pistol with a 5-round capacity. It is incompatible with all magazine attachments. In between each shot, an Action must be spent to work the bolt and chamber the next round.*

## **MOLLY'S ARMOR**

### ▶ **SCAVENGED ARMOR**

**Cost:** 50eb (Costly)

“Judie makes these. She does good work and even incorporates clasps and other comfort features. Good armor can be expensive. This solves the problem with a little hard work and scrappy ingenuity. Way to go, Judie!”

*Scavenged Armor is body armor with SP11. Once ablated, its SP cannot be restored. At 0 SP, it falls off the wearer.*

## **MOLLY'S DRINKS**

### ▶ **PIRANHA SMASH**

**Cost per Dose:** 10eb (Cheap)

“I prefer it. Apparently, they found out how to remove one of the addictive additives via some sort of process and then added lime. I think there's some chemistry involved, too. All I know is it's tasty and makes you feel good, so I'm a big fan!”

Piranha Smash is Smash Upgraded by a Tech to be less addictive and to improve its flavor. It can only be sourced through a member of the Piranhas. The Piranhas don't sell it to people they think are doombas.

## ► Primary Effect ◀

- Lasts 4 Hours.
- Yellow, foamy, and lime-flavored, but harder to find than its name-brand counterpart.
- For the duration of the Primary Effect, the user feels euphoric, loose, happy, and ready to party. In game terms, this gives the user +2 bonus to the following Skills: Acting, Contortionist, Conversation, Dance, Human Perception, and Persuasion.

## ► Secondary Effect (DV9) ◀

- If the user wasn't already addicted to Smash, they are now. While addicted, the user feels a loss of interest in normally enjoyable activities and has a -2 penalty to the following Skills: Acting,

Contortionist, Conversation, Dance, Human Perception, and Persuasion.

- While addicted to Smash, your GM will occasionally tell you when you crave more Smash, and you should do your best to roleplay accordingly.

## OTHER STUFF MOLLY'S SELLING

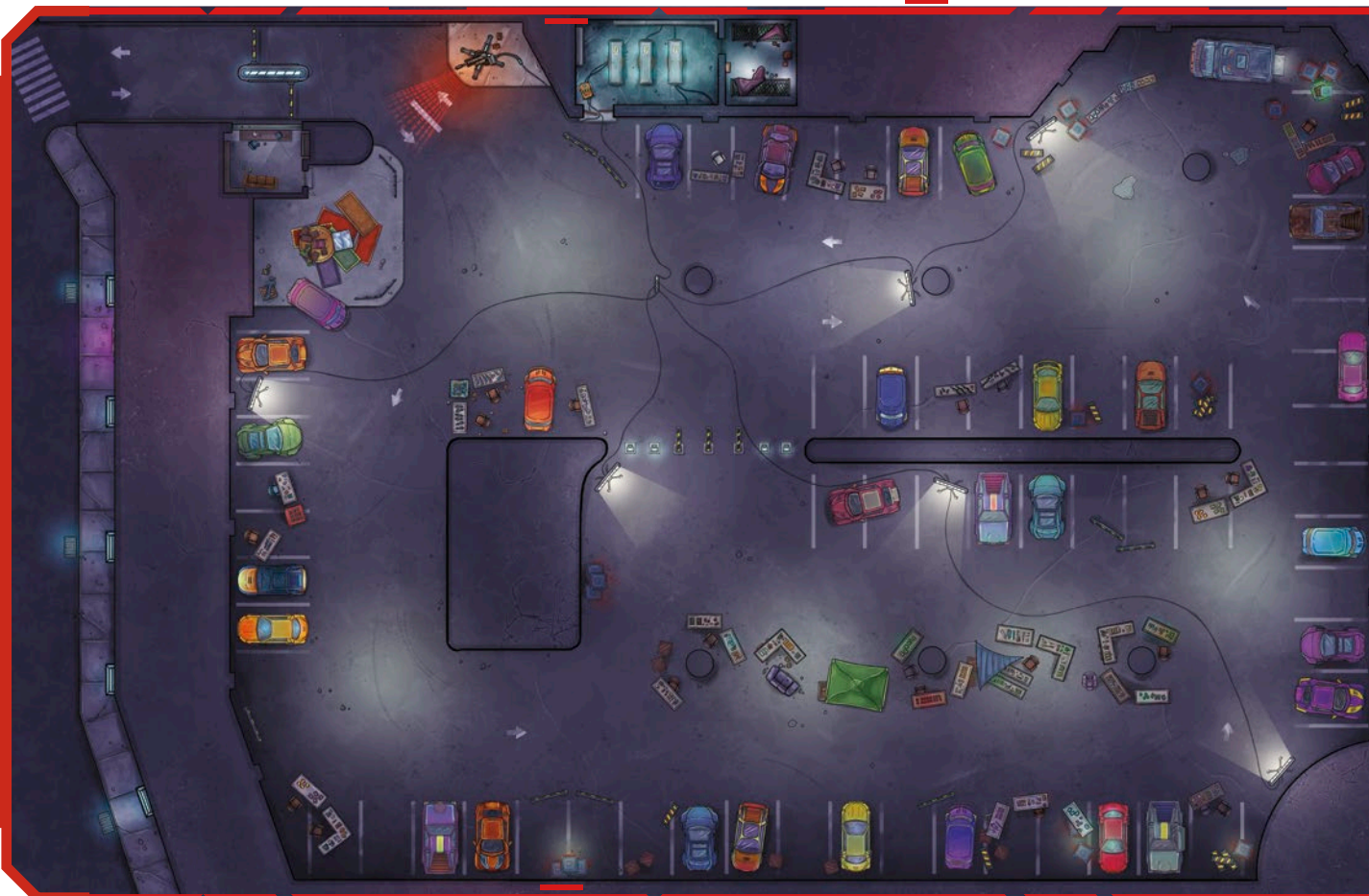
### ► SOLO OF FORTUNE BODYPILLOW

**Cost:** 100eb (Premium)

"These are collector's items, I guess, cause these people were famous in ancient times? The metal guy's kinda hot if you're into that sort of thing."

Bodypillows featuring images of famous Solos from the 2020 era, including Morgan Blackhand, Boa Boa Weyland, and Adam Smasher. Most of the body pillows are 20 inches x 54 inches (50.8 cm x 137.16 cm) but the Adam Smasher model is so large it reduces the number of people a housing option can host, comfortably, by one.

BY SAGA MACKENZIE



# BLACK CHROME+

## ▶ MOLLY'S AMMUNITION AND OTHER STUFF

### DATA

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

Name	Description & Data	Cost
<b>Bullet to Slug Adapter Casings</b>	Converts bullet Ammunition into Shotgun Slugs.	100eb (Premium) per 10
<b>Junk Ammo</b>	Reduces damage by 1d6. Reduces Autofire Rating by 1. Comes in Arrows, Bullets, and Slugs.	10eb (Cheap) per 50
<b>Small Game Ammo</b>	Reduces damage by 2d6. Reduces Autofire Rating by 1. Comes in Bullets.	10eb (Cheap) per 100
<b>Solo of Fortune Bodypillow</b>	Your favorite 2020s Solo can now be your cuddle buddy husbando.	100eb (Premium)

## ▶ MOLLY'S WEAPONS

Weapon Name	Weapon Skill	Single Shot Damage	Standard Magazine	Rate of Fire (ROF)	Hands Required	Can be Concealed?	Cost
<b>Big Dreem</b>	Autofire	—	30 (Unique)	1	1	NO	10eb (Cheap)
<b>Alt. Fire Modes &amp; Special Features:</b> Autofire (3) only • Continues to fire after trigger pulled							
<b>Everest VentureWare SportMaster</b>	Shoulder Arms	3d6	25 (Small Game)	1	2	NO	50eb (Costly)
<b>Alt. Fire Modes &amp; Special Features:</b> Single Shot only • Only loads Small Game Ammo							
<b>Everest VentureWare SurvivalMaster</b>	Shoulder Arms	5d6	25 (Rifle)	1	2	YES (see text)	100eb (Premium)
<b>Alt. Fire Modes &amp; Special Features:</b> Single Shot only • Can be disassembled for concealment							
<b>Sanroo Hello Cutie ITruLuv</b>	Shoulder Arms	5d6	4 (Rifle)	1	2	NO	1,000eb (V Expensive)
<b>Alt. Fire Modes &amp; Special Features:</b> Sniper & Nightvision Scope • Pseudo AI girlfriend							
<b>Molotov Cocktail</b>	Athletics	5d6	—	1	1	NO	20eb (Everyday)
<b>Alt. Fire Modes &amp; Special Features:</b> Explosive • You might catch fire if you take damage							
<b>Timeless WW1 Rifle to Pistol Conversion</b>	Handgun	4d6	5 (VH Pistol)	1	1	NO	20eb (Everyday)
<b>Alt. Fire Modes &amp; Special Features:</b> Poor Quality • Requires an Action to chamber next round							

## ▶ MOLLY'S ARMOR

Name	Armor Type	SP	Armor Penalty	Cost
<b>Scavenged Armor</b>	Unique (Body)	11	None	50eb (Costly)

## ▶ MOLLY'S DRINKS

Name	Duration	Description & Data	Secondary Effect DV	Cost per Dose
<b>Piranha Smash</b>	4 Hours	Like regular Smash but w/ a twist of lime and 40% less chance of addiction!	9	10eb (Cheap)

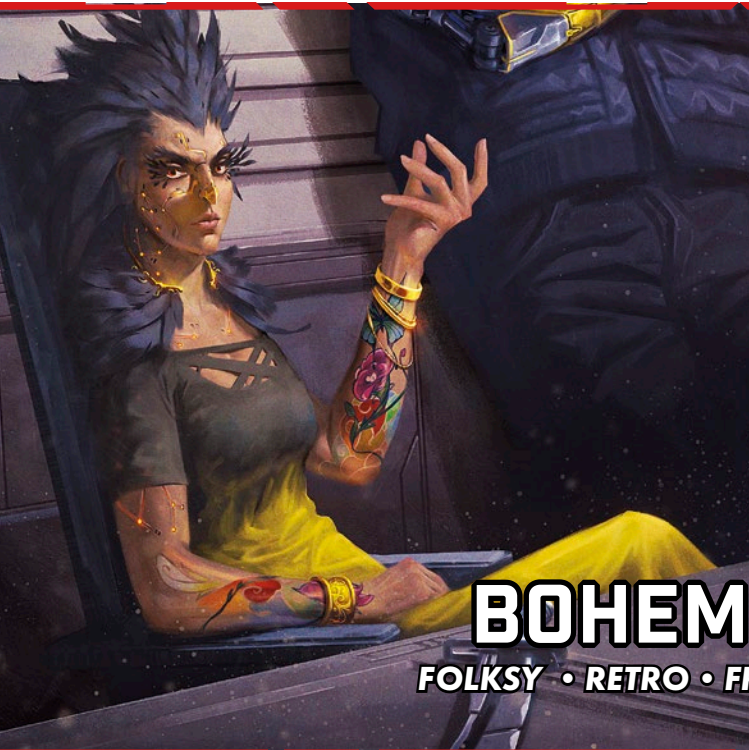




**GENERIC CHIC**  
STANDARD • COLORFUL • MODULAR



BY EDDIE MENDOZA AND STORN A. COOK



**BOHEMIAN**  
FOLKSY • RETRO • FREE SPIRITED



BY SEBASTIAN SZNYD AND NEIL BRANQUINHO

BY HÉLIO FRAZÃO AND ADRIAN HART



**LEISUREWEAR**  
COMFORT • AGILITY • ATHLETICISM

BY HUNTANG AND BAD MOON ART STUDIO



**NOMAD LEATHERS**  
WESTERN • RUGGED • TRIBAL



# ASIA POP

BRIGHT • COSTUME-LIKE • YOUTHFUL



BY TORBEN WEIT AND BAD MOON ART STUDIO



# URBAN FLASH

FLASHY • TECHNOLOGICAL • STREETWEAR



BY ANSELM ZIELONKA AND BAD MOON ART STUDIO

BY DANI HARTEL AND SEBASTIAN SZMYD



**BUSINESSWEAR**  
LEADERSHIP • PRESENCE • AUTHORITY

BY DIEGO MARTINEZ AND HUNTANG



**HIGH FASHION**  
EXCLUSIVE • DESIGNER • COUTURE

## LOOKING AT LINEAR

Many wonder just what the External and Internal Linear Frames ([SEE CP:R PAGES 351 & 367](#)) from the **Cyberpunk RED** core rulebook look like. The answer? Whatever you want! Different manufacturers produce different versions of the frames. Talk to your GM about how it fits your style. For general guidelines, though? Read on.



BY ADRIAN MARC

### EXTERNAL SIGMA

An External Linear Frame Sigma commonly takes the form of an exoskeleton formed from motor-enhanced arm and leg bracers, all attached to a backpack and harness containing the power unit.

Most users wear the External Sigma over their clothing and armor. In theory, it is possible to hide one with the help of an extremely large overcoat, but unless the coat is specially tailored, the backpack unit causes it to bulge suspiciously in the back and shoulder region.



BY PEDRAM MOHAMMADI

### INTERNAL SIGMA

Careful sculpting and advances in cybertechnology mean the Internal Sigma isn't immediately obvious if the user wears a full covering of thick, bulky, or oversized clothing.

If they're wearing tight clothing or are showing some skin, however, others can see lines marking expansion points needed to make room for the cybernetics and patterns representing the skin mimicking the textures of the mechanicals below. Bulges near joints where the cybernetics don't quite match the human form are also common. Anyone seeing such telltale signs can make a DV13 Cybertech Check to recognize them as the mark of an Internal Linear Frame Sigma.

This also applies to Internal Linear Frames with a similar effect of enhancing BODY, such as those found in **Black Chrome**, unless otherwise stated.

## EXTERNAL BETA

If you own **Black Chrome**, you probably recognize the picture accompanying this text as the Zhirafa EL-F4-NET. It isn't actually an External Linear Frame Beta. However, it visually represents how many External Betas look: large, uncomfortable, bulky exosuits you wear specifically for the job and take off as soon as possible.

Hiding an External Beta isn't possible, no matter how much clothing you slip on. Anyone capable of seeing you will notice the odd bulges and outlines in the clothing's shape.

BY TORBEN WEIT



## INTERNAL BETA

Unless it has benefited from some form of Tech Upgrade, hiding an Internal Linear Frame Beta without thick, oversized clothing is next to impossible. Even then, the user will probably be of a size only achievable by the world's most dedicated bodybuilders.

As with the Internal Sigma, expansion lines, and skin textures are next to impossible to hide. In addition, most users of Internal Betas have telltale external bracing hardware on various points along their limbs and torso. If you see the signs, you can recognize an Internal Linear Frame Beta with a DV9 Cybertech Check. This also applies to Internal Linear Frames with a similar enhancing effect to BODY unless otherwise stated.

BY PEDRAM MOHAMMADI





BY ALAN OKAMOTO

## EXTERNAL OMEGA

External Omega Frames resemble power armor more than they do less powerful Linear Frames. In fact, Tech Upgrades to layer on armor or weapon mounts are common, transforming them from simple strength multipliers to makeshift ACPAs.

There is no concealing an External Omega. You'd have an easier time hiding a motorcycle from view while you're actively riding it down the highway.



BY RICHARD BAGNALL

## INTERNAL OMEGA

The central building block of Samsons and Dragons, two of the hardest FBCs on the market, the Internal Omega Linear Frame is impossible to hide, even with the help of a Tech Upgrade. Internal Omegas add height and weight to the point only unaugmented humans with gigantism can match them in size. Expansion lines, skin textures, and external bracing hardware are obvious whenever skin is exposed.

No Cybertech Check is needed to recognize an Internal Omega Linear Frame. The observer might not be aware of the exact model, but anyone who knows about cyberware understands the user is rocking the ultimate in internal chrome.



## M.R.A.M.A.Z.E.

**M**ystery  
**R**eward  
**A**chievements  
**M**aking (you)  
**A**ttain (the)  
**Z**enith (of)  
**E**xistence

### Program

*Is your life unrewarding? Do you need some excitement? Mr A-MAAAAAAZE here, with the solution to your life troubles. Your problem is that you just aren't rewarding yourself enough, friend! You are the one doing the work, after all! You deserve so much more than what you are giving yourself.*

*It's clear to me that you have got to treat yourself better. No, not by going to therapy. Give yourself something you really need! Material goods that will keep you smiling even on rainy days. Ah, but therein lies the real problem, choomba.*

*When you try to buy yourself a well-deserved reward, you always know exactly what you're gonna get. Where is the surprise, the excitement of the unknown, the thrill in that? I'll tell you where. It's in one of my A-MAAAAAA-ZING Mystery Boxes. Inside each of my bespoke, hand-packed, upcycled, biodegradable plastic mystery cubes, you'll find a delightful object to keep those expensive trips to the therapist to a minimum.*

*Best of all, when you sign up for my M.R.A.M.A.Z.E. Program, we'll give you one whenever you deserve it, just like magic. So come on down to Dock 13 in sunny South Night City and celebrate all your future achievements the right way — with surprise mechanics!*

Mr. Amaze  
Your Friendly South Night City Fixer

## WHAT IS THIS?

Achievements and Loot Boxes is an optional new subsystem to enhance your **Cyberpunk RED** campaign by introducing a quirky combination of surprise mechanics and luck to what can sometimes be an overly grimdark cyberfuture.

Heck, we just released a book with the word **Black** in the title. It's time to swing that pendulum back, party people.

## HOW DO I USE IT?

Using Achievements and Loot Boxes is easy! Achievements are earned by your Crew as a one-time currency the first time a Player Character (or occasionally the Player themselves) meets one of the Achievement's requirements, as arbitrated and decided upon by the GM. Each Achievement can only be earned once per Crew.

Once an Achievement is earned, it can be traded in anytime, without an Action, via a unanimous group decision for one of the following two effects:

1. Reroll a single d10 rolled by one of the Players after the die has been cast and keep the higher outcome of the two rolls. This must be done before the GM announces the outcome and cannot be used on Death Saves.
2. Receive one of Mr. Amaze's Mystery Boxes. When redeeming one of these Boxes, roll 1d10 on The Table of Mystery to determine which box the Crew receives. Then, when the box is opened as an Action, roll 1d6 on that box's table to determine its contents. Weapons that come fully loaded are loaded with whatever ammunition the GM desires. Mr. Amaze's Mystery Boxes instantly appear within 10 m/yds of one of the Edgerunners in a location that no member of the Crew is currently observing. The appearance of a Mystery Box makes no sound, and they can appear anywhere, even in the vacuum of space. If you get an item marked with an asterisk, don't panic; it's from **Black Chrome**, our awesome new tech and style guide for **Cyberpunk RED**. If you don't have **Black Chrome**, just replace it with an item of equivalent value. We've also included plenty of items from the Free DLCs, which are always available on our website in the downloads section, so keep your Agent handy.

# ACHIEVEMENTS & LOOT BOXES

## THE ACHIEVEMENTS



### 15 Minutes of Fame

Reach Reputation level 7.



### Flatlined

Have a funeral for a dead Player Character.



### Bad Day

Survive a combat in which the Crew receives three or more Critical Injuries. All Crew members must survive the fight.



### Gamer

Complete a dungeon in Elflines Online without any elf in your party dying.



### Chamber 36

Defeat an enemy with a Martial Arts Skill Base of 18 or higher in single combat using only the Brawling, Evasion, Melee Weapon, and/or Martial Arts Skills.



### Going Dark

Complete a Typical or Dangerous job without engaging in a single Round of combat.



### Chippin' In

Install cyberware with Humanity Loss in a Player Character who doesn't already have cyberware. This must be their first cyberware.



### Ground Zero

Stand in the ruins of Arasaka Towers.



### Clotheshorse

Collect a piece of fashion from every fashion style in the core rulebook.



### The Happiest Place

Ride the roller coaster at Playland by the Sea and survive.



### Dirty Duck

Bathe in a bathtub filled with at least 100,000eb in cash.



### High Life

Have every member of your party purchase a Fresh Food Lifestyle in the same month.



### Double Kill

Kill more than one enemy with a single explosive device.



### Inner Peace

Recover at least 14 points of Humanity via Therapy over one or more sessions.

# ACHIEVEMENTS & LOOT BOXES



## Input/Output

Go on a date in Night City.



## Investment

Buy a Luxury or Super Luxury item from a Night Market or Midnight Market.



## Longshot

Kill an enemy with a headshot fired from a sniper rifle at a distance of 800 m/yds.



## Night City Legend

Reach Level 10 in a Skill, Rank 10 in a Role Ability, or earn a 10 in Reputation.



## One is the Loneliest Number

Finish a fight with exactly 1 HP remaining.



## Payday

Complete and successfully receive payment for a Dangerous Job.



## Perfect Attendance

Have every Player in your group show up on time for three successive sessions.



## Pub Crawl

Buy and drink a beverage from a bar in every district in Night City.



## Road Warrior

Survive a mission in the Badlands outside Night City.



## Self-Improvement

Take or audit a course at Night City University.



## Strange Weather

Survive an outdoor combat taking place during a Strange Weather event such as Blood Rain, Acid Rain, or a Sandstorm.



## The Edge

Reach Empathy 1 or less anytime after Character Creation as a result of cyberware installation.



## Toted

Destroy a vehicle owned by a member of the Crew or their Nomad family.



## Trophy Hunter

Collect a signature item (badge, coat, membership pin, etc.) from each of the following factions: The Bozos, Inquisitors, Maelstrom, Piranhas, Red Chrome Legion, Tyger Claws, NCPD, Trauma Team, and Danger Gal.



## Vengeance

Kill a Character directly responsible for a Player Character's death.



## VIP

Get invited to a Midnight Market.

## THE LOOT BOXES

### ▶ THE TABLE OF MYSTERY

1d10	Your Mystery Box
1	A box bound tightly in rope
2	A box covered in chipped paint
3	A box dripping wet with fluid
4	A box freezing cold to the touch
5	A box handsomely gift wrapped
6	A box marked with a lime green X
7	A box melted out of shape
8	A box sealed with a lipstick kiss
9	A box reeking of oil
10	A box showing signs of repair

### ▶ 1. A BOX BOUND TIGHTLY IN ROPE

1d6	Inside the Box is...
1	Rope x2, each 60 m/yards.
2	Virtuality Goggles
3	Grapple Gun
4	Vial of Poison
5	Urban Flash Jewelry
6	Cybermatrix Gang Jazzler (12 Days of Cybermas DLC)

### ▶ 2. A BOX COVERED IN CHIPPED PAINT

1d6	Inside the Box is...
1	Teargas Grenade
2	Fully Loaded GunMart Smart Special*
3	Bicycle ( <i>Spinning Your Wheels</i> DLC)
4	Flare Gun and a Road Flare ( <i>Woodchipper's Garage</i> DLC)
5	Bulletproof Shield
6	Fully Loaded Militech Crusher (12 Days of Gunmas DLC)

### ▶ 3. A BOX DRIPPING WET WITH FLUID

1d6	Inside the Box is...
1	Can of Smash x5
2	Airhypo loaded with Black Lace
3	Bodyweight Autoinjector ( <i>Hornet's Pharmacy</i> DLC)
4	Everest VentureWare AirWell 50*
5	Poison Grenade
6	T-R4 Detonator Fluid*

### ▶ 4. A BOX FREEZING COLD TO THE TOUCH

1d6	Inside the Box is...
1	Bohemian Mirrorshades
2	Street Viper Riding Suit*
3	Two Sponsored Cybereyes*
4	SkidRow Trench*
5	Airhypo loaded with Prime Time ( <i>Hornet's Pharmacy</i> DLC)
6	Laser Light Street Jacket*

### ▶ 5. A BOX HANDSOMELY GIFT WRAPPED

1d6	Inside the Box is...
1	Binoculars
2	Light Armorjack Body
3	Excellent Quality Medium Pistol
4	Video Camera
5	NeuTongue ( <i>Must Have Cyberware Deals</i> DLC)
6	Reflex Co-Processor*

#### DATA

Entries marked by an \* refer to an item from *Black Chrome*.

#### DATA

Should you ever find the need to homebrew more Mystery Boxes, you'll find the prices of their contents follow a rough pattern (50, 100, 100, 100, 100, 500) and all weapons come fully loaded. Mix and match items and try to make your own themes work!

# ACHIEVEMENTS & LOOT BOXES

## DATA

Entries marked by an \* refer to an item from *Black Chrome*.

### ▶ 6. A BOX MARKED WITH A LIME GREEN X

1d6	Inside the Box is...
1	A boxed copy of Elflines Online
2	Two Disposable Cell Phones
3	Modular Finger Cyberhand*
4	Leisurewear Jewelry
5	Agent
6	Smart Glasses

### ▶ 9. A BOX REEKING OF OIL

1d6	Inside the Box is...
1	Fully Loaded GunMart Bubba Buster*
2	Fully Loaded Overlord Handcannon*
3	Nomad Leathers Footwear
4	Fully Loaded Poor Quality Sniper Rifle
5	Sniping Scope
6	Smartgun Link

### ▶ 7. A BOX MELTED OUT OF SHAPE

1d6	Inside the Box is...
1	Scavenged Armor Body <i>(Black Chrome+ DLC)</i>
2	Incendiary Grenade
3	Neo-Soviet Cyberarm*
4	Fully loaded Stolbovoy ST-5 Assault Rifle <i>(12 Days of Gunmas DLC)</i>
5	Fully Loaded Everest VentureWare SurvivalMaster <i>(Black Chrome+ DLC)</i>
6	Fully Loaded Flamethrower

### ▶ 10. A BOX SHOWING SIGNS OF REPAIR

1d6	Inside the Box is...
1	Utility Tomahawk*
2	Holo Projector Palm <i>(Must Have Cyberware Deals DLC)</i>
3	Techtool
4	Audio Recorder
5	Armor Piercing Grenade
6	Techscanner Cyberware

### ▶ 8. A BOX SEALED WITH A LIPSTICK KISS

1d6	Inside the Box is...
1	Light Melee Weapon
2	Mr. Studd™ Sexual Implant
3	Shuriken Tornado Grenade*
4	Asia Pop Footwear
5	Two Businesswear Tops
6	White Hornet Tanto*

I RECEIVED MY FIRST **MYSTERY BOX** LAST WEEK AFTER FINISHING MY DEGREE AT **NIGHT CITY UNIVERSITY**.

I GOT A TOMAHAWK. I THINK IT'S SUPPOSED TO BE A **METAPHOR?**

I PUT IT UP ON THE WALL IN MY CUBE AND IT LOOKS GREAT. **BTW**, IF YOU KNOW ANYWHERE THAT'S

**HIRING, HIT MY AGENT.**

— A FIVE STAR REVIEW  
LEFT BY DARKARISTOTLE24069



# ACHIEVEMENTS & LOOT BOXES

## Achievement Badge Checklist

If you prefer, you can use the following checklist to track your earned Achievements.

15 Minutes		Bad Day		Chamber 36		Chippin' In		Clotheshorse	
	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
Dirty Duck		Double Kill		Flattened		Gamer		Going Dark	
	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
Ground Zero		Happiest Place		High Life		Inner Peace		Input/Output	
	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
Investment		Longshot		Night City Legend		Loneliest Number		Payday	
	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
Perfect Attendance		Pubcrawl		Road Warrior		Self-improvement		Strange Weather	
	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
The Edge		Totaled		Trophy Hunter		Vengeance		VIP	
	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>



## DATA

For more info on the Piranhas, check out their entry in *Danger Gal Dossier*.

'Sup, Choomba? I'm Patrick Hamilton, better known as the King of Stickball, but you can call me Ricky. The Piranhas are fortunate enough to have my loyalty.

Let me also introduce you to the King's armies, Left Bicep and Right Bicep. Natty. The only PEDs I'm on are Party-Enhancing Drugs: Smash and Surge. Party all weekend, baby. Yeah! We're here to talk about Stickball, the sport of The Street. So, crack open a can of Smash, and let's chat.

Stickball is a metaphor for life, choomba. It's like War. It requires honorable soldiers to fight arm-in-arm. It's violent. It hurts. It's like a microcosmos, uh, microcosm of everything that makes us human. It's an honorable game. When you win, it's because you earned it. When you lose, it's because you deserved it. If you don't play, you might as well not be alive. Life is like that. Harsh. That's why you get with a good crew and play together. It makes the post-game celebration all the sweeter. The Piranhas understand that, and all of the smarter gangs of Night City do, too. Since Stickball is so important, we can use it to resolve our petty differences so we don't shoot each other with real bullets — we get enough of those from the NCPD. We take it up in Stickball. Kinda like the ancient civilizations of this great big planet did with their war games. It saves lives. I don't like losing friends. I don't want to lose the life of the party over something stupid. I want to play Stickball instead.

Anywhere in the world with enough space can be a Stickball court. Take your spray paint and mark three circles — one for each of the two teams and one neutral, wherever you feel would make the most sense. You want a wide space for the game, or you privilege stealing instead of passing — and passing is the soul of Stickball. Remember that. Mark six crosses for starting positions. Now put an electrified metal ball in each of the circles and a player on each of the crosses with a Stick in their hand, and you're playing Stickball. Anytime, anywhere, just make sure your guns are loaded with rubber. Turn on your Laser Light jackets, paint the field and balls with glow paint, and you can throw down, even during the pitch black of a Night City night. I've played indoors, outdoors, in blood rain, and under the Metalstorm bridge to settle disputes. The more you party, the more party-related fights you get into. It's like that, and we Piranhas party more than anyone swimming. Get your Skate Feet on the mark and power on your Stick's electromagnet. Time to play.

## ALL ABOUT STICKBALL

Stickball. Two teams of three players armed with Tech Upgraded lacrosse sticks and whatever less-than-lethal weapons they choose in a fight over three electrified balls. The objective of the game is to collect all three electrified balls in your team's goal circle by any less-than-lethal means at your disposal.

Some, but not all, gangs — and occasionally other groups — in Night City use Stickball as a way to resolve a conflict without exploding it into a Friday Night Firefight.

### SETTING UP THE FIELD

To play Stickball, a third party (ideally, although when one isn't available, the team that was challenged fills this role instead) paints three circular areas with glow paint. They designate one circle to serve as the goal circle of each team and the third circle to be neutral. A ball is then placed in each of the three circles. Similarly, the third party marks six Xs on the ground in glow paint as the starting points for each three-player team. Any obstacles on the field when the circles are drawn, including burned-out cars, breaks in the concrete, or low-lying walls, remain in place and must be maneuvered around, over, or through.

### PLAYING THE GAME

Once the game begins, it doesn't end until a team is victorious. No timeouts or time limits. There are no rules except the following:

- No motorized vehicles.
- No more than three people on your team on the field. You cannot replace team members who are knocked out or injured during gameplay.
- No one off of the field is allowed to interfere with the game except to carry injured players off the court to render them medical attention. The game does not stop while they do so.
- No non-sanctioned Rubber Ammunition.
- No combat methods capable of causing Critical Injuries or reducing a target to under 1 HP are allowed.

Microwavers, Acid Paintballs, Heavy Handguns loaded with Stickball Sanctioned Rubber Ammunition, Smoke Grenades, Stun Batons, Stun Guns, and of course, Stickball Sticks are all popular weapons used in Stickball.

▶ **PASSING/SHOOTING RANGE TABLE**

0 to 6 m/yds	7 to 12 m/yds	13 to 25 m/yds	26 to 50 m/yds	51 to 100 m/yds	101 to 200 m/yds	201 to 400 m/yds
16	15	15	17	20	22	25

Inline Skates, Skateboards, and less-than-lethal cyberware, especially Skate Feet, are always permitted. Armor is a necessity in all matches where it isn't banned. Stickball is played as a combat and begins with Initiative.

The game ends when one team or the other has placed all three electrified balls in their circle. Until then, it is considered fair play to remove balls from the opposing team's circle.

**STICKBALL ACTIONS**

During Stickball, players can perform a number of game-exclusive Actions in addition to the regular assortment available (**SEE CP:R PAGE 127**).

▶ **PICK UP**

As an Action that can replace half of a 2 ROF Attack, you can magnetically pick up and lock a free grounded ball within 2 m/yds (1 square) of you into your Stickball Stick or into one of your free hands. When you pick up a Stickball Ball without using a Stickball Stick, it electrocutes you, and you suffer 3d6 damage directly to your HP. If this damage would reduce you to under 1 HP, you are instead Unconscious at 1 HP. If you start a Turn holding an electrified ball, you immediately take damage as described above.

▶ **GUARDING**

As an Action that can replace half of a 2 ROF Attack made while wielding a Stickball Stick, you can make a Contested Athletics Skill Check against a target within 2 m/yds of you. If you beat them, you are considered to be Guarding them until the beginning of your next Turn, and whenever they move, you can move up to an amount equal to double your MOVE in m/yds (your MOVE in squares) to remain within 2 m/yds (1 square) of them. However, if they do something that would require a Check for you to keep up with, like a Trick they make on their Inline Skates, you'll have to make a similar Check against the same DV they did to keep up. If you fail the Check, you must stop at that point, possibly fall prone at the GM's discretion, and are no longer considered to be Guarding anyone.

▶ **PASSING/SHOOTING**

As an Action that can replace half of a ROF2 Attack, a player can throw one of the balls locked into their Stickball Stick or held in one of their hands at another player or to a point in space with an Athletics Skill Check. Use the Passing/Shooting Range Table to determine the DV. The maximum range for throwing by hand is 24 m/yds. If the Check succeeds, the ball lands on the point in space chosen or is automatically caught by the player being passed to (in either their hands or own Stickball Stick. See Pick Up for the dangers of catching a ball by hand). If the Check fails, the GM places the ball wherever they feel is appropriate within the range band of the missed shot as a ground ball. Passing/shooting while Guarded or passing to a Guarded player imposes a -2 penalty to the Athletics Skill Check.

▶ **STEALING**

As an Action while wielding a Stickball Stick, a player can make a ROF1 Attack against a target within 2 m/yds (1 square) using any weapon and the Skill associated with it, opposed by the target's Athletics Skill. If you succeed, you may choose to steal one of the balls locked into their Stickball Stick into yours. Being Guarded imposes a -2 penalty to any Stealing attempts you make.

You can always steal a ball without using a Stickball Stick by using the Grab Action (**SEE CP:R PAGE 177**), but remember, the balls are electrified! When you do, it electrocutes you, and you suffer 3d6 damage directly to your HP. If this damage would reduce you to under 1 HP, you are instead Unconscious at 1 HP. If you start a Turn holding an electrified ball, you immediately take damage as described above.

**MAKING AND ESCALATING A CHALLENGE**

Stickball is played as an alternative to gang violence among some gangs — and occasionally other groups — in Night City. Instead of life and limb, Reputations are on the line. For those who play Stickball, when a match is requested during a Facedown (**SEE CP:R PAGE 194**), any violence inflicted by either involved party on the

**DATA**

See the **Spinning Your Wheels** DLC for more information about Inline Skates and Skateboards.

**DATA**

"Replace half of a ROF2 Attack" means you can perform this Action and perform another Action that would normally be half of a 2 ROF Attack, such as shooting someone with a Heavy Pistol once.

other between the challenge and the match is considered cowardly and carries reputational consequences. Requesting a Stickball match during a Facedown can be done by either the winner of the Facedown or by the loser of the Facedown as an alternative to Backing Down and taking the standard -2 penalty. When a Stickball match is caused by a Facedown losing, refusing, or failing to show up to a match reduces the Reputation of anyone on the team in question by 1. When a match is interrupted (say, by NCPD showing up), it may be rescheduled by either party any number of times.

Instead of making a typical Stickball match request during a Facedown, or in response to a Stickball match request, the winner of a Facedown may request an escalated Stickball match, where additional conditions are applied. If needs be, the GM can use the Stickball Escalation Table to determine the additional condition. Losing, refusing, or failing to show up to an escalated match reduces the Reputation of anyone on the team in question by 2.

## ▶ STICKBALL ESCALATION TABLE

1d10	Additional Condition
1	Let's do this without armor.
2	You can't beat us on our home turf.
3	We're going to play in a restricted area.
4	You can have an extra player.
5	Why don't we make it interesting? 100eb.
6	We can beat you with one hand cuffed behind our backs.
7	Let's stream our match on the Data Pool.
8	Your best three, against my best three.
9	Let's play for something symbolic to your gang. Winner gets it as a trophy!
10	Losing team shaves their heads and bodies.

**STICKBALL TEACHES KIDS TO BE VIOLENT, AND BRINGS THEM TOGETHER WITH CRIMINALS. WE MUST ELIMINATE OUR SCHOOL'S LACROSSE TEAM IMMEDIATELY, AS IT IS A KNOWN GATEWAY TO STICKBALL!**

— **DAWN DAVIS**  
CONCERNED MOTHER

## STICKBALL GEAR

### ▶ STICKBALL SANCTIONED RUBBER AMMUNITION

**Cost:** 10eb (Cheap) for 10

**Ammo Types Available:** Arrows, Bullets, and Slugs  
Rubber Ammunition upgraded by a Tech for use in Stickball matches.

*Tech Upgraded. Damage dealt using this ammunition cannot cause a Critical Injury. Additionally, If damage dealt using this ammunition would reduce a target to under 1 HP, they are instead Unconscious and at 1 HP.*

### ▶ STICKBALL STICK

**Cost:** 100eb (Premium)

An all-metal lacrosse stick upgraded by a Tech with a powerful electromagnet.

*A Tech Upgraded One-Handed Light Melee Weapon that cannot be concealed. If the damage dealt by it would reduce a target to under 1 HP, they are instead Unconscious at 1 HP. Damage dealt by this weapon cannot cause a Critical Injury. During a game of Stickball, the damage of this weapon increases by 1d6 for each electrified metal ball carried (up to a maximum of 3d6). Despite being a Light Melee Weapon, it is incompatible with Poison, Biotoxin, and similar substances.*

## A STICKBALL LOVE STORY

*So, we were at this abandoned parking structure in the Old Combat Zone. Underground, wild acoustics, even a little airflow, and the water was still hooked up. It was truly a preem spot, so we transformed it into our chill party spot. On that particular night, the whole shoal was there, playing Stickball and draining Piranha Smash. Some of the nerdier fish were having a Digital Gladiator tournament using some old Agents they had scrapped up. People lose their Agents all the time at Piranha parties. What else were we gonna do with them?*

*Anyway, the night went on like that for a while until the people who weren't on Surge for the weekend, like myself and some of the older fish started to crash. Makes sense; it was a Sunday, and we had ripped up*





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# STAY CLEAN · STAY CLASSY



# SHOWER · IN · A · CAN

BY NEIL BRANQUINHO



# THE DREADED PUNKNAUGHT

**MAXIMUM VIOLENCE! MAXIMUM SPEED!**

**Writing and Design by** J Gray • **Editing by** Carol Darnell • **Art Direction by** Winterjaye Kovach  
**Business Management by** Lisa Pondsmith • **Layout by** J Gray

# THE DREADED PUNKNAUGHT

The wind kicked up as Phoenix Redwyne stepped out onto the roof of her clinic. She clawed her red hair out of her eyes and walked towards the man with the sniper rifle standing overwatch near the ledge. Her scrubs were covered in blood, but at least it wasn't her own.

"Patient gonna make it?" MJ Kefahuchi asked without looking back at the Medtech.

Phoenix moved up beside her old friend and scanned the trash and rubble-strewn streets below.

"Decent chance," she answered, "Assuming the building doesn't fall on him while he recovers thanks to a gang attack. What's the word?"

MJ lifted his rifle and stared through the scope, aiming the gun expertly at first one point, then a second, then a third.

"Your volunteers have the roads leading to the clinic barricaded." he grunted, "Hopefully, that'll keep the Iron Sights away from your clinic tonight. What'd you do to piss them off, anyway?"

Phoenix squinted as she looked off into the distance at the setting sun. The faint scent of ash tickled her nose. Somewhere in South Night City, buildings were burning. What else was new?

"We had a disagreement over who owned a lorry full of meds." Phoenix answered, "I won."

Any further chance of conversation died as the sounds of metal ripping apart overpowered the usual background noise of scattered gunfire, traffic, and machines. MJ lifted his rifle again and stared down the scope.

"Shit. We need to move to ground level. Now!" He dropped the sniper rifle on the roof. He'd come back for it later.

"What?" Phoenix yelled as she became aware of a stuttered whining sound in the distance, like a jet engine that couldn't quite hit the proper speed for lift-off. She ran after MJ as he pushed through the door and onto the staircase, "What is it?"

The Solo barreled down the stairs, two at a time.

"We need to stop the Iron Sights before they reach us!" he shouted back, "Or we're all flatlined. The bastards brought a Punknaught!"

Every riot cop's nightmare. Take the engines from a few downed AV-4s, weld them onto an amalgamation of buses, trucks, and assorted junk, tack on all the weapons you can scrounge, and send it charging at the barricades. Watch the cops scatter!!!

A cobbled-together nightmare of salvaged vehicle parts slammed together into a time-honored Night City tradition, Punknaughts are the go-to for gangs wanting to match the high-expense weapons and vehicles of cops and Corps — at least for a little while. Whether built for one specific goal or just to light up the town in one glorious night of chaos, these jury-rigged monstrosities truly only exist for a single purpose: to cause as much mayhem and destruction as possible before they break down, burst apart, or blow up.

One part battering ram, one part weapons platform, one part troop carrier, and all parts ultraviolence, everyone in Night City knows: When a Punknaught comes out to play? There's going to be at least one smoking, ruined crater somewhere in the city by daybreak.

## PUNKNAUGHT CONSTRUCTION

Building a Dreaded Punknaught requires a team of ten, including one Tech serving as the Construction Boss and one crew member (who need not be a Tech) acting as the Salvage Boss. Additional muscles and brains just get in the way, making the job harder, not easier.

Team members can't engage in other activities while working on a Punknaught and cannot stop until the project is either completed or abandoned.

Gangs build Punknaughts the old-fashioned way: with elbow grease, winches, welding, a lot of duct tape, and a musical montage number set to a power ballad.

Construction takes time. One part of the team salvages, bringing back parts while the other part kitbashes them together into something resembling a vehicle.

The amount of time needed to build a Punknaught depends on its complexity. All parts salvaged, including the Core, are non-functional until mashed onto the Punknaught and cannot be used for any other purpose. Regular vehicle upgrades can't be added to a Punknaught under any circumstance.

# THE DREADED PUNKNAUGHT

## STEP ONE

The Salvage Boss leads their team and finds the needed parts. Using the Boss's Basic Tech Skill, a Skill Check must be made for each part they hope to acquire. The DV of the Check depends on the part, as listed on the Punknaught Parts table (**SEE PAGE 43**).

A failed Check means the team spends the full amount of time searching for the part but doesn't find it.

*WorldSat has blockaded the entrances to One Block, hoping to starve the residents out. Grease rallies them to resist, and they decide to build a Punknaught to smash through barricades. Redeye serves as the Salvage Boss, while Torch acts as the Construction Boss. Eight other volunteers join them, and they go to work.*

*Since time is of the essence, they decide to keep things simple. They'll need a Punknaught Core (DV15), Armor (DV13), and three Turrets (DV13 each). Redeye's Player makes five Basic Tech Checks, one for each part. She succeeds at all but the last one. They end up with the Core, the Armor, and two Turrets instead of three.*

## STEP TWO

As the parts roll in, the Construction Boss oversees their assembly into a functional Punknaught. The time it takes to gather and bolt the parts together goes up as each new part is added (as listed on the Punknaught Parts table [**SEE PAGE 43**]).

Be sure to include the time spent on any failed salvage Checks when totaling how long it takes.

*As Redeye and her team bring home parts, Torch and the remaining volunteers begin assembly. The total construction time will be 11 days. Seven for the Punknaught Core, one for the Armor, and three for the*

*Turrets. Even though they only found two Turrets, the time wasted searching for the third counts towards the total.*

## STEP THREE

Once the Punknaught has been assembled, the Construction Boss makes a Land Vehicle Tech Skill Check against a base DV of 13. This DV increases by the Construction Modifier of each part attached (**SEE PAGE 40**). A Tech's Field Expertise (**SEE CP:R PAGE 147**) applies to the Check.

If the Check succeeds, the Punknaught's ready for action. If the Check fails, the Punknaught falls apart, all parts are Destroyed Beyond Repair, and all the time spent is wasted.

*After eleven days of hauling and welding scrap, the Punknaught's complete. Torch's Player makes a Land Vehicle Tech Skill Check, adding their ranks in Field Expertise to the total, against a DV of 16 (13 + 1 for the Armor and +2 for the two Turrets). He scores a 17, just beating the Check. It needs a few kicks, but the Punknaught works! Good thing, too. The local bodega's pretty much out of food!*

A Punknaught's time in this world is limited and rarely goes out quietly. Once completed, the Punknaught will remain operational for a number of hours equal to the amount the Construction Boss beat the Land Vehicle Tech Skill Check DV by. **SEE PAGE 42** for more details on Punknaught death.

Note that this is total time, whether you're using the thing or not. You don't build a Punknaught and then store it away in a garage until you need it.

*Torch only beat the DV of the Land Vehicle Tech Skill Check by 1, so they only have an hour before it starts breaking down. They'll need to hit the WorldSat blockade fast! Everyone piles on. There's no time to waste!*

## SHOULD THE GM MAKE CHECKS?

*The rules presented for Punknaught Construction don't apply to NPCs unless the GM decides to use them.*

*In other words, if you want to throw a Punknaught at your Crew, there's no need to make Basic Tech and Land Vehicle Skill Checks to figure out if construction works or how long it takes — unless you feel doing so adds to the game in some way.*

*Just design the enemy Punknaught and have at it! Should it matter, you can roll a d6 to determine how long an NPC Punknaught will remain operational before needing to make Death Saves. We suggest making it against a TECH of 6 unless you feel the Construction Boss is particularly proficient.*

# THE DREADED PUNKNAUGHT

## PUNKNAUGHT PARTS

### Key to reading the listings.

**Name:** The part in question.

**Construction Time:** The amount added to the Punknaught's total construction time.

**Salvage DV:** The DV needed to successfully find the part. The Salvage Boss makes the Check with their Basic Tech Skill. If they fail the Check, the part isn't found, but the time is still added to the total construction time.

**Construction Modifier:** The modifier added to the Land Vehicle Check DV to build the Punknaught if the part is attached.

**Unless otherwise noted, a Part can only be applied to a Punknaught once.**

### ▶ PUNKNAUGHT CORE

**Construction Time:** 7 days

**Salvage DV:** 15

**Construction Modifier:** +0

A wrecked bus, flatbed truck, or similar large vehicle and a set of four AV engines. Together, these parts serve as the vehicle's core, housing the vehicle's essentials (power plant, controls, and fuel) and providing both its hovering capability and propulsion. Building a Punknaught without a Core Chassis and AV Engines is impossible.

YOU WANNA BUY A  
**PUNKNAUGHT?** WHAT THE  
HELL ARE YOU ASKING ME ABOUT  
ONE OF THOSE FOR? LISTEN,  
CHOOMBA, NO NOMAD ALIVE WOULD  
**TOUCH** ONE OF THOSE JUNK  
WAGONS. FUCKING **SACRILEGE**,  
THAT'S WHAT THEY ARE. HAVE SOME  
FREAKING SELF RESPECT, WILL YA?  
— WOODCHIPPER

### ▶ ARMOR

**Construction Time:** 1 day

**Salvage DV:** 13

**Construction Modifier:** +1

**Requires Punknaught Core.** Sheets of metal and scrap bolted, welded, and duct taped onto the frame. The vehicle is armored to SP13, but the covering is inconsistent, with gaps and holes. If an opponent rolls a natural 10 on their Attack Check and succeeds in the attack, they bypass the armor entirely, directly damaging the Punknaught's SDP. If this Part is added twice, the gaps are filled, and the opponent can no longer bypass the Armor with a natural 10.

### ▶ BUZZSAW ARM

**Construction Time:** 1 day

**Salvage DV:** 9

**Construction Modifier:** +1

**Requires Punknaught Core.** A big, honking chunk of sharpened, spinning metal swings out from the Punknaught, acting as a Very Heavy Melee Weapon. It must be mounted front, side, or back facing.

Extending or retracting the arm is an Action that a passenger can perform. The passenger can attack with the Buzzsaw Arm following normal Melee Combat rules. The weapon will not function if separated from the Punknaught.

### ▶ CATAPULT

**Construction Time:** 1 day

**Salvage DV:** 13

**Construction Modifier:** +1

**Requires Punknaught Core.** Essentially, a giant mechanical lever swivel-mounted to the top of the Punknaught. It can be used to fire any cargo, up to the size of a person, at violent speeds. The catapult is fired using the Heavy Weapons Skill at a target square (2 m/100 yd area) and uses the Grenade Launcher Range Table up to a maximum range of 25 m/100 yds.

If the Check succeeds, a person launched by the catapult automatically lands on the target square, even if the target is in motion.

# THE DREADED PUNKNAUGHT

Unless they have two Cyberlegs, the person being launched must succeed at a DV15 Athletics Check when they land or suffer 2d6 damage directly to their HP.

## ▶ COCKPIT GLASS

**Construction Time:** 3 days

**Salvage DV:** 15

**Construction Modifier:** +1

**Requires Punknaught Core.** A layer of Thick Bulletproof Glass (30 HP) bolted over the cockpit to protect the Punknaught's control crew.

## ▶ COMBAT SPIKES

**Construction Time:** 3 days

**Salvage DV:** 13

**Construction Modifier:** +1

**Requires Punknaught Core.** Thick spikes mounted to the front of the Punknaught. If the Punknaught was boosted by NOS on the Turn when the Punknaught rammed into something with the Combat Spikes, the damage it deals by the ramming increases by 2d6. If this Part is added twice, the damage it deals by ramming increases by 3d6 instead.

## ▶ EXTRA AV-4 ENGINE

**Construction Time:** 2 days

**Salvage DV:** 15

**Construction Modifier:** +2

**Requires Punknaught Core and Extra Chassis.** An additional salvaged AV-4 engine bolted onto the Punknaught to provide extra thrust. It increases the Punknaught's Combat Speed by 5 MOVE and its Narrative Speed by 20 MPH (32 KPH). One Extra AV-4 Engine can be added per Extra Chassis the Punknaught possesses.

## ▶ EXTRA CHASSIS

**Construction Time:** 3 days

**Salvage DV:** 13

**Construction Modifier:** +2

**Requires Punknaught Core.** An additional bus, flatbed truck, or similar large vehicle chassis is welded onto the core. Adds 20 SDP and 10 seats

to the Punknaught. It also increases the damage the Punknaught does to a pedestrian, piece of cover, or another vehicle when ramming by 1d6. Up to three can be added to a single Punknaught.

## ▶ NOS

**Construction Time:** 1 day

**Salvage DV:** 13

**Construction Modifier:** +2

**Requires Punknaught Core.** A dangerous fuel-injection system probably yanked from some street racer's old wreck. It can temporarily boost the speed of the Punknaught, giving it one additional Move Action during a single Turn. Each tank of NOS can only be used once. It can be installed multiple times, with each additional installation of NOS adding another tank.

## ▶ SPIKE STRIP LAUNCHER

**Construction Time:** 1 day

**Salvage DV:** 9

**Construction Modifier:** +1

**Requires Punknaught Core.** A mechanism built into the back of the Punknaught. As an Action, a passenger can launch a jagged metal strip of spikes using the Heavy Weapons Skill at a target square (2 m/yds area) and use the Grenade Launcher Range Table, up to a maximum range of 25 m/yds. The driver of any vehicle with tires traveling over the spikes must make a DV17 Drive Land Vehicle Skill Check. If the driver fails, their vehicle takes 4d6 damage to its weak point (any damage penetrating the vehicle's SP is doubled). The mechanism can deploy up to 3 spike strips before it is empty. It cannot be reloaded.

## ▶ TURRET

**Construction Time:** 1 day

**Salvage DV:** 13

**Construction Modifier:** +1

**Requires Punknaught Core.** A swiveling turret is added to the Punknaught. It can be mounted with any two-handed ranged weapon and fired by a passenger using their Action. The passenger can also reload this mounted weapon while the Punknaught is in motion. The weapon is not included in the salvaging operation

# THE DREADED PUNKNAUGHT

and must be provided separately. The weapon can be removed but doing so requires two Actions, and thus can only be done over the course of two Turns. Because of the jury-rigged nature of a Punknaught, someone with a BODY of 8 or higher can yank the weapon free from the mounting as an Action with a DV15 Athletics Check.

Up to three Turrets can be installed per Chassis (the Core counts as a Chassis for this purpose).

## THE BASIC PUNKNAUGHT

Use these stats for a Punknaught with just a Core and nothing else. Build on it as you add parts.

**SDP:** 60

**Seats:** 20

**Speed (Combat):** 15 MOVE

**Speed (Narrative):** 60 MPH/97 KPH

**Parts:** Punknaught Core

## PUNKNAUGHT OPERATION

**You've built the thing, now it's time to wreck some other things!**

### BASIC DRIVING

Driving a Punknaught is a lot like riding a bucking bull, only with more complicated controls. The mashed-up parts, most of which aren't meant to work together, fight every lever pull, wheel turn, and pedal stomp.

Where a driver normally needs a Drive Land Vehicle Base higher than 9 to maintain control of their vehicle without using their Action to make a DV10 Skill Check (SEE CP:R PAGE 192), when they're operating a Punknaught they need a Drive Land Vehicle Base higher than 10 and a BODY higher than 5. The Drive Land Vehicle Base and BODY requirements increase by 1 for each Extra Chassis added due to the extra mass involved.

In other words, someone driving a Punknaught with Extra Chassis x2 needs a Drive Land Vehicle Base higher than 12 and a BODY higher than 7 to drive it without a Maneuver Check each Round.

Because a Punknaught hovers roughly 1 m/yd off the ground, it is immune to Spike Strips and similar road hazards.

### PUNKNAUGHT RAMMING

As jury-rigged as they are, one of the primary purposes of a Punknaught involves ramming through blockades and other obstructions. The nose is always reinforced with a makeshift plow of some sort and, as a result, when the front Punknaught rams into a piece of cover, another vehicle, or an unlucky pedestrian the vehicle doesn't take any damage and nobody inside suffers the Whiplash Critical Injury.

### MANEUVERS

A Punknaught maneuvers using the regular rules (SEE CP:R PAGE 192) with one exception. The Punknaught's driver suffers a -1 penalty to their Drive Land Vehicle Check for every Extra Chassis installed. All that bulk comes at a cost.

### DEATH OF A PUNKNAUGHT

A Punknaught is like a homemade bomb: as dangerous to the people using it as it is to anyone else. When a Punknaught's time runs out (as determined by the Construction Boss's Land Vehicle Tech Check) or it is reduced to 0 SDP, the Punknaught must begin making Death Saves.

This works just like a Character's Death Save (SEE CP:R PAGE 222) except it is made against the TECH STAT of the Construction Boss who made the Punknaught.

*The residents of One Block break through WorldSat's barricades, but in the process their Punknaught's SDP drops to 0. The Players make a Death Save against Torch's TECH (7) and roll a 5. They've got at least another Round before "something bad" happens. Do they press their luck and keep fighting using the Punknaught's weapons? Or do they abandon ship in case the next Death Save comes up a 9?*

A Tech cannot use the jury-rig ability of Field Expertise to keep a Punknaught operational.

Once the Punknaught fails its Death Save, roll 1d6 on the Punknaught Death Table (SEE PAGE 43) to determine its ultimate fate.

# THE DREADED PUNKNAUGHT

## ► PUNKNAUGHT DEATH TABLE

1d6	Result
1	The Punknaught ceases to function and simply stops. The Punknaught, and all of its parts, are Destroyed Beyond Repair.
2	The Punknaught's engines roar to life. It bucks one last time, hurtling at full speed in whatever direction the GM decides for its full MOVE, then stops. If the Punknaught impacts something, it is treated like ramming. The Punknaught, and all of its parts, are Destroyed Beyond Repair.
3	The Punknaught's fuel ignites and the fire spreads with alarming speed. Anyone inside or on top of the Punknaught is now On Fire (Strong) (SEE CP:R PAGE 180). The Punknaught, and all of its parts, are Destroyed Beyond Repair.
4	The Punknaught's fuel ignites and the engines roar to life! Both 2 and 3 take effect. In addition, anything the Punknaught rams ignites, setting it, and anything within 20 m/yds, On Fire (Mild) (SEE CP:R PAGE 180). The Punknaught, and all of its parts, are Destroyed Beyond Repair.
5	The Punknaught shakes like a starship in an old science fiction vid before ceasing to function. Electrical junctions short out. Bolts pop out and go flying. Anyone inside or on top of the Punknaught suffers damage as if they were hit by a Very Heavy Melee Weapon. They cannot evade the damage. The Punknaught, and all of its parts, are Destroyed Beyond Repair.
6	The Punknaught explodes! Any target within 6 m/yds (3 squares) of the vehicle takes damage as if hit by an Armor Piercing Grenade. Anyone inside or on top of the Punknaught also takes the damage. They cannot evade the blast, even if they are normally capable of dodging bullets. The Punknaught, and all of its parts, are Destroyed Beyond Repair.

## ► PUNKNAUGHT PARTS

Name	Construction Time	Salvage DV	Construction Modifier
<b>Punknaught Core</b>	7 days	15	+0
<b>Armor</b>	1 day	13	+1
<b>Buzzsaw Arm</b>	1 day	9	+1
<b>Catapult</b>	1 day	13	+1
<b>Cockpit Glass</b>	3 days	15	+1
<b>Combat Spikes</b>	3 days	13	+1
<b>Extra AV-4 Engine</b>	2 days	15	+2
<b>Extra Chassis</b>	3 days	13	+2
<b>NOS</b>	1 day	13	+2
<b>Spike Strip Launcher</b>	1 day	9	+1
<b>Turret</b>	1 day	13	+1

# THE DREADED PUNKNAUGHT

## ▶ PUNKNAUGHT

<b>NAME</b>		<b>SEATS</b>	
<b>TYPE</b> PUNKNAUGHT			
<b>CONTROL SKILL</b> DRIVE LAND VEHICLE		<b>REPAIR SKILL</b> —	
<b>STATS</b>			
<b>SDP</b>	OUT OF	<b>SP</b>	OUT OF
<b>SPEED (COMBAT)</b>		<b>SPEED (NARRATIVE)</b>	
<b>WEAPONS</b>			
<b>NAME</b>	<b>ROF</b>	<b>DMG</b>	<b>NAME</b>
<b>RAMMING</b>	<b>ROF1</b>		
			<b>ROF</b>
			<b>DMG</b>
<b>PARTS</b>			
Punknaught Core .....	◇	Extra Chassis .....	◇ ◇ ◇
Armor .....	◇ ◇	NOS .....	◇ ◇ ◇ ◇ ◇
Buzzsaw Arm .....	◇	Strike Strip Launcher .....	◇
Catapult .....	◇	Turret .....	◇ ◇ ◇
Cockpit Glass .....	◇	Turret .....	◇ ◇ ◇
Combat Spikes .....	◇ ◇	Turret .....	◇ ◇ ◇
Extra AV-4 Engine .....	◇ ◇ ◇	Turret .....	◇ ◇ ◇
<b>NOTES</b>			

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# NIGHT CITY

circa 2045

Red squares marked with "C" are locations of Corporate Conapts. White squares marked with "S" are Studio Apartments.

Want to know more about this map and the city? Check out the *Night City Atlas* DLC!



## RENT'S DUE, CHOOMBA!

Or not, depending on who you are and who you work for. If you're an Exec, chances are you're getting free housing thanks to your employer. That's right. None of your hard-earned Eurobucks need to go to your rent since you've got a Corporate Conapt as a well-earned employment benefit. And, if you're feeling generous, you can even bring in a friend or two to live with you. Of course, you can always charge them rent for the luxury.

Or? Use the spare room as an office and let your friends worry about their own sleeping arrangements. After all, if they're pulling in enough bank and pooling their resources, chances are they can afford a Studio Apartment. They're not the most spacious of living spaces, sure, but hey, it beats living in a shipping container like some sort of vagrant, doesn't it?

For more information on Corporate ConApts and Studio Apartments, [SEE CP:R PAGE 379](#).

## THE TOP 10 SYNERGISTIC CORP CONAPTS

Night City can be an expensive place to live for most people. But you aren't most people. You're a winner. While the rest of the population worries about scraping enough Eurobucks off the pavement to make rent, you're pouring yourself a second drink of something expensive from a crystal decanter in your conapt's well-stocked bar.

It isn't your fault you've got the best and the streetrats don't, is it? Maybe they should have worked harder, made better choices, or been born outside the gutter. Why should you feel guilty for their failings?

### ▶ BIOTECHNICA HABITATION SPHERE ALPHA (C1)

You live in the University District on the Biotechnica Campus in a housing module inside a vast, domed greenhouse. You can walk to work freely via a tunnel, but coming home from a late night out on the town is another story. Due to the rare plants in Habitation Sphere Alpha, entering the sphere requires a five-minute decontamination process after being outside in the polluted Night City atmosphere.

The air in the high-pressure decontaminator wreaks havoc on natural hair. Most of your coworkers have long since upgraded to Techhair.

### ▶ CONTINENTAL BRANDS VERTICAL NEIGHBORHOOD CONCEPT: "FLAVORS OF THE WORLD" (C2)

You live in Little Europe, just a short walk from the Continental Brands Offices in a tower with an extremely confusing interior. Each floor is laid out like a small "exotic" world market location, with each conapt disguised as a storefront. The twisting hallways connecting them take the form of winding streets, complete with extraneous hallway features, such as scent vents and street vendor holograms, all deemed essential by Corporate for "atmosphere".

Despite the confusing housing complex layout, "I got lost" is not considered a valid complaint for new hires showing up late to meetings.

### ▶ DANGER GAL HOUSING FACILITY AKA "THE DANGER ZONE" (C3)

You live on the water in Little Europe in a sprawling art deco compound across the street from the Danger Gal Offices. Pink is the primary color of the interior, accented with pastel chartreuse, neon violet, black lights, and the glow of arcade machines.

You'd think security would be on point, but your co-workers check in so many friends that every night feels like a Friday party.

Strange amenities like beanbag pits, firing ranges, manga books, free Kibble-cookie stations, Smash dispensers, and obstacle courses fill the common areas of the building, making it difficult to remember which facilities are on which floor. You swear, half the Piranhas crash here on a weekly basis.

### ▶ MILITECH CORPORATE OPERATIVES HOUSING (C4)

You live on the NorCal Military Base in a highly-defended building owned by Militech. The rooms are spartan, but what furnishings they do contain are made with high-quality, nearly indestructible materials. It's said the building could shrug off missile strikes.

All guests must undergo a thorough security check before entering.

The cigar lounge on the third floor is always packed with top brass discussing strikes, counterstrikes, operations, and Militech history. Living here is its own kind of security clearance.

#### DATA

For more information about Housing go to [CP:R PAGE 377](#).

## ▶ NETWORK 54 WESTBROOK PRIVATE ACRES (C5)

You live in a Network 54 Corporate-owned duplex in New Westbrook's scenic hills. You can't walk to work, but the added privacy of the walls around your little community makes up for it. The stars that have to live in headquarters wish they could have this. Sometimes, they crash with their assistant (your neighbor) to escape the craziness and noise of the Network 54 building! There are plenty of company-sponsored events in the community space, but attendance isn't mandatory, so nobody shows up. Everyone's either partying, resting, or working overtime to impress the boss — nobody you work with is stupid enough to throw away their precious off time for a pancake made by HR.

## ▶ PETROCHEM & SOV OIL JOINT TEMPORARY HOUSING SOLUTION (C6)

You live in the Watson Development in hastily constructed corporate housing near the Petrochem & SovOil Offices. The walls are so cheap, the top layer scratches off when you lean against them. What's worse is, thanks to the simultaneous destruction of both companies' previous housing complexes, you now live in the same building as your bitter Corporate enemy. That's disgusting, no matter how many memos management sends you to proclaim the arrangement as "temporary."

In the meantime, you and your enemies have come to an understanding — they take the left elevator, and you take the right one; unless one breaks down, of course. The east tennis court is for Petrochem employees, and the west court is for SovOil. The jacuzzi on the roof is shared, but nobody is happy about it.

## ▶ ROCKLIN AUGMENTICS INNOVATION HUB (C7)

You live in New Westbrook on the Rocklin Augmentics Campus in the Innovation Hub, where they've crammed you into a concept space designed to encourage "innovation and teamwork". At least your conapt is nice. The building is primarily communal space, all hardly used, which is probably a waste. How many computer labs do you need in your apartment building? "Far less than what's here," is the answer.

As for Maker Spaces? There's at least one on every floor, ready to be used (and monitored by Corporate in case someone comes up with a breakthrough while off

the clock) 24/7. Living here, it feels like management doesn't understand that not every Rocklin employee is an engineer. The engineers that you do know all love it, though. So, at least, they're happy.

## ▶ TRAUMA TEAM CORPORATE LIVING CENTER (C8)

You live in the Watson Development, in the Trauma Team Corporate Living Center, which is attached to the Trauma Team Tower by an extended access tunnel. The conapts are nice, if a little sterile. The fitness center is world-class, and has an awesome smoothie machine (loaded with real fruit puree on special occasions!). You don't know of any other Corporation that offers an in-building emergency care center for its employees either.

While not free, the therapy provided by the in-house specialist is excellent. They say it is also entirely confidential, although you can't be sure. All of the doorknobs check your heart rate, after all — who knows what other data the building is collecting for the bosses?

## ▶ ZIGGURAT CORPORATE TERRACE "THE HANGING GARDEN" (C9)

You live in the Upper Marina, in Ziggurat's Corporate Terrace, slung on the underside of Ziggurat's main headquarters. It's a fantastic view of the water, but they sealed the windows shut after an employee suicide went viral on the Data Pool. Good news, though! You don't have to commute to work since you're already there. Each door is equipped with a screen displaying its inhabitant's Garden Patch. Ziggurat expects you to maintain your social media accounts with at least a modicum of effort to keep up with your neighbors. Stay connected, or you'll fall behind.

## ▶ ZHIRAFA OFFICE PARK MICROVILLAGE (C10)

You live in the Heywood Industrial Zone in Zhirafa's Office Park MicroVillage. This small area is designed to look like the colorful cargo container village to the south near the Old Ironworks Building. However, behind each paint-splattered cargo door in your neighborhood is a well-appointed Corporate Conapt, not a dingy metal box. Outside, you are much more likely to find an artisan latte than a cheap hotdog, but you'll still pay a hotdog price. In your little Corporate village, the vendors discount luxury food and drink (but not your overall Lifestyle), especially the alcohol.

Synthetic vodka is cheaper than bottled water in the MicroVillage. Things get a little rowdy at night, but a lot of business gets done — it all cancels out.

## 10 STUDIO APARTMENTS YOU MIGHT BE ABLE TO AFFORD

So, you made it out of the Cargo Container. Congratulations! Your next step out of the mud is a Studio Apartment. It's only a little bigger, but it'll feel like a castle to you. No longer will you share a bathroom with your neighbors — so yes, your little castle comes with your own private throne. That is unless you have a roommate, like most of your neighbors, who you'll meet in dribs and drabs in the noise of the communal laundry room. Still, much better than the Cargo Container you came from (almost anything would be). Your new Studio Apartment is the perfect place to close the door on your past and open a window to let your bright future shine in!

### ▶ SILVERHAND STUDIOS (S1)

You live in South Night City in a rundown warehouse that was converted into an artist's collective in the 2020s. Back then, it used to be the place to go for new artists, and many of the top bands today started there. The building was heavily vandalized after the Arasaka Towers went up in nuclear smoke on August 20, 2023, but an ever changing landscape of murals created by residents covers up the pock-marks and visual damage. Kerry Eurodyne, a legendary Rockerboy in his own right, owns the building, since Johnny Silverhand vanished on the night the Towers blew.

Kerry isn't as hands-on as Johnny was with Silverhand Studios — nowadays, he bounces between the Philippines, Tokyo, and Night City, thanks to some Nomad friends. Still, when he's in town, he visits and throws a little encouragement to the artists, musicians, and layabouts who call this place home. The building is still managed by a cousin of Kerry's agent, with the same artist-first attitude as ever. Just don't expect a discount. The days of artists living cheap thanks to a patron's largesse are over.

### ▶ CORONADO HEIGHTS (S2)

You live near the border of Rancho Coronado and Pacifica Playground in a building with a lovely view of Playland by the Sea — if you've got windows on the

right side. Perfect, right? But there's always a catch. Most of your neighbors are gang-affiliated — way more than expected. Some Voodoo Boys keeping to themselves, a couple of Steel Vaqueros doing business with local Nomads, a good amount of 6th Street constantly marching about in a "neighborhood watch." At least they don't fight where they sleep, but the tension is always in the air. There's no rhyme or reason as to why this is, it's just how things turned out, and now you've got to deal with it. You could find a new place, but it is pretty nice here, and if you've got the view, it's to die for.

### ▶ GLENLIFE PERFECTED (S3)

You live in the Glen, in a building that, on the outside, looks much more expensive than you could afford. However, inside, the elevator shuts down constantly, maintenance requests get ignored, and the lights flicker whenever someone adjusts the volume on their television or microwaves a slice of pizza. Unless you live on the first floor, where everything works like a charm. Guess which floor your landlord shows to prospective tenants? Still, it's hard to find a Studio Apartment in the safest neighborhood in central Night City in the first place, and you are a block away from City Hall, so maybe you should think twice before moving on to greener pastures.

### ▶ HEYWOOD SUITES (S4)

You live in Heywood, underneath one of the most congested highways in Night City. Yes, it's loud, especially in the morning and evening, when big trucks delivering who knows what to the Heywood Industrial Zone pass above your head. Believe it or not, your apartment is already heavily soundproofed, and it still isn't enough! The vibrations get in and rattle any furniture not bolted down. Most of your neighbors have Level Damper cyberware installed, or walk around the building wearing ear protectors. Many of them work for Zhirafa, or are Lawmen working at the nearby City Police Precinct #2, and a few residents have begun learning ASL to better communicate with each other.

### ▶ MARINA FLOATHOMES (S5)

You live in the Upper Marina, in a large houseboat condo moored just off-shore. Many of your neighbors are sports fans who love the ability to walk to the McCartney Field

# CORP CONAPTS & STUDIO APTS

Stadium. Plenty are low-ranking Ziggurat or Continental Brands employees, looking to move up the ladder fast and earn Corporate housing. These two groups don't cause much trouble. It's the third group that makes the FloatHomes a rough place to live: Scavvers. Most couldn't afford a park bench to sleep on, but some earn enough Eurobucks to afford a spot here. Due to its location nearby the Old City Center, high-earning Scavvers flock to the FloatHomes in droves. They're constantly coming home at all hours of the night, injured, irate, exhausted, and possibly irradiated, waking you up while you're trying to sleep. It seems like every month, one of them is discovered dead in their room, which really stinks up the place.

## ▶ SOUTH NIGHT CITY RECLAIMED STUDIO (S6)

You live in a reclaimed studio by the water in South Night City. Though the area is rife with gangs, your street is pretty safe since you live next to Medical Technologies, a body bank doing business with all the gangs in the area. They're usually smart enough not to shit where they eat.

The moment you step off your block, the surrounding devastation and violence instantly reminds you that you live in a Combat Zone. It's safer to take a boat to visit your friends in other parts of the city than it is to drive. Walking is not a good idea, and the local NCART station is a hotspot for trouble.

## ▶ CONVERTED MOTEL STUDIO APARTMENTS (S7)

You live in a former motel on the edge of Heywood/Santo Domingo. The owner converted it into a series of apartments in the 2030s to meet the area's needs, and it has stayed that way ever since. Most of your neighbors are Nomads, or have plenty of Nomad friends, but for whatever reason, choose to live away from the Aldecaldo camp to the south.

You see convoys driving down the freeway all the time, heading out of Night City, and traveling off to parts unknown. That provides a unique perspective on life. You could pick up and leave anytime you want. You just need the will to explore the unknown.

## ▶ PLAYHOUSE (S8)

You live in Pacifica Playground, in a building with a fair amount of television history — where they filmed the troubled reality show, *Playhouse*.

The landlord assured you when you moved in: they removed all of the secret cameras and replaced the murder elevator from the show's finale with a new model. Still, at night you can hear screams, somehow distant but close, and you've smelled the scent of blood, thick and heavy, in the elevator while riding it alone.

It isn't just you, either. Your neighbors complain about cold spots and strange voices whispering on their radios. On the other hand, the location is fantastic, and you qualify for half-off daytime entry to Playland by the Sea on weekdays (Friday and theme days excluded). That's a big plus!

## ▶ PARKSIDE LIVING (S9)

You live on the border between the University District and The Glen, in a building overlooking the Hot Zone. It's been deemed safe enough by the city to live in, and that was all the information you and the swaths of Night City University students living there needed to give it a go. The college students love its off-campus appeal, and its proximity to local, upscale clubs and party spots, but their presence makes it feel like you're living in a dorm during the school year.

## ▶ DOCK 14 STUDIO APARTMENTS (S10)

You live in South Night City at the end of Dock 14, one dock away from Dock 13, and you suffer for it. William Maze, the local crackpot Fixer who runs his business out of Dock 13, is constantly screwing over dangerous gangs (not to mention a variety of Edgerunners, Corporate security types, and the occasional cop). Because it's Night City, nearly every week, there is another group outside, megaphones out, demanding retribution, violent or otherwise, ruining your life by proxy. He's never home to hear them, of course. What the hell is this guy's problem? How can anyone live like this? Why does he have to live near you? Unfortunately, you've got no answers. Just the sound of autofire when you're trying to sleep.

## CORPORATE FURNISHINGS

Studio Apartments aren't much different than Cargo Containers, in that most of the people living there are poor ... they take what they can get. The finer things in life don't come cheap. Unfortunately, those finer things aren't included in a Corporate Conapt, either.

Both come furnished with the basics in the cheapest form possible. In other words, it might be time to go shopping!

Set	Cost (per room)
<b>Creative Couture</b>	100eb (Premium)
<b>Apartment Affability</b>	500eb (Expensive)
<b>Desirous Decoration</b>	1,000eb (V Expensive)

## ► CREATIVE COUTURE

A little scrounging here, a little creative requisition-form filling out there, and you've furnished your space with the bare minimum. Mind you, the beds are Corporate military surplus, your desk came from a Night City University tag sale, and your shelving units are old Kibble crates stacked together, so don't invite company over if you want to make a good impression.

## ► APARTMENT AFFABILITY

Yes, most of your furniture came flat packed in a box and required an allen wrench to assemble, but at least every room has what it needs, whether it be bed, dresser, desk, or loveseat. It won't impress the boss, but at least you aren't sleeping on someone else's leftovers. This is the starting furniture set for most Corporate Conapts and Studio Apartments, but your landlord won't replace anything if you break it and will charge you for replacements if you try to sell it.

## ► DESIROUS DECORATION

Look at you, moving up in the world! Now, your bed has a headboard, you've upgraded to an actual sofa, and the appliances in your kitchen area don't spark when you use them. You've even collected a few original art pieces from small-time local creators. With a little luck, those pieces aren't just a bit of eye candy for your place but an investment for the future!

## HOME ACCESSORIES

Need more than the basics? Here's a few extras to help make your housing something special! Just remember, the nicer your home, the more it looks like a "five-fingered-discount" store to some folk.

Item	Cost
<b>Continental Brands Real Instant Coffee™</b>	100eb (Premium)
<b>Continental Brands SmartOven</b>	1,000eb (V Expensive)
<b>K-Tech All-Purpose Soundproofing Solution</b>	1,000eb (V Expensive) per room
<b>Kendachi PressureTech Shower Head</b>	500eb (Expensive)
<b>Virtual Barbeque by Segotari</b>	500eb (Expensive)
<b>Zhirafa AN7-3TR</b>	5,000eb (Luxury)

## ► CONTINENTAL BRANDS REAL INSTANT COFFEE™

**Cost:** 100eb (Premium)

That's right. The vacuum-sealed brick you're staring at right now holds 16 ounces (.45 kgs) of real instant coffee made from real coffee beans! Experience the luxury of your favorite breakfast/dessert beverage brewed from the dried and desiccated remains of actual plant matter! Delicious! Each brick of Continental Brands Real Instant Coffee™ can make up to twenty-four cups of coffee.

## ► CONTINENTAL BRANDS SMARTOVEN

**Cost:** 1,000eb (Very Expensive)

Who has the time to cook? You don't — but now your oven can for you! Imagine the precious time you'll save by upgrading your diet with the power of robotics. The Continental Brands SmartOven is highly customizable and comes with twenty flavor profiles specifically engineered by culinary scientists to delight your refined palate. And it's so easy, too! Every month, you simply pour a bulk bag of Continental Brands Unflavored Kibble into the hopper and top off the flavor powder dispensers using the included easy-open packets. Then, let your SmartOven do the rest! For an added fee, a Continental Brands Quality Service Specialist is assigned to stop by your home, once per month, and do the loading for you. All you have to do is eat!

A Continental Brands SmartOven cooks hot food at the touch of a button and must be refilled once a month with Kibble, the cost of which is included in a Kibble Lifestyle. This does not actually improve the benefits of the Lifestyle in any way but it does make the Kibble taste vaguely better.

# CORP CONAPTS & STUDIO APTS

The additional cost of a Continental Brands Quality Service Specialist refilling the device for you is included in any Non-Kibble Lifestyle.

## ► K-TECH ALL-PURPOSE SOUNDPROOFING SOLUTION

**Cost:** 1,000eb (Very Expensive) per room

Peace and quiet is priceless. But you've got the money to afford it! When you buy our luxury soundproofing service, a K-Technician will arrive at your residence sometime within a predetermined twelve-hours window and install our nearly invisible soundproof panels behind the walls of whatever space you wish! With the panels installed, you won't hear the screaming hooligans outside your window ever again, and they won't hear you either! Highly prestigious corporations like SovOil trust K-Tech soundproofing panels to promote serenity, peace, and ensure the absolute security of company secrets in the workplace.

Listening through a wall protected by K-Tech All Purpose Soundproofing Solution is impossible without Amplified Hearing cyberware or a similar technological solution. K-Technicians are always late but still expect a tip of at least 20eb (Everyday) before they begin work.

## ► KENDACHI PRESSURETECH SHOWER HEAD

**Cost:** 500eb (Expensive)

Made with the same waterjet technology used to cut orbital crystal, Kendachi has overengineered the perfect showering experience! Water pressure is the best cure for a long day at the office, and nothing provides more pressure than the PressureTech Shower Head! Feels so good!

The Kendachi PressureTech Shower Head deals 1 damage to an unarmored target for every 20 Minutes they spend showering on the high setting. If the target is wearing armor or has Skinweave, Subdermal Armor, or similar cybernetic protection, they take no damage while under the spray.

## ► VIRTUAL BARBEQUE BY SEGOTARI

**Cost:** 500eb (Expensive)

Do you like grilling? Hell yes you do! The only problem is that you've got to have a backyard to grill ... and you haven't gotten there quite yet. But you will one day,

and, with a Segotari Virtual Barbeque, you can train for your future as a master of the flame! Join virtual classes with other grill enthusiasts hosted by real grill masters on your schedule, and keep track of what you've learned using the VBBQ App. When you finally earn that lawn and picket fence, you'll be years ahead of the competition and the talk of the neighborhood!

Virtual Barbeque is a fun multiplayer video game, nothing more. It doesn't really teach you how to grill. Plenty of (mostly) Exec friendships have been started playing it, though. And you can't put a price on that, can you?

## ► ZHIRAFA AN7-3TR

**Cost:** 5,000eb (Luxury)

Nothing screams upward mobility like a robotic housekeeper! The quadrepadal Zhirafa ANT-3TR was originally designed to clean up construction sites, so you know it can handle domestic chores, no matter how wild your parties get.

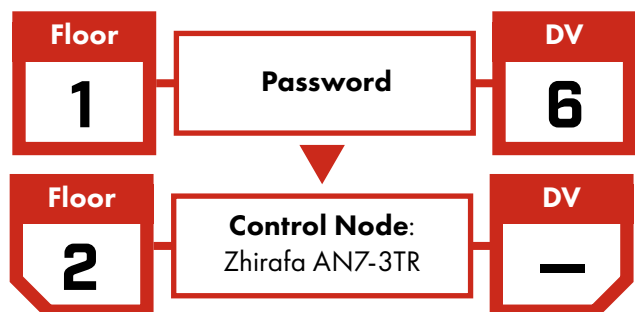
This charmingly block-shaped (1 m/yd on all sides) drone comes equipped with everything needed to maintain a home, including an industrial-strength wet/dry vacuum to suck up messes; a pair of manipulator arms strong enough to right a knocked-over floor lamp but delicate enough to make a messy bed; a high-speed rotating scrubbing pad with cleaning fluid reserve; and a soft wash sprayer.

When not on patrol for filth, the AN7-3TR rests in its charging dock, which is also home to its unique, dedicated NET Architecture.

## ► ZHIRAFA AN7-3TR NET ARCHITECTURE (Tech Upgraded: Fewer Floors)

**Demons Installed:** Imp

**REZ 15 • Interface 3 • NET Actions 2 • C# 14**



# CORP CONAPTS & STUDIO APTS

## ▶ ZHIRAFA AN7-3TR

Loadout	Default Trigger	Data
<ul style="list-style-type: none"> <li>Industrial Wet/Dry Vacuum</li> <li>Manipulator Arms (ROF2 • 1d6 DMG)</li> <li>High-Speed Rotating Scrub Brush</li> <li>A Soft Wash Sprayer</li> </ul>	When activated or on a programmed schedule.	4 MOVE • 15HP Perimeter of Apartment DV9 Electronics/Security Tech, 5min to counter.

## RANDOM HOUSING

Need to generate a Corporate Conapt or Studio Apartment quickly? Use the tables below!

### ▶ CORPORATE CONAPTS

1d10	Name	District	Map Marker
1	<b>Biotechnica Habitation Sphere Alpha</b>	University District	C1
2	<b>Continental Brands Vertical Neighborhood Concept: "Flavors of the World"</b>	Little Europe	C2
3	<b>Danger Gal Housing Facility aka "The Danger Zone"</b>	Little Europe	C3
4	<b>Militech Corporate Operatives Housing</b>	NorCal Military Base	C4
5	<b>Network 54 Westbrook Private Acres</b>	New Westbrook	C5
6	<b>Petrochem &amp; SovOil Joint Temporary Housing Solution</b>	Watson Development	C6
7	<b>Rocklin Augmentics Innovation Hub</b>	New Westbrook	C7
8	<b>Trauma Team Corporate Living Center</b>	Watson Development	C8
9	<b>Ziggurat Corporate Terrace "The Hanging Garden"</b>	Upper Marina	C9
10	<b>Zhirafa Office Park MicroVillage</b>	Heywood Industrial Zone	C10

### ▶ STUDIO APARTMENTS

1d10	Name	District	Map Marker
1	<b>Converted Motel Studio Apartments</b>	North Heywood	S7
2	<b>Coronado Heights</b>	Rancho Coronado	S2
3	<b>Dock 14 Studio Apartments</b>	Port of Night City	S10
4	<b>Glenlife Perfected</b>	The Glen	S3
5	<b>Heywood Suites</b>	Santo Domingo	S4
6	<b>Marina FloatHomes</b>	Upper Marina	S5
7	<b>Parkside Living</b>	University District	S9
8	<b>Playhouse</b>	Pacifica Playground	S8
9	<b>Silverhand Studios</b>	South Night City	S1
10	<b>South Night City Reclaimed Studio</b>	Port of Night City	S6



**A (NICE) STUDIO APARTMENT IN NIGHT CITY**

BY NEIL BRANQUINHO



# HALLOWEEN SCREAMSHEETS

## THREE SPOOKY SHORTS FOR CYBERPUNK RED

**Writing and Design by** Melissa Wong • **Editing by** Carol Darnell • **Additional Art by** J Gray & Misael "Gio" Manning  
**Art Direction by** Winterjaye Kovach • **Business Management by** Lisa Pondsmith • **Layout by** J Gray



GOSSIP

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## Haunted Vendit Haunts NCU Campus

by Lindsey Tabor

Students at Night City University have been surprised and delighted by what some describe as a "popup Vendit experience." Over the past week, a Continental Brands Triti-Fizz Vendit has appeared at various campus locations overnight, offering flavors not found in the Continental Brands catalog. While some students on the campus are enthused about potentially being part of a Continental Brands test audience, the Corporation itself disavows all knowledge of the Vendit and has officially discouraged customers from consuming any sodas from what they call "an illegally hacked device."

[Link: Fizz Fans, the Triti-Fizz Enthusiasts Garden Patch](#)

[Link: Continental Brands Triti-Fizz Garden Patch](#)

## Like A Rainbow On My Tongue

by The Phantom Gourmand

Heya, foodies of Night City! This is your choombette Phanty, and I've been lurking around Night City U the past few days, trying to track down the new hotness in cybertown. Yup, I'm talking about the roaming Vendit on campus! Some students have been mapping its location and posting it on the Data Pool so that everyone can try some of the new flavors Continental Brands is testing out on the campus. One of our subscribers, Shiree, hooked this critic up, so I took a side trip with her to the Black Box Theatre building to see it. The Vendit looks like a regular old Triti-Fizz machine circa 2043, but yup, it sells a variety of Triti-Fizz flavors not available anywhere else!

When Shiree and I found the machine, it sold four flavors out of unmarked cans: Elderflower Cooler, New England Apple, Piña Colada, and Mystery Medley.

Those flavors, choombs! Wow! I got to taste a real apple at a wedding once, and the New England Apple soda tastes almost exactly like one! It was like a tart, juicy rainbow on my tongue. I especially loved the Mystery Medley, which was, I think, a mix of melon and mint flavors with a faint medicine note. Very refreshing! The Elderflower Cooler was delicately floral with a hint of acid, quite a good harmony, but I almost feel that the intense carbonation of Triti-Fizz stifles the taste a bit. The Piña Colada was too pineapple-y for me. I don't know about you, but I think Piña Colada isn't Piña Colada

unless it possesses a nice bouquet of suntan lotion. I have no idea how long this testing period will last, so if you want to try these limited sodas, come to the NCU campus and hunt for the roaming Vendit!

[Link: Roaming Vendit Locations \(Updated Hourly\)](#)

[Link: Continental Brands Triti-Fizz Garden Patch](#)

## The Fizz-Fans Newsletter

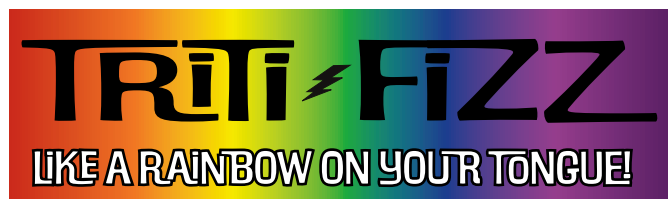
by Continental Brands

Loyal consumers, you will be pleased to know we are extending the Golden Can Sweepstakes due to popular demand! As any true Triti-Fizz fan knows, there is a single can of Lucky Oil Triti-Fizz in Night City with a gold star inside the can. The lucky customer who finds that gold star wins an official week-long trip to our state-of-the-art headquarters in Tulsa, Oklahoma. The trip includes a tour through our sparkling Triti-Fizz factory, where our lucky winner will spend five minutes in the presence of the Kibble Queen herself, our CEO, Elizabeth Forsythe, and help make the magic by working on the Triti-Fizz production line!\* Don't fret if you don't find the gold star, though! There are other cans of Lucky Oil Triti-Fizz in Night City marked with a rainbow of star colors that can be turned in for other sweet Triti-Fizz rewards, up to and including a lovely Triti-Fizz cooler or a free can of Triti-Fizz!

Incidentally, we must also respond to the spurious rumors of clandestine flavor testing on the Night City University campus. Continental Brands has nothing to do with the purported "roaming Vendit" and all Vendit stocking contractors serving the campus have been fined and strongly cautioned against allowing future misrepresentation of our intellectual and physical property. As loyal consumers, you are reminded to avoid illegitimate merchandise, especially when our beloved Continental Brands identity is being abused by vandals.

\*No compensation will be given in exchange for labor performed.

[Link: Golden Can Sweepstakes Garden Patch](#)



## ▶ Player Information ◀

Juliana “Jules” Snapdragon, an Exec working in the Mobile Disbursement Contractor Control department of Continental Brands, contacts the Crew via one of their regular Fixers for a “sweet” paying gig (pun intended). An unlicensed Vendit painted in Continental Brands livery has popped up on the Night City University campus, selling bootleg sodas. Continental Brands has fined and censured their NCU mobile disbursement contractor, but they claim to be neither behind the rogue Vendit nor to know who is. Intelligence gathered indicates the unlicensed Vendit is someone else’s creation and attacks anyone trying to disable it. And the fun part is that it appears to be wandering around campus on its own accord!

This is where the Crew comes in, being better equipped than someone who took the Continental Brands Vendit service training seminar — the Edgerunners are to find, disable, or destroy the rogue Vendit, and turn over what hardware remains to Continental Brands for analysis. There will be a bonus if they also identify or capture whoever unleashed the renegade vending machine.

Ms. Snapdragon vehemently denies all rumors regarding the machine, including those suggesting it is a guerrilla marketing campaign by Continental Brands or, more absurdly, those involving the Vendit being haunted by either a ghost or a rogue AI.

## ▶ Gamemaster Notes ◀

The roaming haunted Vendit is the brainchild of NCU Engineering doctoral student Stefan Eklund, a specialist in bio-electrical programming. A curious sort, he decided it would be seasonally appropriate to take the bio-organic neurochip developed by his academic advisor Doctor Ailene Hope, and run a little Trick-or-Treat-prank with it.

The base chip came from the fabrications lab Stefan works at as part of his responsibilities as a doctoral student and contains altered neurons from a rat cell line Doctor Hope developed as part of a post-doctoral research project for Biotechnica. Stefan acquired a damaged Vendit from a scrap dealer, retrofitted it with wheels and an electric motor for locomotion, and bribed some art majors to copy the Continental Brands livery paint job to trick consumers into believing it was the real deal and not a potentially poison-dispensing knock-off

Stefan sourced the sodas from his mother’s garage — she tried to start a pop-up soda brand in Night City, but her nascent Neocorp was acquired in a hostile takeover by Continental Brands due to a claim of trademark infringement. Any sharp-eyed Edgerunner who looks at one of the

cans will notice they’re shiny silver and blank — no logos or trade dress painted on. She still has several hundred dust-covered sample cans of soda sitting around in plastic crates. She has not noticed Stefan’s appropriation of the samples.

Filled with soda, Stefan’s creation set off to sell delicious drinks across campus and collect data on how well a rat neuron-driven neurochip can control a relatively complex machine performing multiple tasks. The experiment was useful and festive all at the same time!

Crew members wondering how they’re going to search for a possibly sapient, potentially angry, and theoretically haunted Vendit selling rogue sodas to thirsty NCU denizens need not worry — the students at NCU are so enthused at the idea of becoming a test audience for limited Triti-Fizz soda flavors that they have begun photographing the Vendit when they find it and posting its location to a communal Haunted Vendit Garden Patch, so their fellow flavor-hounds can search it down and buy a drink. All the Crew needs to maintain their stakeout is to keep their Agents online and look up the latest location updates. This is a good chance for comedy and/or random encounters as the Crew runs around campus, always just missing the Vendit.

Eventually, close to midnight, they’ll receive an update notification from the Garden Patch on their Agents: the Vendit has appeared in the narrow concourse between the Humanities Building and the Schumaker Hall of Performing Arts. It is still there when the Edgerunners wander up, standing perfectly still like any other Vendit, if slightly the worse for wear, with some melt damage from its own flamethrower. It remains still and calm so long as the Edgerunners don’t engage it with violent intentions. Heck, the Vendit allows them to buy sodas from it if they feel like shoving a few Eurobucks (only 5eb per, but physical currency only) in the slot. Any Edgerunner trying one of the bootleg sodas will notice they are absolutely delicious. Much tastier than most of the current Triti-Fizz flavors, in fact! If the Players want to know which flavor their Character is drinking, roll 1d100. On a 1 to 25 they get Elderflower Cooler, on a 26 to 50 New England Apple, 51 to 75 Piña Colada, and 76 to 100 they get the Mystery Medley.

If the Crew Attacks the Vendit, have the Players roll Initiative but interrupt the first Edgerunner’s Turn as Stefan Eklund, almost-PhD, runs up panting and breathless, having chased the Vendit from its last location on the other end of the campus to its present spot. Eklund looks like a standard pale, lab-dwelling nerd, but he’s no fool. He has visited the Vendit several times to restock it and download

### DATA

For more information on Continental Brands, **SEE CP:R PAGE 269**

### DATA

To learn more about Vendits, **SEE CP:R PAGE 330**

### DATA

For more information about The Garden **SEE CP:R PAGE 280**

# HALLOWEEN SCREAMSHEETS

data based on its performance. The visible damage from an earlier need to defend itself against a Vendit technician alarmed Stefan, and he attempted to open the machine up to check if the biochip had been compromised by the altercation. The Vendit, sensing imminent shutdown, fled. Eklund will explain all this to the characters between wheezing gasps.

At this point, the Vendit uses its built-in display screen and speakers to hurl scathing insults, both visual and audio, at Eklund and the Crew. Dramatically inclined Gamemasters may instead insert pleas for existence as the Vendit begs for its right to live and share its children (the soda) with the world. Nevertheless, this renegade dispenser of liquid confections must be stopped if the Crew wishes to be paid.

Once the fight ends, the Crew can contact Jules Snapdragon, who will arrange for the remnants of the haunted Vendit to be disassembled and studied. The Edgerunners may choose to detain Eklund and turn him over to Ms. Snapdragon — at which point he simply vanishes, never to be seen again. Coincidentally, Continental Brands announces a new "Roaming Vendit Treasure Hunt" in the coming months, promising limited flavors and prize-marked cans to anyone who can chase down their "New Improved Portavendits!" The first location to be graced with the promotion happens to be the NCU campus.

## ▶ THE HAUNTED VENDIT

### Description

A "Continental Brands" Vendit on wheels, driven by a bio-electrical Artificial Intelligence system.

Equipped with:

- Soda Dispenser
- Flamethrower (SEE CP:R PAGE 348)

### Trigger

Attacks if Threatened

### Data

10 MOVE • 7 SP • 25 HP

Combat Number: 14

Can move anywhere on NCU Campus

Cannot be countered





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## Spook Up at Ghostglobe Halloween

by Ghostglobe Halloween

It's the most wonderful time of the year again, choombs, and where better to search for the perfect spooky-season look than at Ghostglobe Halloween? Our crew of itinerant stitchers and bodysculpting Medtechs have a fresh new array of striking looks on offer this year! From retro-fashionable bolt-shaped skinplants to dazzling new Gothelle nano-glitter chemskin hues, we bring it all to the streets in our mobile clinic trailers!

This year Ghostglobe Halloween is proud to announce a joint collaboration with the confection chefs at Night City's premiere treat maker, BonBon's. These six charming Patisserie Fairy designs are based on a limited-time Halloween treat available at BonBon's. The six costumes are Apple Candy Kibble, Pumpkibble Parfait, Express-no Cake, Mochi Iced Creme, Pon Pon Donut, and Boo Bundt Kibble Cake. Each costume has been artfully designed in the atelier of our beloved Gothic Lolita stylist, k.naoko!

[Link: Ghostglobe Halloween Garden Patch](#)

[Link: BonBon's Garden Patch](#)

## Trick or Treat with the Sinful Adams!

by Gomez of the Sinful Adams

Once again, we arrive at the most lovely and sorrowful time of the year, fellow lost souls. Yes, I speak of the autumnal festivities of Halloween, where all of Night City adopts our refined aesthetic for too brief a time. Best of all, in my humble opinion, are the little ones, who embrace the monstrous and outcast through their many delightful costumes! And, of course, we celebrate with them!

Every year we of the Sinful Adams rejoice in the shortening days and lengthening nights by offering a veritable carnival of petty sins in our Boneyard home. This year our carnival theme is the Seven Deadly Sins. Want to know how we will offer you such delicious debauchery? Read on, dear friend! To celebrate Lust, we present fire-breathers and contortionists demonstrating many clever shivers of the flesh. We will further tease your senses with the sepulchral strains of our very own band, the Harrowers. We delight in Greed with various carnival games — bob for robotic bats and win a toy, or try your luck at the coconut shy for a pack of Coconut

Kibble. For Wrath and Pride, we feature a variety of nonlethal fights where challengers may face Ophelia, our extended family's sorrowful avatar of violence. Exercise your Envy with our DIY Goth Fashion contest, or save your Sloth in our custom Virtuality parlor. And to celebrate Gluttony with our favorite little ghouls and ghosts, we are giving free candy Kibble packs to every visitor under the age of eighteen. As always, we charge no admission for our yearly Halloween carnival. Visitors of all ages are welcome, as long as you do not disturb the dead! Come and be haunted by us, at the Garden of Rest!

[Link: Vampyres Ruin Halloween](#)

[Link: Sinful Adams Garden Patch](#)

## Vampyres Ruin Halloween

by Ziggy "Front" Page

The children of Night City were left crying after an organized Halloween party at Playland by the Sea was flash-mobbed by members of the Philharmonic Vampyres, who proceeded to subvert the event for unknown reasons. According to witnesses, park security was either unwilling or unable to eject the party crashers violently due to the many small children present, even when the Vampyres began taunting the kiddies for, witnesses quote, "an unrefined aesthetic and clumsy play-acting with no depth or understanding of the tortured demonic souls belonging to the night's twisted creatures."

While none of the attendees were harmed, many were frightened by the party crashers, and several children had pieces of their costumes torn off, only to have packets of candy Kibble shoved into their hands in a strange form of compensation. Several parents were on the verge of violent retaliation when the Vampyres halted their cruelty, as though signaled, then left en masse.

[Link: Playland by the Sea Garden Patch](#)

[Link: Philharmonic Vampyres Garden Patch](#)



LITTLE DETECTIVE • BIG GUN

THE BAD GUYS NEVER SEE US COMING.

[Link: Danger Gal](#)

# HALLOWEEN SCREAMSHEETS

## ▶ Player Information ◀

The Philharmonic Vampyres, known for both their gothic stylings and mischievous pranks, have been crashing Halloween events this year. This does not please the goth poser gang known as the Sinful Adams, who are about to open their turf, the graveyard-turned-shanty town, the Boneyard, to visitors for their annual Halloween Carnival.

The Sinful Adams' war-leader, Ophelia, offers the Crew a gig as additional event security with a specific caveat — they are to use as little force as possible to drive the Vampyres away. The goth gang does not wish to see their event transformed into a stampeding riot. Grenades are right out! Ophelia asks the Vampyres be captured, if possible, so that the Sinful Adams can put them on display in a pillory to entertain the masses.

To aid in their mission, the goth gang will provide the Edgerunners with seasonally appropriate goth makeovers, zip ties, rubber bullets (if needed), and a "boo box" (a walkie-talkie). Ophelia cannot personally aid the Crew, as she will be busy with the fight bouts for the Ring of Wrath, but she has every confidence in their abilities.

## ▶ Gamemaster Notes ◀

Treat this defensive exercise as something akin to a paintball match. There are several points of interest spread throughout the Boneyard. Fortunately, the Philharmonic Vampyre faction planning to crash this party is not numerous enough to swarm all of them simultaneously. Instead, they will disrupt each event in groups of 3 to 6 and flee, should things become untenable.

This means that the Edgerunners will be chasing them merrily through the Sinful Adams' Carnival up until they are all subdued. Note, so long as things remain relatively non-violent, the event attendees will consider this entertainment instead of a potential reason to scream and flee.

A number of Philharmonic Vampyres equal to the Crew's size times three (i.e., if there are 4 Edgerunners, there are 12 Vampyres) are attending the Halloween Carnival as part of their extended season of pranks, but they have no desire to injure or kill anyone. The Vampyres will prioritize causing mayhem over fighting, right up until a Crew member starts shooting, at which point they will defend themselves. They will flee and regroup with their fellows after two of their own are subdued or detained and then try to invade another point of interest. The Crew can chase the Vampyres from event to event, but they'll also be notified by a member of the Sinful Adams via the boo box if any miscreants are spotted.

Roll on the Location Table to determine which location the Vampyres hit next, re-rolling as needed.

Once a Vampyre is subdued, members of the Sinful Adams will step in to carry off the miscreant. No doubt the sight of the captive Vampyres pilloried in a row at the very center of the Boneyard will keep party-goers entertained for hours to come.

In any case, Ophelia thanks the Crew sincerely for their efforts and sends them home with their well-deserved payment, as well as one bucket-full of candy Kibble per Edgerunner.

### DATA

You can learn more about the Philharmonic Vampyres on **CP:R PAGE 309**

### DATA

The Sinful Adams and the Boneyard first appeared in the **CP:R DATA PACK**

<b>NAME</b>	<b>PHILHARMONIC VAMPYRE</b> (REP 0)			<b>SERIOUSLY WOUNDED</b>	<b>15</b>	<b>HP</b>	<b>30</b>
<b>ROLE</b>	<b>NONE</b>			<b>DEATH SAVE</b>	<b>2</b>		
<b>STATS</b>							
<b>INT</b>	<b>6</b>	<b>REF</b>	<b>6</b>	<b>DEX</b>	<b>5</b>	<b>TECH</b>	<b>4</b>
<b>COOL</b>	<b>6</b>	<b>WILL</b>	<b>6</b>	<b>MOVE</b>	<b>7</b>	<b>BODY</b>	<b>2</b>
<b>EMP</b>	<b>7</b>						
<b>WEAPONS</b>				<b>ARMOR</b>			
<b>VAMPYRES (C#: 12)</b>				<b>ROF2</b>	<b>1d6</b>	<b>LEATHERS (HEAD)</b>	<b>SP 4</b>
<b>POOR QUALITY HEAVY PISTOL (C#: 12)</b>				<b>ROF2</b>	<b>3d6</b>	<b>LEATHERS (BODY)</b>	<b>SP 4</b>
<b>SKILL BASES</b>							
Acting 10 • Athletics 7 • Brawling 7 • Concentration 7 • Conversation 9 • Dance 8 • Education 11 • Evasion 7 • First Aid 6 • Handgun 12 • Human Perception 9 • Language (Native) 10 • Language (Street slang) 8 • Local Expert (University District) 8 • Melee Weapon 12 • Perception 8 • Personal Grooming 10 • Persuasion 10 • Stealth 10 • Streetwise 9 • Wardrobe & Style 10							
<b>GEAR</b>							
Rubber Bullets x8 • Disposable Cellphone • Any props needed for pranks							
<b>CYBERWARE</b>							
Nasal Filters • Shift Tacts • Techhair							

# HALLOWEEN SCREAMSHEETS

## LOCATION TABLE

1d10	Location	Description
1	The Tent of Lust	A gaudily-decorated tent with family-friendly, if somewhat risqué contortionists, fire-breathers, and dancers gyrating to droning gothpunk music. The Vampyres crashing the tent will parody the acts therein with bad mime-ing and must be driven out.
2	The Blood Bath	An antique claw-footed bathtub that's been plugged and coated with food-safe resin, full of nonalcoholic "blood" punch. The Vampyres will attempt to dive into the punch, miming the backstroke once they are successfully in the tub. This year's punch is particularly good. Make sure it doesn't get wasted.
3	The Gaming Ground	Various Sinful Adams tend to non-rigged versions of carnival games, such as a shooting booth and the coconut shy. There's even a lovingly refurbished Whack-a-Mole console (with the moles dressed up as zombies). The gate-crashing Vampyres will try to steal all the prizes on display. Yes, even the meter-long, goth, unicorn plushie. Save the Gothicorn!
4	The DIY Goth Contest	There is a catwalk erected so contestants may display their DIY goth costumes. The Philharmonic Vampyres will make straight for the catwalk and walk exaggeratedly across it, knocking actual contestants out of the way until stopped. Teach them a lesson.
5	Gluttonous Ghouls' Grotto	A fake cave made of recycled pallets and spray-foam insulation packed end to end with Halloween candy Kibble buckets, which the Sinful Adams are handing out to visitors under eighteen. Animatronic bats flit around on strings for ambiance. The Vampyres will grab as much candy as they can, taunting the children cruelly as they do so. Save the candy, save the children.
6	The Restrooms	A row of porta-johns provided for the relief of visitors and Sinful Adams alike. The Vampyres will attempt to tip the blocky cubicles over, prioritizing occupied ones. Halt the deluge of sewage.
7	The Haunted House	A deconsecrated chapel from when the Boneyard was a Garden of Rest, this modest building serves as the Sinful Adams' meeting hall. For the carnival, it has been renovated into a spooky haunted house. Gibbets forged out of scrap metal contain zombie actors who reach out and groan at unsuspecting visitors. The Vampyres will try to burst in through the back door and turn the lights on, ruining the effect.
8	The Dead Dance Floor	This large, dimly-lit tent has a small stage in it. On the stage, a DJ and the Sinful Adams' house band, the Harrowers, take turns entertaining crowds of slowly swaying goth dancers. The dancers are especially careful not to tangle their facial and body piercings in others' fishnet attire. One of the invading Vampyres will attempt to drown out the band by playing classical music on a portable amp with their Agent. This will start a volume war.
9	Employees Only	This large tent serves as a dressing room where a Sinful Adams costume crew helps performers don their outfits for the festival. The marauding Vampyres will barge in and attempt to rip pasties and prosthetics off the performers.
10	The Jack o' Lantern Pit	A large plastic above-ground swimming pool padded at the bottom and filled with little plastic balls painted like Jack o' Lanterns for visitors to dive into. You don't want to know what the Vampyres have planned here. Stop them.



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## TSpooks' Terror, Episode 21: Werewolf in Watson

by TSpooks, transcription by LJM

"Evenin', choombattas, this is TSpooks with the latest on the paranormal in Night City. Some Spooky Spotters have been lighting up my Agent lately with juicy vidclips of the Watson Werewolf. Well, I had to go in and check it out myself, and I promise all you paranormal phans won't be disappointed! Remember to subscribe and watch this vid all the way to the end!"

"But first, a word from my sponsor. You know that seeing is believing when it comes to reports of the spooky and strange. That's why I installed Kiroshi's Eyecam X in my cybereyes to record everything I encounter while exploring the dark and surreal. Yup, all the footage on this show was shot using my Kiroshi Eyecam X eyes, and I've never seen better quality! Now if you're interested in recording your own paranormal encounters, head over to the Kiroshi Garden Patch and enter the code TSP00KY to get a 5% off coupon you can bring to any certified Kiroshi installer. That's TSP00KY for a premium discount in the next 6 hours! Now back to the show."

"As I was saying, seeing is believing, so I went down to Watson for a little look-see, and you won't believe what I ran into! It was hairy! And being an expert on all things weird, I know it was absolutely not just a BioExotic out for a stroll on the town!"

[Link: TSpooks Vidcast Transcript: Episode 21 \(Pt 2\)](#)

## Werewolf Terror Ends in Shooting

by Lane Viron

Reports of werewolf sightings around the Watson District culminated in a shooting early this morning. Witness Jacky Hall states: "I was heading out for my shift at Militech Urban Avenger when I heard the pop-pop of gunshots. This is a nicer neighborhood, so I wasn't carrying more than a pistol! I crouched down behind a low wall and caught a glimpse of something huge and furry hitting the ground." As of this report, the scene of the shooting remains cordoned off, with the body hidden mostly by a pop-up forensics tent. NCPD Assistant Coroner Leila Amani declined to comment further.

[Link: City Police Precinct #3 Garden Patch](#)

[Link: Werewolf Terror Grips Watson](#)

## Watson Weekly Op/Ed There's No Such Thing as Werewolves

by Tamby Strong

Say it with me, doombas: there's no such thing as werewolves. Elsewise, we'd have found one already. In a world full of cameras, Agents, and Garden Patches, something as blatantly different as a lycanthrope couldn't be kept secret. No, this recent panic in Watson is probably some delinquent poserganger with too many muscle grafts doing a Halloween biosculpt for what the young people call Spooky Season.

It's a load of hogwash, is what it is. I'm not exactly one of those Inquisition types, given that Mrs. Strong didn't exactly come by her curves the old-fashioned way, if you get what I mean. Seriously, it's not as though she had to twist my arm when she said she wanted to have the figure of Velvet Lux! Who would refuse to pay for that?! But I draw the line at stepping outside of the human species!

Seriously, anyone deluded enough to have themselves sculpted into some kind of monstrosity shouldn't be shocked when they get shot at by normal people.

*All opinions expressed are those of the writer and do not reflect the opinions of the Watson Weekly, its staff, or stakeholders.*

[Link: Watson Weekly Op/Eds sorted by date](#)

Protect Yourself from **Werewolves** with the Gunmart Special!



## ▶ Player Information ◀

Assistant Coroner Leila Amani meets the characters at the Precinct #3 morgue (see CP:R page 312). She's clutching a large mug of Koff Pop in her hand as she stands next to a slab holding a vast body under a sheet. Werewolf sightings have plagued the Watson District for the past week, but they ended in the shooting of one supposed monster early this morning by off-duty SovOil security personnel.

Amani's autopsy findings are concerning — the Watson Werewolf is no werewolf, merely a body-sculpted look-alike. DNA testing has identified him as Kieran "Keen" MacLennan, formerly of Militech and now one of many unhoused 4th Corporate War veterans. Mr. MacLennan's vocal chords were replaced by an Audiovox designed to emit only growls and howls, and the bodysculpting and implantation work was so careless he would have died of the multiple infections he had contracted had he not been shot. According to a preliminary investigation, Mr. MacLennan had no connection to any known poser gang or BioExotic group.

As the NCPD is extremely overworked and no one can pay further investigation fees on Mr. MacLennan's behalf, Amani has been pressured to file this as an accidental shooting. However, her instincts tell her something is wrong. She passes the Crew a memory chip loaded with leads and asks them to follow up as she has several more autopsies to perform today. She will pay them out of the morgue's discretionary funds if they can solve this case.

## ▶ Gamemaster Notes ◀

First on the list is contact information for a Night City influencer specializing in "paranormal reporting," a Rockerboy known as TSpooks (Tabitha Evanovich). TSpooks was the first to post a video of the "Watson Werewolf" online after the initial rumors began. When contacted, Evanovich notes she's free to talk after midnight as she works second shift as a custodian at Megabuilding H10.

TSpooks meets the Crew at the confection counter of an Oasis inside H10. As she talks, she munches on a Kibble Koff Pop Sundae: a nauseating concoction of puffed Kibble, ersatz coffee, and hydrogenated oil creme. Spooks mentions she loves them and has a load of Oasis gift cards to buy them with, thanks to an anonymous donation from a fan. Getting down to business, she turns over a chip containing the unedited footage of the Watson Werewolf and tells the Edgerunners that her interest in the paranormal is real. The werewolf story is, she says, her highest-rated video, but she doesn't want to build her career on a lie. She intends to post a follow-up video explaining the hoax and asks the Crew to inform her of the details once they know more.

The footage is pretty much what it claims to be: roughly a minute's worth of a tall, werewolf-like being stumbling through an alley, growling and howling. If asked how she learned about it, she says one of her subscribers, known only as LJM, sent her the tip on where to be and when to be there. She has no idea who LJM is.

Second on Amani's list of leads is a small gogang: The Dragula Racers. Largely harmless, the Dragula Racers specialize in two things: monster-themed bodysculpts and hot-rod racing in their souped-up hearses. While they are not suspects, the gang could point the Crew toward a few dodgy bodysculpting businesses — none of them are behind this incident, however. The Dragula Racers can be found at any time at their gang hangout, a garage near the waterfront that they call The Obituary. Amani's notes on the Dragula Racers indicate they'll talk to the Crew if her name is mentioned.

There is a rusty buzzer mounted by the security gate blocking the Obituary's entrance. The Crew's buzz is answered by a hung-over woman who unlocks the gate once they give Amani's name.

Upstairs, the Edgerunners are greeted by a small, pallid woman wearing skull-and-crossbone pajamas. She is Frankie Sparks, the Dragula Racers's leader, who is willing to talk to the Crew because Amani is her cousin. Frankie's white-streaked Techhair is shaped in an enormous bouffant beehive, but the effect is ruined by it having been slept on and not yet programmed for the day. Surgical steel bolt skinplants stick out of her neck.

Frankie Sparks confirms over a shot of a noxious substance she calls "hair of the dog" that the Dragula Racers never inducted MacLennan into the gang, and they have no missing "werewolf" members. She also notes they recently ejected one of their members, a Medtech known as Sparkle Skull, after she spent gang funds on Oasis gift cards for some Garden Patch influencer instead of buying medical supplies. Frankie has no idea where Sparkle Skull is now but suggests Amani could look her up in the NCPD database under her real name, Laura Maybach.

The Crew can follow up with Assistant Coroner Amani via Agent, and she promises to look up the name "Laura Maybach" in the NCPD database. They can also do some research on their own via the Data Pool. Either way, they soon learn Laura June Maybach is a former cyberpsycho with several years of therapy behind her. A news story from several years ago indicates she developed an obsession with a Media named TrueGrime, running a paranormal-tinted true crime Garden Patch with the same name, whose ratings were floundering. To "help" TrueGrime, Maybach attempted to duplicate a serial

# HALLOWEEN SCREAMSHEETS

killing as depicted in one of his highest-rated videos. Since the serial killer was dead, Maybach hoped a new killing with the same modus operandi would spark questions and drive up TrueGrime's ratings. Fortunately, Maybach's plan was discovered by a colleague at Savage Docs, where she worked, and they turned her into the NCPD. In a news article, the colleague in question said Maybach leaving was "no big loss" since she was "a shit Medtech anyway." Since she only planned on committing a crime but did not get the chance to go through with it, Maybach was sentenced to cyberware removal and incarceration therapy instead of a harsher punishment. She was released after the completion of her therapy. The object of her affection, TrueGrime, died in a building collapse last year.

If the Players haven't made a connection between Laura Jane Maybach and TSpooks, allow them to make a DV 13 Deduction Check to put the pieces together — TSpooks received word of the werewolf footage from a subscriber known as LJM (Laura June Maybach); Maybach was booted out of the Dragula Racers for spending gang money on Oasis gift cards, which TSpooks has a load of thanks to "a fan sending them anonymously."; Maybach plotted to revive TrueGrime's career by recreating a killing from one of his most popular videos, and the werewolf story is now TSpooks' highest-rated video, boosting her career; Maybach is a Medtech who used to work at Savage Docs, a Ripperdoc clinic and was apparently bad at her job while Mr. MacLennan, the "werewolf" was subject to infections due to poorly accomplished bodysculpting and cyberware implantation.

If, for some reason, the Crew can't figure out Maybach is the culprit behind all this, Amani can and will tell them via Agent. Either way, she'll give them Maybach's last known address at the Watson Central Cubelife, a Cube Hotel. A DV 9 Pick Lock Check will open the door. Inside, the Crew finds a Medtech Bag, tools coated in dry blood, and photos of TSpooks plastered all over the walls, clearly taken from a distance. There's even one of her with the Crew at the Oasis! Tucked under a thin pillow is a map of Night City with a location, the North Cargo Village in New Westbrook, circled and marked "TSpooks' place."

If the Crew doesn't think to immediately travel to the North Cargo Village to check on TSpooks, she calls them in a panic. She believes she's being followed! She's locked herself inside her cargo container and is begging the Crew to come help.

When they arrivew, the Crew is accosted by Maybach, who has clearly been making up for lost time by implanting new cyberware. In the absence of her old obsession, Maybach has glomped onto TSpooks. She created the fake werewolf and leaked the information to TSpooks to boost the paranormal influencer's career and came here to confess her undying loyalty. As shown by the photos in her cube, Maybach has been following TSpooks ever since the werewolf incident and so saw the Crew talking to her. Considering them rivals for TSpooks' affection, she attacks.

Upon completing the gig and rescuing TSpooks, the Crew will receive payment from Amani and a shout-out from TSpooks in her next video.

<b>NAME</b>	<b>LAURA JUNE MAYBACH</b>			<b>SERIOUSLY WOUNDED</b>	<b>18</b>	<b>HP</b>	<b>35</b>
<b>ROLE</b>	<b>MEDTECH: MEDICINE 2 (SURGERY 2)</b>			<b>DEATH SAVE</b>	<b>5</b>		
<b>STATS</b>							
<b>INT</b>	<b>5</b>	<b>REF</b>	<b>8</b>	<b>DEX</b>	<b>6</b>	<b>TECH</b>	<b>7</b>
<b>COOL</b>	<b>4</b>	<b>WILL</b>	<b>4</b>	<b>MOVE</b>	<b>6</b>	<b>BODY</b>	<b>5</b>
<b>EMP</b>	<b>0</b>						
<b>WEAPONS</b>				<b>ARMOR</b>			
<b>POPOP FLAMETHROWER (C#: 14)</b>				<b>ROF1</b>	<b>3d6</b>	<b>L ARMORJACK (HEAD) SP 11</b>	
<b>HEAVY PISTOL (C#: 14)</b>				<b>ROF2</b>	<b>3d6</b>	<b>L ARMORJACK (BODY) SP 11</b>	
<b>SKILL BASES</b>							
Athletics 11 • Basic Tech 9 • Brawling 10 • Concentration 8 • Conversation 2 • Cybertech 9 • Education 10 • Evasion 14 • First Aid 9 • Handgun 14 • Heavy Weapons 14 • Human Perception 2 • Language (English) 7 • Language (Streetslang) 7 • Local Expert (Watson) 7 • Paramedic 9 • Perception 7 • Persuasion 6 • Resist Torture/Drugs 12 • Stealth 10 • Surgery 11							
<b>GEAR</b>							
Incendiary Shotgun Shells x8 • Heavy Pistol Ammo x16 • Incendiary Grenade x1 • Flashbang Grenade x1 • Agent							
<b>CYBERWARE</b>							
Cyberaudio Suite w/ Level Dampners • Cybereye x2 w/ Anti-Dazzle x2 • Cyberarm w/ Popup Flamethrower • Nasal Filters							

BY JOEL CHAIM HOLTZMAN



# THE 12 DAYS OF GEARMAS

## A CYBERPUNK RED *HOLIDAY TRADITION*

**Writing and Design by** James Hutt and J Gray • **Editing by** Carol Darnell  
**Based on Work and Art by** the many designers and artists of *Cyberpunk 2020*  
**Art Direction by** Winterjaye Kovach • **Business Management by** Lisa Pondsmith • **Layout by** J Gray

# THE 12 DAYS OF GEARMAS

## I SAW MAX-TAC HUNTING S.A.N.T.A. CHOOM

by the Short Circuit Filkrunners

I SAW MAX-TAC HUNTING  
S.A.N.T.A. CHOOM

INSIDE THE OLD COMBAT ZONE LAST NIGHT

THE COPS DIDN'T SEE ME SNEAK  
USE MY SCOPE TO GRAB A PEEK  
AS THEY SPED OFF AFTER HIS AV  
SO FAST IT LEFT A STREAK.

I SAW MAX-TAC SHOOT AT  
S.A.N.T.A. CHOOM

AS HE DUCKED BEHIND SOME  
COVER THICK AND WIDE!

OH, WHAT A LAUGH IT WAS JUST WHEN

S.A.N.T.A.'S REIGNDEAR

RUSHED RIGHT IN

AND BLEW HOLES IN ALL THE  
COPS LAST NIGHT!

### DATA

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

### ► CYBERCAM EX-1

**Cost:** 1,000eb (Very Expensive)

The ultimate camera for a one-person news crew! The Raven MicroCybernetics Cybercam EX-1 not only records crisp, clear video and audio but intelligently adds preloaded graphics, logos, and sound effects before livecasting it all to the Data Pool.

The Cybercam EX-1 is a professional head-mounted camera. When a Media uses their Role Ability (**SEE CP:R PAGE 151**) to publish a story via an EX-1 produced livecasted feed, the believability increases by 1 (for example, from 2 out of 10 to 3 out of 10). This Bonus stacks with those gained via verifiable evidence.

### ► CYBERSCANNER

**Cost:** 1,000eb (Very Expensive)

A classic tool of both bouncers and cops alike, Cyberscanners haven't changed much in the last twenty years. Wave the double-pronged wand around the target and a combination of sonic and magnetic resonance allows the reader to determine and display what chrome a choomba is packing. How well a Cyberscanner works depends on who coded it. A Cyberscanner employed by the average street cop won't recognize highly experimental or rare chrome while a Cyberscanner used by high-level Megacorp intel agents is probably fine-tuned to recognize the sort of top-secret cyberware used by spies.

The Cyberscanner can scan a target within 2 m/yds and produce a readout of all their installed cyberware. The scan takes 1 Minute and the target must remain still for the duration. If even a single piece of hardened, Tech-Upgraded, or unique/unknown cyberware is detected, the Cyberscanner produces an error instead of a readout.

### ► CYBERSCANNER, INTEGRATED

**Cost:** 500eb (Expensive)

**Install:** Clinic

**Humanity Loss:** 7 (2d6)

**Cyberarm Option. Requires 2 Option Slots.** An Integrated Cyberscanner installed in a Cyberarm. The readout is displayed on an LED panel built into the arm but can also be directed to the user's Chyron display or linked Agent.

### ► DPI SMARTSTICKS

**Cost:** 500eb (Expensive)

Turn any surface into a drum kit with Smartsticks!

Feel the rhythm through haptic feedback and the bass of the onboard subwoofer!

Let your passion flow through the synthesizer!

Drum the world!

The DPI Smartsticks gives its user a +1 Bonus to their Play Instrument (Drums) Skill Checks. This Bonus only applies once and won't combine with other instruments that grant Bonuses to the Play Instrument Skill.

## ► DYNALAR XTRA-DEX SMART GLOVE

**Cost:** 1,000eb (Very Expensive)

Need a hand with everyday tasks but aren't willing to give up your "perfectly good" hand for it? Dynalar, maker of the world's most trusted Cyberfingers, has just the solution for you. With a simple strap and plug, a whole new set of fingers is there for you to command. The Xtra-Dex Smart Glove is perfect for everyone from hardcore professionals or on-the-go homemakers. Design your own smart glove for your own smart life — then sit back and Let Dynalar Do The Rest!

*The Dynalar Xtra-Dex Smart Glove contains 2 Option Slots for Cyberarm or Cyberlimb options and counts as a Modular Finger Cyberhand for the installation of up to 5 Cyberfingers. These Cyberfingers are built into the glove's existing fingers and do not add extra digits to the user's hand. When worn, the options stored in the glove's slots and its installed Cyberfingers can be accessed as long as the user is connected to it via a set of Interface Plugs. Putting on a Xtra-Dex Smart Glove and taking one off is an Action, part of which can include connecting/disconnecting Interface Plugs. Any cyberware options stored in a Cyberarm or meat arm the Xtra-Dex Smart Glove is being worn over are inaccessible while the glove is being worn. Cannot be concealed. For more on Cyberfingers **SEE BLACK CHROME**.*

## ► ESPORMA ENVIRONMENT SUIT

**Cost:** 5,000eb (Luxury)

The Esporma Environment Suit is a must for any situation that may include poisonous gasses, bioweapons, or radiation. All seams are magnetically sealed and air-tight. With an internal oxygen supply, the wearer can enter most hazardous situations without suffering ill-effects and the armor woven into the outer layer ensures it won't puncture easily. Best of all, the Esporma is self-repairing!

*Unlike other armor, the Esporma Environment Suit isn't bought in two pieces and must always be worn on both your body and head location. Each location has its own SP 8. When repaired, both pieces are repaired at the same time. Wearing an Esporma Environment Suit protects the user from radiation. The suit comes equipped with an oxygen tank which can provide up to 30 Minutes of air before the tank must be refilled*

*from the ambient air, which takes 1 Hour. During each Hour that the Esporma Environment Suit does not lose SP, nanomachines repair it for 1 point of lost SP.*

## ► HAMMERED INDUSTRIES GREEN LIGHT GO SNIFFER

**Cost:** 100eb (Premium)

Is your dealer cutting their synthcoke with rat poison? Did someone spike your cup of Smash? Is your personal assistant slipping Biotoxin into your KaffPop? Find out with the Hammered Industries Green Light Go Sniffer! Simply insert the wand into the substance in question and read the indicator light. When you see green: get ready, get set, go!

*The Hammered Industries Green Light Go Sniffer will analyze a dose of a chemical substance, such as a Pharmaceutical or a Street Drug, as an Action. Its indicator glows green if the substance is pure according to an internal database or red if it is impure. It does not provide any information as to what the substance is — just if it has been cut or mixed with something else.*

## ► ION CUFFS

**Cost:** 500eb (Expensive)

Seven out of ten cops in Night City recommend Ion Cuffs! Ion Cuffs are the one-step unbreakable criminal lockdown device! Buy the same Ion Cuffs trusted by the NCPD. Lock down Cyberarms and all their nasty surprises! Stress tested against cyberpsychos with the most popular brands of Linear Frames. Even they can't break free of Ion Cuffs!

*Any non-hardened cyberware options installed in a non-hardened Cyberlimb bound by Ion Cuffs become inoperable until the cuffs are removed. Ion Cuffs can be broken easily if a subject's BODY is 13 or higher.*

## ► MASTER MECHANIC'S TOOL KIT

**Cost:** 20,000eb (Super Luxury)

Even Hephaestus used a hammer to forge metal. The highest-end tools, Master Mechanics are the utensils of a god of creation. Are you worthy to wield them? Accept no substitutes. Not even those made by your own hand.

*A Master Mechanic's Tool Kit grants a Tech +4 to their Basic Tech, Cybertech, Land Vehicle Tech, Sea Vehicle Tech, Air Vehicle Tech, Electronics/Security Tech, and Weaponstech Skill Checks when used for any Maker*

### DATA

**Fun fact!** Synthcoke and the most popular brand of toilet cleaner are identical white powders with similar scents and tastes!

### DATA

**Black Chrome** is a Tech and Style Guide for **Cyberpunk RED** and is available now!

# THE 12 DAYS OF GEARMAS

Speciality (**SEE CP:R PAGE 147**) purpose. Due to the size and density of the tool set's housing it counts as a piece of Thick Steel Cover and cannot be moved except by a Character with BODY 10 or higher without special equipment.

## ▶ **MINIMAG SPEAKERS BY TELETRONICS**

**Cost:** 50eb (Costly)

Stick a speaker anywhere! Don't bother upgrading your car's sound system — just attach a MiniMag to your dash! Don't yell at your kids to come down for dinner — save your voice and put a MiniMag in their bedroom! Show your team spirit at the next Night City Nukes game by attaching multiple MiniMags to your cyberarm and letting them really hear you cheer! MiniMag Speakers will change your life and the lives of everyone around you — for the better!

*MiniMag Speakers are one inch in diameter, magnetic, can connect wirelessly to a linked Agent within 100 m/yds, and come in a variety of colors.*

## ▶ **OPTITECH MAGVIEWER**

**Cost:** 500eb (Expensive)

The ultimate in hunting, competitive long range shooting, orienteering, and birdwatching technology — if your Optitech MagViewer can't see it, it may just be invisible! Never before have optics this good been this cheap! Buy one for your brother. Buy two for your sister. Buy as many as you can for yourself! Let Optitech optimize all your outdoor pastimes!

*The Optitech MagViewer is a set of binoculars allowing the user to see detail up to 800 m/yds away. A successful Complementary Skill Check made using the MagViewer done to assist a Single Shot or Aimed Shot Attack on a target 51 m/yds or further away adds a +1 to the Attack Check. This is in addition to the normal Bonus granted a successful Complementary Skill Check. This benefit does not stack with the Sniping Scope Weapon Attachment or TeleOptics Cyberware.*

## ▶ **SKIDROW PACKSHIELD**

**Cost:** 100eb (Premium)

Worried about your life and toting around your possessions? Worry no more! The PackShield from SkidRow Limited isn't just a stylish backpack loaded

with ergonomically designed organizational pockets. Pull it off, press a button, and reinforced panels will unfold to transform this chic bag into a shield capable of stopping gunfire. Classic fashion with a new twist!

*The PackShield is a Bulletproof Shield (HP10) with the appearance of Businesswear. It will not provide protection while worn as a backpack and must still be equipped in a hand to be effective. When worn as a backpack it does not offer protection but does function as a carryall. The PackShield cannot be installed in Popup Shield cyberware.*

## ▶ **ZONDA METROCAR**

**Cost:** 1,000eb (Very Expensive)

**Nomad Access:** 1

The classic city car of the 2020s is back! Local manufacturer Yang's Wheels, under license from Zonda, has removed the pedals and added a motor, transforming its enclosed bicycle platform into the most affordable car available in Night City.

The Zonda Metrocar is a Compact Groundcar with only two seats. It has an SDP of 25, a Combat Speed of 10 MOVE, and a Narrative Speed of 30 MPH/48 KPH. The Metrocar is incompatible with the Heavy Chassis and Seating Upgrade. If fitted with the AV Engine Upgrade, a Metrocar can fly but its movement rates remain the same. A Metrocar cannot be Tech-Upgraded to increase its Combat or Narrative Speed.

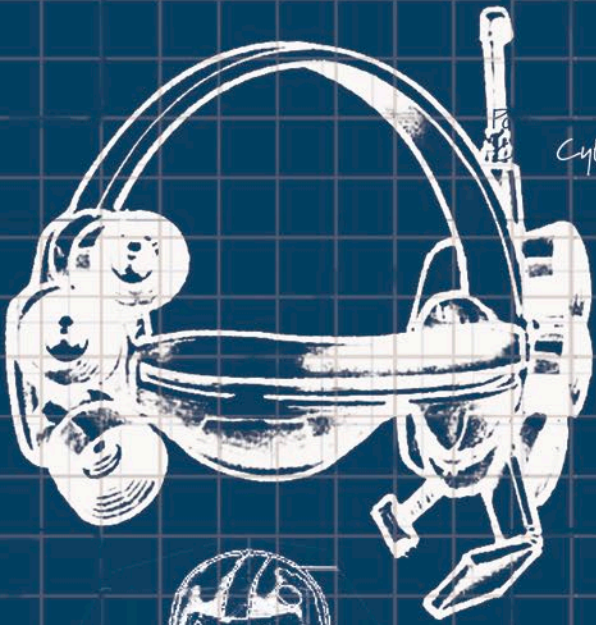
**THIS IS MT198-8. WE'RE  
CURRENTLY OVER SECTOR CHARLIE  
ZULU 8-32 IN 10-43 OF  
PRIORITY TARGET SIERRA  
ALPHA NOVEMBER TANGO ALPHA.**

**REPEAT. WE HAVE SPOTTED  
S.A.N.T.A. FLYING OVER  
THE OLD COMBAT ZONE AND  
ARE IN PURSUIT. WE'RE  
BRINGING THE FAT BASTARD  
DOWN FOR SURE THIS TIME!**

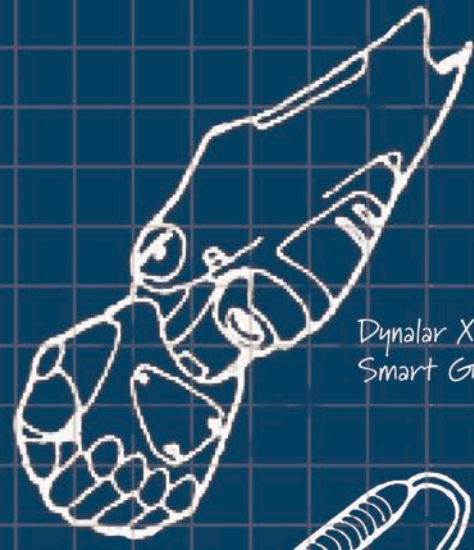
— **LIEUTENANT DARRYL "BLUEBERRY" ARMITAGE**  
MAX-TAC SQUAD COMMANDER

### DATA

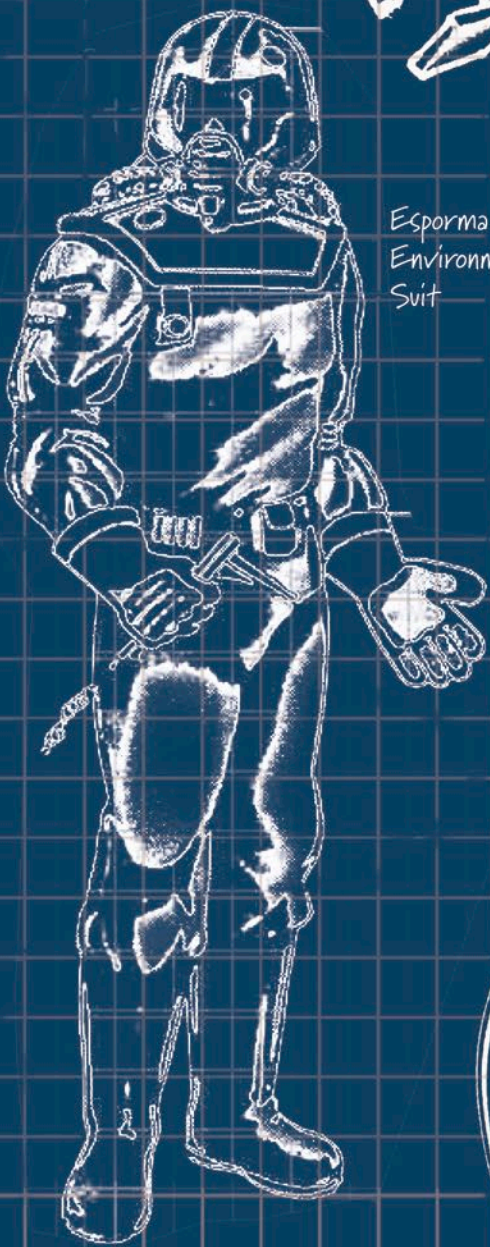
MiniMags are especially popular with prankster gangs. Both the Bozos and the Philharmonic Vampyres swear by them!



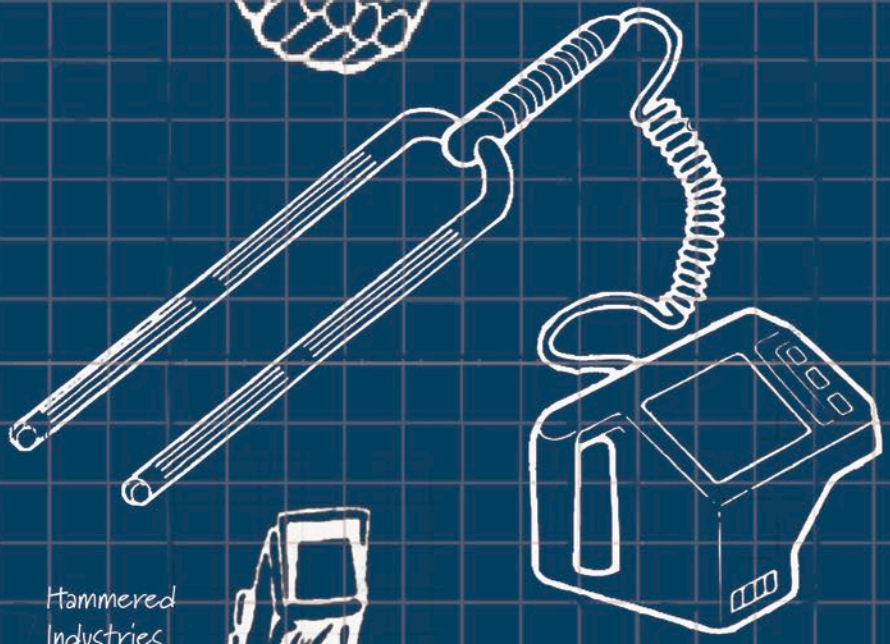
Cybercam EX-1



Dynalar Xtra-Dex  
Smart Glove

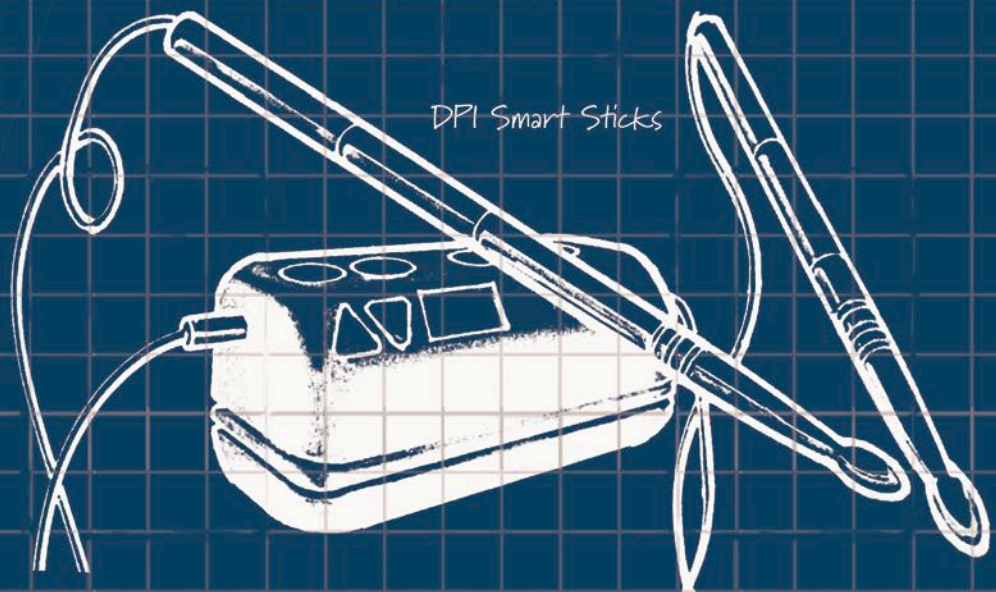


Esporma  
Environment  
Suit



Hammered  
Industries  
Green Light  
Go Sniffer

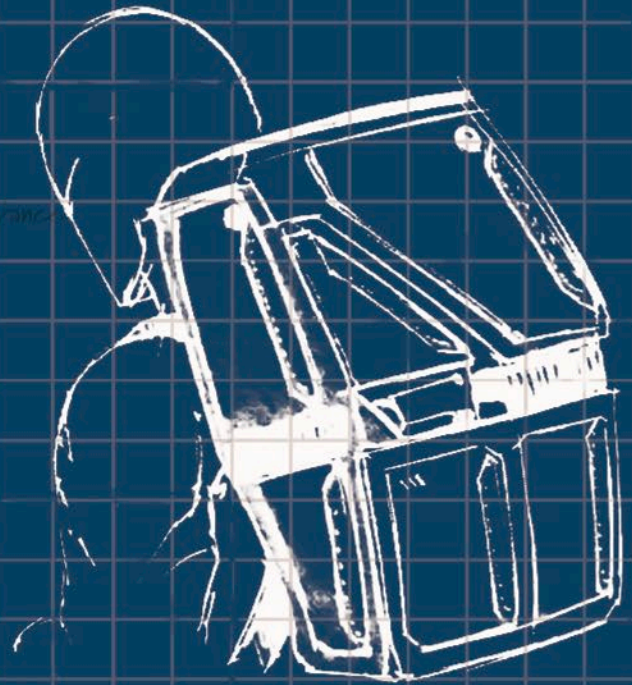
Cyberscanner



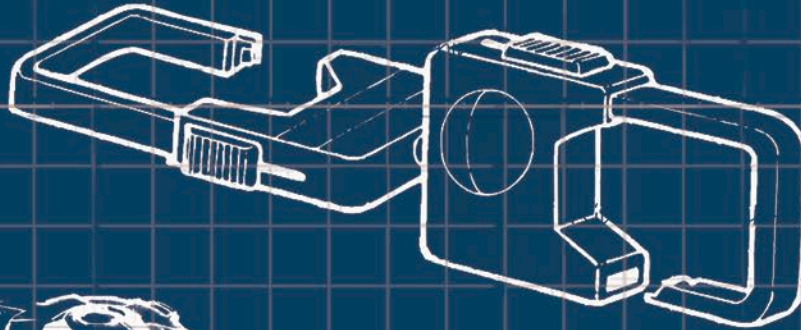
DPI Smart Sticks



Optitech MagViewer



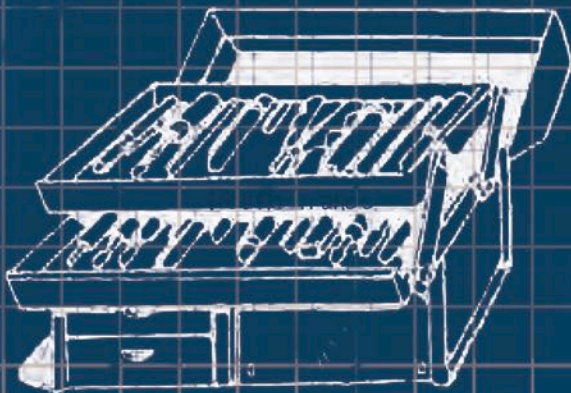
SkidRow PackShield



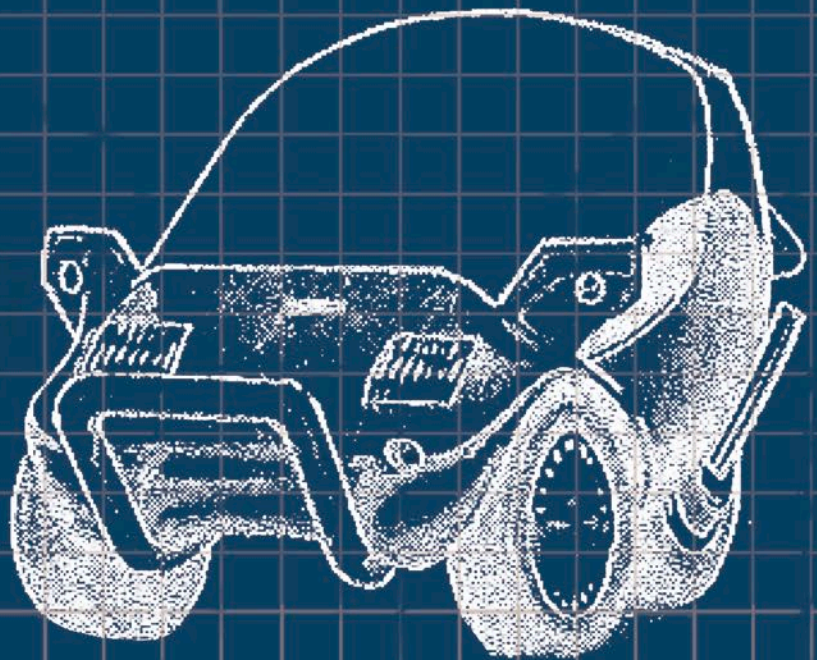
Ion Cuffs



MiniMag Speakers by  
Telectronics



Master Mechanic's Tool Kit  
(only top segment of kit shown)



Zonda Metrocar

# THE 12 DAYS OF GEARMAS

Name	Description & Data	Cost
<b>Cybercam EX-1</b>	A head-mounted camera for livecasting professionals. Grants a bonus to the Media's Role Ability.	1,000eb (V Expensive)
<b>Cyberscanner</b>	Scans a target and provides a readout on their installed cyberware.	1,000eb (V Expensive)
<b>Cyberscanner, Integrated</b>	Cyberscanner installed in a Cyberarm. <i>Install:</i> Clinic • <i>Humanity Loss:</i> 7 (2d6)	500eb (Expensive)
<b>DPI Smartsticks</b>	Electronic drum sticks. Drum anywhere!	500eb (Expensive)
<b>Dynalar Xtra-Dex Smart Glove</b>	A smart glove capable of installing Cyberfinger options.	1,000eb (V Expensive)
<b>Esporma Environment Suit</b>	An armored, self-repairing hazmat suit with internal oxygen tank.	5,000eb (Luxury)
<b>Hammered Industries Green Light Go Sniffer</b>	A specialized device made to analyze a chemical substance's purity. Green light means go!	100eb (Premium)
<b>Ion Cuffs</b>	Handcuffs designed for suspects with Cyberarms. Does not disable the arms but does disable options installed in the arms.	500eb (Expensive)
<b>Master Mechanic's Tool Kit</b>	The ultimate tool kit for any Tech. Also counts as Thick Steel Cover.	20,000eb (Super Luxury)
<b>MiniMag Speakers by Telectronics</b>	A tiny, wireless speaker with a magnetic backing. Comes in a variety of colors!	50eb (Costly)
<b>Optitech MagViewer</b>	Amazing binoculars! Perfect for spotters and snipers.	500eb (Expensive)
<b>SkidRow PackShield</b>	When worn on the back it is a carryall. When equipped in a hand it is a bulletproof shield.	100eb (Premium)
<b>Zonda Metrocar</b>	A tiny, affordable Compact Ground Car designed for city driving. <i>Nomad Access:</i> 1 • <i>SDP:</i> 25 <i>Seats:</i> 2 • <i>Speed (Combat):</i> 10 MOVE • <i>Speed (Narrative):</i> 30 MPH/48 MPH	1,000eb (V Expensive)

## DATA

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

**DADDY! DADDY! S.A.N.T.A. BEAT THOSE MEGACORP DOOMBAS AND  
UPLOADED NEW BLUEPRINTS TO SHORT CIRCUIT'S LIBRARY  
NET ARCHITECTURE LAST NIGHT!**

**COURSE HE DID, BUG! JUST LIKE HE DOES EVERY YEAR. RIGHT, HONEY?**

**UH-HUH. S.A.N.T.A. ALWAYS GIVES GIFTS TO GOOD TECHS WHO BELIEVE!**

—BUG, 3-PIECE, AND BRAIN

ENJOYING A CLASSIC FAMILY HOLIDAY MORNING



popular keywords

hilaria

my1stgraf3

muses

devils cut

gentleman

hot zone

since you enjoyed *Not Ashamed by Maz Despair...*



**With Us in Spirit**  
by Grace Steel & the Distortions  
12 copies available!

Rising from the ashes, Grace Steel leads a new ensemble into a unique blend of chromatic blues and raggamuffin. Pay special attention to the real combat underpinning the base of *Firebird*.



**Mumble/Glitch**  
by Old Town Aliens  
21 copies available!

Old Town Aliens latest concept album is all acoustic, with specifically-pitched mumbles providing rhythm and melody.



**Black Lace Nightmare**  
by the Digital Divas  
43 copies available!

Night City's premiere brat-punk band made the news when their sizzling jam, *Burn It Down* inspired real fires. Some call it the arson curse. Listen to the whole album itself to see if it's real.



**{1ne night Only}**  
by Protocon  
119 copies available!

The hottest band in the Pacifica Confederation, live concert from Night City Plaza. 1ne night Only can be every night for you!



**OUR CYBERWARE ISN'T AS SAFE AS WE THINK IT IS**

BY DOLAN PONDSMITH



# CYBERFISTS OF FURY

## EXPANDED MARTIAL ARTS

**Writing and Design by** James Hutt • **Editing by** Carol Darnell  
**Art Direction by** Winterjaye Kovach • **Business Management by** Lisa Pondsmith • **Layout by** J Gray

## WHAT IS MARTIAL ARTS?

Martial Arts. The domain of action heroes and badasses; of deadly villains and heart-stopping action. In terms of cool, it's the mirrorshades of fists. The most cyberpunk way to beat the brakes off your adversaries up close and personal. You've watched a cyberpunk movie. You've watched a kung-fu movie. You may have even watched a cyberpunk kung-fu movie. You know what we're doing here. This system expands the Martial Arts Form options you can learn in **Cyberpunk RED** (SEE CP:R PAGE 178) to account for twenty-three of the flavors we had to leave out. It expands melee combat in **Cyberpunk RED** into a system of interconnected fists and fury. You won't ever feel safe within 2 m/yds of an enemy ever again.

## TYGERS & WOLVES

Bridget Bash just rocked her final encore. It's one in the morning at Metalstorm and I'm drunk. As I exit the show into the sticky, sweaty, summer air, I hear a wolf howling at the moon. I turn towards the noise and see an exotic in a ripped t-shirt smoking in the alley. His shirt was vintage fan-made merch he had personalized with claw-holes for additional ventilation. I hear the distant shouting of a fight breaking out, so I throw on my level dampeners, expecting to hear gunfire. But I don't hear any — so it seems like things might be getting interesting. I touch the wall and my tactile boost detects two figures squaring up 50 meters south, under the bridge, just at the edge of its N.N. Nedd Tech Upgraded range.

It's a popular spot to settle a score, so I stagger over to investigate. The wolf-man follows me, and up close he seems harmless. Exotics aren't all cyberpsycho, and this one's got good taste in music.

We sit on a concrete wall overlooking the two combatants further down near the water. I open the refrigeration chamber in my arm and offer him a Smash. The good kind, Piranha-made. He accepts. The two figures don't notice us. Exotics are mostly metal inside, I remember. I'm glad we both had cybereyes, because otherwise, we couldn't have seen anything that night. Thinking back on it, it also was pretty smart of us to watch from far away.

I focus on the action, trying to sober up. One of the guys was much bigger than the other, and as he squared up, he cracked his knuckles and put his arms up. A grappler. I think it was a wrestling stance. That was when the other guy took his jacket off, revealing his back. He ignited a tiger extending down the length of his back and forearms. It was traditionally done, but tastefully accentuated with light tattoos which framed the back-beast in alternations of hot white and orange. It commanded attention with red fangs and a mouth dripping neon blood. As a Pacifica native, I think I know where he got it. I wondered what the big guy did to deserve this. Tyger Claws don't usually fight for no reason.

The Tyger closed the distance between them in an instant, landing two strikes in the chest of the big man, who grabbed him, and he immediately regretted it. The Tyger ripped into him, bending the man's arm in a shower of sparks. The wolf cheered a little, but quickly got wise enough to shut up. Animals have to stick together, I guess.

I expected the big man to run away, but I don't think that would have worked out for him. He ran toward the Tyger, jumping into a kick. The Tyger stepped aside, striking the flying leg, knocking the man into an unbalanced landing. It was a final moment of weakness. The Tyger lunged, throwing him over his shoulder and down into the unforgiving concrete bank of San Morro Bay. I swear it cracked. After dodging a last desperate fist, the Tyger connected a single bloody palm strike to the man's nose. Then he looked up, perhaps for witnesses.

I glanced at my companion. Without a wasted moment, we ran into the night. This was one Tyger we didn't want to catch us by the tail.

## A MARTIAL ARTS REFRESHER

In **Cyberpunk RED**, Martial Arts is a x2 cost DEX Skill. Each time you increase the Skill, you must choose in which Martial Arts Form you are training. Each Form is treated as its own Skill. You can learn multiple forms, but you must do so separately. You can't use Martial Arts unless you have at least one point in the Skill.

The primary feature of Martial Arts is making Martial Arts Attacks, which are ROF2 Melee Attacks which ignore half the Defender's Armor (rounded up).

**Martial Arts Attacks are ROF2 and made using the following resolution:**

**Attacker's DEX + Martial Arts (Form) + 1d10 vs. Defender's DEX + Evasion + 1d10**

**Martial Arts Attack Damage is based on BODY and ignores half of the Defenders Armor**

Martial Arts Special Moves also have individual requirements that must be met for use. Unless stated otherwise, Martial Arts Special Moves cannot be used to make Aimed Shots. Martial Arts Special Moves are typically resolved using the Martial Arts Special Move Resolution. When they aren't, their description will explain how to resolve them.

When a Special Move Resolution notes "once per Turn" it specifically means once per the martial artist's Turn unless stated otherwise.

## Martial Arts Special Move Resolution

**Attacker's DEX + That Form's Skill + 1d10 vs. either**

**Defender's DEX + Evasion Skill + 1d10 or**

**DV listed in the Special Move's description**

### MARTIAL ARTS DAMAGE

BODY	4 or Under	5 to 6	7 to 10	11+
DMG	1d6	2d6	3d6	4d6

In addition to Martial Arts Attacks, each Martial Arts Form has two unique Special Moves. You need at least 1 level in that Martial Arts Form to use. There are also Shared Special moves, which can be used by any Form (SEE CP:R PAGE 179).

BY BAD MOON ART STUDIO



## NEW MARTIAL ARTS FORMS

### ▶ Arasaka-te ◀

A martial art developed by Arasaka before the 4th Corporate War. Its easy-to-learn moves can be taught by anyone, which made it easy to franchise dojos in strip malls.

### ▶ COUNTER STRIKE

**Requirement:** It is your Turn. You took damage from a Brawling, Martial Arts, or Melee Weapon Attack since your last Turn.

Once per Turn, when you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, you lower the penalty incurred by making an Aimed Shot with a Martial Arts or Melee Weapon Attack from a -8 to a -5 for the rest of your Turn when you target a character that damaged you with a Brawling, Martial Arts, or Melee Weapon Attack since your last Turn.

### ▶ ESCAPE HOLD

**Requirement:** It is your Turn. You are the defender in a grapple.

Once per Turn, when you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, you are no longer grappled.

**GROWING UP, MY PA TOLD ME TO SETTLE PROBLEMS WITH MY WORDS. THEN HE RAN OUT ON MY MA AND ME TO JOIN HIS NEW MISTRESS AT HIS NEW COMPANY. THAT PROVED TO ME JUST HOW DISHONEST WORDS WERE. NOW I SETTLE THINGS WITH MY FISTS. SEE, WORDS LIE ALL THE TIME BUT MY FISTS? MY FISTS ARE ALWAYS HONEST.**

— JIMMY “TITAN” STEEL  
MEMBER OF THE WILD THINGS

### ▶ Arnis ◀

A martial art from the Philippines with a focus on weapons. Purported to be one of the deadliest on the planet.

### ▶ COORDINATED COMBINATION

**Requirement:** You hit the same target with two Martial Arts (Arnis) Attacks or two Melee Weapon Attacks made with Light or Medium Melee Weapons, or any Melee Weapon installed as cyberware, installed in cyberware, or installed in a Battleglove this Turn.

Once per Turn, when you fulfill this requirement, you may use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, the target you hit twice this Turn suffers the Torn Muscle Critical Injury without any of the Bonus Damage from it.

### ▶ DISARMING TECHNIQUE

**Requirement:** It is your Turn. You dodged at least one Melee Weapon Attack since your last Turn and dodged all Melee Weapon Attacks targeted at you since your last Turn. You are wielding a Melee Weapon.

Once per Turn, when you fulfill this requirement, you may use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, any one Melee Weapon held in the hands of a target within Melee range that targeted you with a Melee Weapon Attack since your last Turn is either held by you or is on the floor.

### ▶ Boxing ◀

A straightforward martial art based on punching and parrying. Versatile in its simplicity, it can seek to outlast the opponent or finish them quickly in a flurry of blows.

### ▶ KNOCKOUT PUNCH

**Requirement:** Body 8 or higher

Instead of making 2 Attacks with your Martial Arts Attack Action, you can choose to make a Knockout Punch. Use your Action to use the Martial Arts Special Move Resolution against a single target in Melee range, taking a -5 penalty to the Check. If you hit, your Attack targets your opponent's head location just like making an Aimed Shot, and your target suffers the

Broken Jaw Critical Injury in addition to your Martial Arts Attack damage. If they already had this Critical Injury, they do not suffer another Critical Injury.

## ▶ PUNCH COMBINATION

**Requirement:** You hit the same target with two Brawling Attacks this Turn.

Once per Turn, when you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, you may make a single Brawling Attack against the target.

## ▶ Capoeira ◀

A martial art possibly developed by Brazilian slaves. Its flowing forms resemble a dance. Those who master it are capable of extreme fluidity in battle.

## ▶ RHYTHMIC RECOVERY

**Requirement:** You missed a target with a Martial Arts (Capoeira) Attack this Turn.

Once per Turn, when you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, you may make a single Brawling Attack against a target within Melee range.

## ▶ SLASH DANCE

**Requirement:** Either you inflicted a Critical Injury with a Light or Medium Melee Weapon, any Melee Weapon installed as cyberware, installed in cyberware, installed in Gear such as a Battleglove this Turn, or you used more than 3 Luck points on an Attack you made with any of these previously listed weapons or on Rhythmic Recovery (*either the Martial Arts Special Move Resolution roll or the resulting Brawling Attack*) this Turn.

Once per Turn, when you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, you may make a single Martial Arts (Capoeira) Attack against a target within Melee range.

## ▶ Choy Li Fut ◀

A Chinese martial art possessing great speed and versatility. The sweeping attacks of this style give it an advantage when fighting multiple opponents.

## ▶ SHAOLIN STEP

**Requirement:** MOVE 6 or higher. It is your Turn. You dodged at least one Attack since your last turn and dodged all Attacks that were targeted at you since your last Turn. You haven't already taken the Run Action this turn.

Once per Turn, when you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, you may take the Run Action without it costing an Action. If you do, you cannot use the Run Action again this Turn.

## ▶ SWEEPING FIST

**Requirement:** MOVE 6 or higher. You hit the same target with two Martial Arts (Choy Li Fut) Attacks this Turn.

Once per Turn, when you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, you may make a single Brawling Attack against a target within Melee range you didn't hit this Turn.

## ▶ Drunken Fist ◀

A Chinese martial art that imitates a drunk person to strike and defend unexpectedly by coiling the body.

## ▶ ENVIRONMENTAL IMPROVISATION

**Requirement:** LUCK 4 or higher (This refers to your STAT, not current Luck Pool).

Once per Turn, you can use the Martial Arts Special Move Resolution to attempt to beat a DV13. If you succeed, you may choose an item or piece of cover within Melee range. If the GM agrees that the item or surface would be painful if used as a weapon or if one was to be slammed into it, while within Melee range of that item or surface, your Brawling Attacks this Turn ignore half of the defender's armor. If a particularly painful item or surface is chosen, the GM may choose to improve your damage on the Brawling table to reflect this, up to a maximum of 4d6 damage.

## ▶ LUCKY STUMBLE

**Requirement:** LUCK 4 or higher. (This refers to your STAT, not current Luck pool) You are being attacked by an Attack your character is not aware of.

# CYBERFISTS OF FURY

Whenever you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15, even if you are unconscious or otherwise incapacitated. If you succeed, you may attempt to dodge the Attack normally as if you had the ability to dodge bullets, even if you otherwise do not. If this is the first time this game session that you have succeeded in this Special Move, you may choose to regain 2 of your spent Luck points either immediately or at the beginning of your next Turn. Your Luck points can't ever go above your LUCK.

## ▶ Gun Fu ◀

A martial art that teaches equal parts hand-to-hand combat and combat handgunnery. Deadly within enclosed spaces. It treats the handgun as an extension of the user's body.

### ▶ COMBAT RELOAD

**Requirement:** You hit a target with a Martial Arts (Gun Fu) Attack. You haven't already taken the Reload Action this Turn.

Once per Turn, when you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, you may take the Reload Action to reload a weapon currently wielded by you without it costing an Action.

### ▶ WOO TECHNIQUE

**Requirement:** Handgun Skill Level 4 or higher or Combat Awareness Rank 1. It is your Turn. You must be holding a one-handed ROF2 Ranged Weapon fired with the Handgun Skill.

Once per Turn, when you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, you gain all of the following effects.

- The range at which you may make Martial Arts (Gun Fu) Attacks this Turn is increased from Melee range up to 25 m/yds. These attacks are considered Melee Attacks, ignore half armor, and can be dodged by anyone, even if they aren't typically capable of dodging bullets.
- The damage of your Martial Arts (Gun Fu) Attacks are increased to match the damage of the weapon you used to fulfill this special move's requirement if it would be higher.

- Your Martial Arts (Gun Fu) Skill is decreased to the level of your Handgun Skill if it is at a higher level than your Handgun Skill.
- Whenever you make a Martial Arts (Gun Fu) Attack, ammunition is removed from your weapon as if it was fired normally, and the effects of any ammunition fired are added to your Martial Arts (Gun Fu) Attacks. If ammunition cannot be removed, the Attack fails.

## ▶ Jujutsu ◀

A Japanese martial art that yields to the force of its opponent, redirecting their power against them.

### ▶ AIKI

**Requirement:** You hit a target with a Non-Gun Fu Martial Arts Attack and are about to damage them.

Once per Turn, when you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, for the rest of the Turn you may use their BODY instead of your own when calculating the damage you deal with Brawling and Martial Arts Attacks made against them.

### ▶ THROWING TECHNIQUE

**Requirement:** WILL 6 or higher. You hit the same target with two Martial Arts (Jujutsu) Attacks this Turn.

Once per Turn, when you fulfill this requirement, you may use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, you use the Throw Action on a target in Melee range you attacked this Turn, even if you are not grappling them. You may choose to use your target's BODY STAT instead of your own when dealing damage for the throw.

THE **WOO** TECHNIQUE IS  
ALTERNATIVELY KNOWN AS THE  
**BLACKHAND** TECHNIQUE,  
THE **WICK** TECHNIQUE, OR THE  
**GIBBS** TECHNIQUE DEPENDING ON  
THE GUNNER DOING THE SHOOTING.

— TOGGLE

## ▶ Kendo ◀

The modern Japanese "Way of the Sword." A martial art with a lineage tracing back to the age of the samurai – the warrior caste, not the band.

### ▶ CUT THE BULLET

**Requirement:** WILL 8 or higher. Melee Weapons Skill Level 6 or higher. You must be aware of your attacker. While wielding a melee weapon, you are being shot with a ranged weapon using its standard Single Shot firing mode or have been included in the intended blast radius of a ranged explosive weapon.

Whenever you fulfill this requirement, you can use the Martial Arts Special Move Resolution against your opponent's Attack Check. If you succeed, the Attack does no damage. If you fail, the Attack hits you, and if it is an explosive, you become the center of the blast radius. You may draw an easily accessible Melee Weapon (such as one in a scabbard or Popup Weapon cyberware) as a part of satisfying this move's requirement, and if you do so, you may stow it immediately afterward without an Action.

### ▶ KI KEN TAI NO ICHI

**Requirement:** You are in combat.

Once per Turn, when you fulfill this requirement, as an Action you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, the Aimed Shot penalty on your first Attack made with a Melee Weapon on your next Turn is reduced to -2.

## ▶ Krav Maga ◀

An Israeli martial art combining techniques from Aikido, Boxing, Judo, Karate, and Wrestling with a focus on adapting them to real-life self-defense situations.

### ▶ CONTACT COMBAT

**Requirement:** You inflicted a Critical Injury with an Aikido, Boxing, Judo, Karate, Krav Maga or Wrestling Martial Arts Attack or Martial Arts Special Move Resolution this Turn.

Once per Turn, when you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, you may make a single Brawling Attack against a target that you inflicted a Critical Injury on this Turn.

## ▶ PUNISHING BLOW

**Requirement:** You dodged at least one Melee Attack since your last Turn and dodged all Attacks that were targeted at you since your last Turn.

Once per Turn, when you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, you may make a single Brawling Attack against a target that attacked you with a Melee Attack since your last Turn.

## ▶ Kung Fu ◀

The original Chinese martial art and the ancestor of many other styles. When it's properly used, it's almost invincible.

### ▶ FIVE FORMS

**Requirement:** Kung Fu Skill Level 4 or higher.

Instead of making 2 Attacks with your Martial Arts Attack Action, you can choose to make a Five Forms Attack. Choose two different options between Crane, Dragon, Leopard, Snake, and Tiger. Use your Action to make a Martial Arts Special Move Resolution against a single target in Melee range. If you hit, in addition to your Martial Arts Attack damage, this Attack gains an additional effect based on the first animal you chose. The next Melee Attack you make on a future Turn during this combat gains the additional effect of the second animal you chose if it hits.

- **Crane:** Your target suffers the Damaged Eye Critical Injury without any Bonus Damage.
- **Dragon:** Add +1 to the next Attack Check made by you against the target this combat.
- **Leopard:** Your MOVE is increased by 2 until the end of your Turn.
- **Snake:** You regain 1 of your spent Luck points.
- **Tiger:** All of your target's worn armor is ablated by 1 additional SP.

### ▶ SUPERIOR STANCE

**Requirement:** It is your Turn. You hit a target with a Martial Arts Attack this Turn.

Once per Turn, when you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV17. If you succeed, you are moved to the top of the Initiative queue.

## ▶ **Kyudo** ◀

The Japanese martial art of archery, often practiced as a competitive sport and a form of meditation. In the modern age, practitioners are trained in a special set of hand-to-hand moves designed to compliment the bow.

### ▶ **HASSETSU**

**Requirement:** You are not prone or in a grapple. You must be wielding a weapon fired with the Archery Skill. You may draw an easily accessible weapon fired with the Archery Skill as a part of satisfying this requirement.

Once per Turn, when you fulfill this requirement, as an Action you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, you establish a Kyudo stance.

While you are in an established Kyudo Stance, the damage of the first Attack you make with a ROF1 weapon fired with the Archery Skill on your Turn is increased by 2d6. While in a Kyudo stance, if you move more than 6 m/yds (3 squares) on your Turn, take damage from a Melee Attack, become grappled, become prone, are disarmed of your last weapon fired with the Archery Skill, or combat ends, you exit your Kyudo Stance. Being in a moving vehicle does not break your stance unless you are the driver. Establishing a Kyudo stance is seen as an aggressive action akin to drawing a firearm.

### ▶ **ZAITEKI**

**Requirement:** You hit a target this Turn with an Aimed Shot made with a weapon you fired using the Archery Skill.

Once per Turn, when you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, regain up to 2 of your spent Luck points.

## ▶ **Militech Commando Training** ◀

A martial arts system developed by Militech to teach soldiers how to properly use their combat knives.

### ▶ **COMBAT KNIFE TRAINING**

**Requirement:** You are attacking with a Light or Medium Melee weapon as your first attack this Turn.

Whenever you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15.

If you succeed, until the end of the Turn, the damage of your Light or Medium Melee Weapon is increased to 4d6, but its ROF is decreased to 1.

### ▶ **COMMANDO DISARM**

**Requirement:** You have two or more hands free.

When you fulfill this requirement, as an Action, use the Martial Arts Special Move Resolution against a Brawling Check against a single target in Melee range who is wielding at least one weapon in their hands.

If you succeed, place one of their held weapons into your hands. You may then attack the same target with the weapon as if you hadn't yet taken an Action.

## ▶ **Muay Thai** ◀

A Thai martial art focused on striking. Those who train it undergo extreme body conditioning and often equally extreme cyberware installation.

### ▶ **CONDITIONED FEROCITY**

**Requirement:** It is your Turn. You damaged at least one target with a Martial Arts Attack since the beginning of your last Turn.

Once per Turn, when you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15.

If you succeed, until the end of the Turn the damage of your Brawling Attacks is increased by 1d6, up to a maximum of 4d6, and all Brawling Attacks are made with a +1 Bonus.

### ▶ **CONDITIONED POWER**

**Requirement:** It is your Turn. You damaged at least one target with a Brawling Attack since the beginning of your last Turn.

Once per Turn, when you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed the damage of your next Martial Arts Attack this Turn is increased by 1d6.

## ▶ Multiarm Melee ◀

A martial art developed by residents of the Yukon Valley of the free state of Alaska to stand a chance against Biotechnica's specially augmented bears and win their fight against Petrochem.

## ▶ ARMED & DANGEROUS

**Requirement:** It is your Turn. You have more arms than a target you are attacking with a Brawling Attack.

Once per Brawling Attack where you fulfill this requirement, before you roll your dice to attack, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15, or a DV17 if you've already used Armed & Dangerous this Turn. If you succeed, you may choose one of the following.

- When you roll your dice to make your Brawling Attack, you may roll your d10 twice and take your favored result.
- You lower the penalty incurred by making an Aimed Shot with your Brawling Attack from a -8 to a -5.
- If you are a Solo, you may immediately reassign your Combat Awareness points without taking an Action.

## ▶ SMACK TOGETHER

**Requirement:** BODY 6 or higher. You are the attacker in two or more grapples.

Once per Turn, when you fulfill this requirement, as an Action you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, you may deal your BODY STAT directly to the Hit Points of everyone currently defending from a grapple made by you.

## ▶ PanzerFaust ◀

A martial art developed by FBCs, for FBCs. Its techniques are designed around unleashing the enormous power of a metal body against a squishy one.

## ▶ BORG FIST

**Requirement:** BODY 10 or higher.

Instead of making 2 Attacks with your Martial Arts (PanzerFaust) Attack Action, you can choose to make a Borg Fist. Use your Action to make a Martial Arts

Special Move Resolution against a single target in Melee range with a lower BODY than you. If you succeed, you may make a Martial Arts (PanzerFaust) Attack that deals 5d6 damage instead of its typical damage to the target, or if you have less than 0 Humanity, 6d6 damage.

## ▶ INNER CHROME

**Requirement:** You are a Full Body Conversion or have less than 0 Humanity. You are in combat. At least one piece of your cyberware has been damaged, disabled, or rendered inoperable, such as with an EMP.

Once per Turn, when you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV11. Add +2 to the DV for every piece of your cyberware that has been damaged, disabled, or otherwise rendered inoperable. If you succeed, your damaged, disabled, or otherwise rendered inoperable cyberware is no longer damaged, disabled, or rendered inoperable until the end of the combat.

Until your next Turn, your cyberware is immune to being damaged, disabled, or rendered inoperable. If you have less than 0 Humanity when you succeed, and the DV you succeeded against was 15 or higher, these immunities extend until the end of the combat and extend to cyberware being destroyed or destroyed beyond repair.

## ▶ Silat ◀

A natural fusion of many indigenous martial arts from Southeast Asia. Comprising hundreds of different styles, it is as variable as the fighters that practice it.

## ▶ INTERNAL POWER

**Requirement:** WILL 6 or higher. You hit the same target with two Martial Arts (Silat) Attacks or two Melee Weapon Attacks made with Light or Medium Melee Weapons.

Once per Turn, when you fulfill this requirement, you may use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, you may make a single Brawling Attack against a target within Melee range.

## ▶ VIOLENT LEVERAGE

**Requirement:** It is your Turn. This Turn, you started a grapple with a target you haven't grappled before this combat.

Once per Turn, when you fulfill this requirement, you may use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, you may make a single Melee Weapon Attack against a target within Melee range.

## ▶ Sov-System ◀

The direct successor of Command Sambo, the martial art previously taught to the Red Army, which has been molded by SovOil in a single-minded effort to create a commercial martial art more popular than Arasaka-te.

## ▶ DIRTY BLOW

**Requirement:** BODY 4 or higher.

Instead of making 2 Attacks with your Martial Arts Attack Action, you can choose to make a Dirty Blow. Use your Action to use the Martial Arts Special Move Resolution against a single target in Melee range. If you hit, your target suffers a randomly rolled Body Critical Injury in addition to your Martial Arts Attack damage. Whenever this causes the Foreign Object Critical Injury, the victim rolls on the Body Critical Injury Table again and suffers that Critical Injury instead.

## ▶ REVENGE STRIKE

**Requirement:** BODY 4 or higher. It is your Turn. You received a Critical Injury from a Melee Attack or a Martial Arts Special Move since your last Turn.

Once per Turn, when you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, you may make a single Martial Arts (Sov-System) Attack against a target that satisfies the second sentence of this move's requirement. If this attack causes a Critical injury, regain up to 2 of your spent Luck points.

## ▶ Sumo ◀

A Japanese wrestling martial art focused on moving your opponent with the full force of your body.

## ▶ DEASHI

**Requirement:** BODY 7 or higher. You are about to be grappled or thrown.

Whenever you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, you are not grappled or thrown and may move yourself and the target trying to grapple or throw you up to 6 m/yds (3 squares) in a direction of your choice.

## ▶ NIRAMIAI

**Requirement:** COOL 4 or higher. You are in a Facedown.

Whenever you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, your Facedown is made with a +2.

## ▶ Tai Chi ◀

A Chinese martial art that seeks to redirect or otherwise thwart incoming attacks while maintaining inner balance.

## ▶ JOINT MANIPULATION

**Requirement:** Someone within Melee range of you missed you with a Melee Attack.

Whenever you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, choose one of your attacker's hands. They are unable to use that hand until the end of their next Turn. This does not cause your attacker to drop anything held by that hand.

## ▶ LU

**Requirement:** WILL 8 or higher. Someone within Melee range of you has just successfully made a Martial Arts Special Move Resolution.

Once per Turn, when you fulfill this requirement, you can make a Martial Arts Special Move Resolution against a DV equal to the Martial Arts Special Move Resolution Check that satisfied this move's requirement. If you succeed, their Martial Arts Special Move Resolution fails unless they immediately respond by using Lu themselves and beat the DV established by your Lu Check.

## ▶ Thamoc ◀

A modern martial art, sometimes called the "The Art of Modern Confrontation," created to train police departments in weapon retention and grappling in an effort to lower officer mortality rates.

### ▶ ADVANTAGED POSITION

**Requirement:** It is your Turn. You are the attacker in a grapple.

Once per Turn, when you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, you lower the penalty incurred by making an Aimed Shot against a target you are grappling with a Martial Arts or Melee Weapon Attack from a -8 to a -5 for the rest of your Turn.

### ▶ WEAPON RETENTION

**Requirement:** You are about to be disarmed of a weapon by any means.

Whenever you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, your weapon is not removed from your hands.

## ▶ Thrash Sambo ◀

A recently developed martial art fusion of Command Sambo and Thrash Boxing, a dance-inspired fighting style born in the nightclubs of Eastern Europe in the 2020s.

### ▶ GRIT

**Requirement:** You are about to suffer a Critical Injury.

Whenever you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, you take no Bonus Damage from the Critical Injury, though you still suffer its effect.

### ▶ THICK SKIN

**Requirement:** You are taking damage from a Melee Attack.

Whenever you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, the damage you take from this Melee Attack is reduced by 2, or 4 if it was a Martial Arts Attack.

## ▶ Wrestling ◀

One of the oldest martial arts, its focus is on grappling an opponent and holding them down. Its appeal is obvious and straightforward, so it is widely practiced.

### ▶ CHOKEHOLD

**Requirement:** It is your Turn. You are the attacker in a grapple and haven't used the Choke Action this Turn.

Once per Turn, when you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, you may use the Choke Action. You cannot use the Choke Action against the same target again this Turn.

### ▶ REVERSAL

**Requirement:** It is your Turn. You are the defender in a grapple.

Once per Turn, when you fulfill this requirement, you can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If you succeed, you are now the attacker in the grapple.

## SHAITAN

We had misjudged the nature of the demon we sought to destroy. The tower was not enough. Arasaka could not be killed with a single blow to the heart. The demon had multiple hearts. I heard another one beating across an ocean to the east. It tormented me. Recklessly, I installed cyberware to prepare my new body for the same purpose as the old one I'd left in the rubble. Even as my mind failed, my hate kept me going. Too much chrome, too quickly.

When I regained my sense of self, I was on an autonomous cargo ship stranded in the Pacific Ocean. Autonomous mines had hit the rudder. I was alone, and around me, the world was ending. Night City had fallen and risen again. Suddenly, try as I might, the Net was unreachable.

I searched the vessel and found an armory of Militech toys. I could have worked for ten lifetimes and never afforded it all. I counted in my head the number of Arasaka laboratories I've blown up in my life: the submarines, yachts, planes, factories, and trainyards.

# CYBERFISTS OF FURY

Saburo Arasaka never truly cared about any of them. My revenge had never even touched him, not until the moment I watched the light *killed* from the eyes of his only loyal son. How had I been so stupid for so many years? A tower can be rebuilt. He couldn't buy another Kei. He couldn't hire another son.

In the cargo hold I found several intentionally mislabeled items. Prototypes, some further along than others. Miniaturized railgun tech. Chameleon cyberware, Monoblades, and an entirely rebuilt Eclipse Full Body Conversion -- nostalgic. Transferring was too risky. Cannibalizing it for parts was much more palatable. I rolled out an olive tarp and spent the remainder of the week laying out a skeleton of weaponry. The sweetener packets I found in expired Militech rations made a reliable alternative to the brain solution every Borg is sustained by when dissolved in rainwater. Now that I had resources and time, I could begin.

Surrounded by a stack of Militech user manuals and relying entirely on chipware, I installed the tech into my body, one piece at a time. I learned quickly that I was not at all like a motorcycle. It took years, but I learned. Installing the Chameleon Coating itself took months; I failed the surgery seven times, and in succeeding, I nearly lost myself. I remembered what they took from me to keep me sane. Then I found a crate dressed up in Virginia postage, labeled "Ω Frame: Nuckelavee" "Attn: DIXIE," and installing it sent me over the edge.

The next memory I have is waking up wrapped tightly in the tarp. Though covered in rust and seawater, I felt immediately comfortable with this second cyberpsychosis. It was frightening. I felt emotionally numb, like I had turned on a pain editor for my soul. These thoughts in my head, these feelings were not human. My body was ready to complete my mission, but my mind was at risk. Were I to fall one more time, I would never again return to the surface.

To center myself, I created a new faceplate from what remained of the salvaged Eclipse. I remembered my mother. That long ago, I vowed to her memory that I would even become an evil spirit to achieve my revenge. A *Shaitan*. As I clicked the faceplate, I renewed my vow. It gave me a new purity of purpose.

I needed to focus on the future. When last I met Adam, we were matched at range, but the fight was decided up close. I will never again be so powerless. I needed a new weapon to defeat a Dai-Oni in whatever form it arrived, and the crate of Militech Martial Arts Interactive Training Braindances gave me a path. A lifetime of Aikido and Solo work helped fill in the gaps. Muay Thai, Arnis, Silat, Krav Maga, I trained in everything. After PanzerFaust, I achieved an epiphany. All arts are connected. The mind, body, spirit, chrome, are all equal contributors. I felt ready to fight a thousand battles ... or just one. Both were identical pursuits.

Years later, during my morning meditation, a Nomad vessel discovered the ship. After a brief discussion, they agreed to help me reach the shores of Japan and supply me with whatever I needed. In return, I gave them the ship and its cargo. The money and favors I gained were enough to establish a network of safehouses on the mainland and across the Pacific Rim.

Saburo is weak where he cannot see his weakness. I will strike him there, behind his eyes. What I take from him he will never be able to replace, not with all the money in the world. A tower can be rebuilt. The soul can't be repaired so easily, not when struck from within.

## CYBERFISTS OF FURY PLAYTESTERS

Anthony Savoie, Brandon "LordCheesusCrust" Belewberg, Bryan "Universaurus Rex" Parsons, Charlie "Emmerron" Eberspacher, Cody Karr, Dacho, Daniel "Therexlord" Martínez Eito, David Mager, Linda "Druttercup" Evans, Maya Love - Transgender Extraordinaire, Michael Wolverton, Mikael Ste-Marie, N. Jolly, Noelle 'Sami Automatic' Rigaud, Robert Tielking, Tommy Svensson, and Zane Johnson

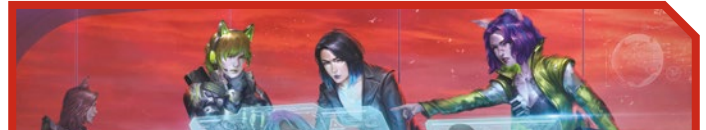




# CYBERPUNK RED CHECKLIST



Cyberpunk RED Core Rulebook



Danger Gal Dossier



Cyberpunk RED GM Screen (Data Screen)



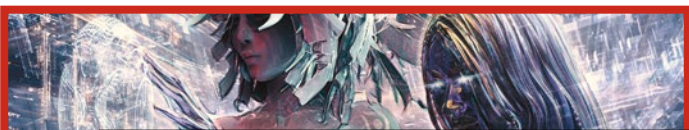
Interface RED volume 3



Cyberpunk RED Data Pack



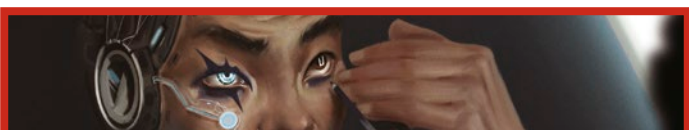
Tales of the RED: Hope Reborn




Netrunning Deck



Trauma Deck



Interface RED volume 1




Interface RED volume 4



Tales of the RED: Street Stories




MICRO  
Microchrome



Black Chrome



Cyberpunk RED Jumpstart Kit



Interface RED volume 2



Cyberpunk: Edgerunners Mission Kit

As of Q2 2025



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# SHADOW SCAR



From the makers of **Cyberpunk RED** and **The Witcher TRPG** comes a roleplaying game of worlds, intrigue, and heroism

# 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 fourth 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, adding a sweat-soaked rainbow of new Martial Art styles to your campaign!

Volume 4 of **Interface RED** adds the following new content to your **Cyberpunk RED** game:

- **Hornet's Pharmacy:** Drugs, Pharmaceuticals, and associated chemical goodness, courtesy of Hornet, a top Night City Fixer.
- **Black Chrome+:** Molly Anderson is here to distribute bonus items that didn't fit inside **Black Chrome**. It also includes a helpful discussion on fashion and Linear Frames!
- **Achievements and Loot Boxes:** Our annual April Fool's DLC brings universally loved video game mechanics to **RED**! Mr. Amaze's M.R.A.M.A.Z.E. program can be used as a random party goal and treasure generator.
- **Stickball:** The sport of the street, played with electrified balls and electromagnetic lacrosse sticks. Used to settle beef between the less violent gangs of Night City.
- **The Dreaded Punknaught:** A jury-rigged vehicle custom-made to commit maximum violence at maximum speed. No two of these junkyard-murder-mobiles are alike.
- **Corporate Conapts & Studio Apartments:** Looking to move out of your Cargo Container? Come peruse your options and see what you can afford!
- **Halloween Screamsheets:** Melissa Wong presents three spooky screamsheets to fill your players with terror! Vampires, Werewolves, and Haunted Vendits, oh my!
- **The 12 Days of Gearmas:** Twelve pieces of powerful gear to gift to your characters, thanks to the infamous holiday Netrunner known as S.A.N.T.A.
- **Cyberfists of Fury:** Expanded Martial Arts. Twenty-three new martial arts forms for **Cyberpunk RED**, expanding the core book's martial arts into an interconnected system of fists and fury! Use them to get even, like Shaitan!

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