MICRO CHROME

A few months ago (as of the time of this being written) we teamed up with Penny Arcade to create a *Cyberpunk RED* 4-pin set. In setting up the backing card for the pin set, we noticed the big empty space on the back and thought, "Hey, wouldn't it be neat to make some new *Cyberpunk RED* gear to go there?". That turned out to be a great idea in theory but we hadn't considered the possibility of Penny Arcade shutting down shipping to Europe due to various external factors.

We know a lot of *Cyberpunk RED* fans in the EU and UK are upset about not being able to buy the pins . We wish we could make that happen but unfortunately, that's beyond our control. What we can do, however, is make the new gear available to anyone and that's what this PDF is all about. We hope the pins do become available everywhere in the world eventually but, until then, here are the four items on the back of the pin card. Enjoy!

Chipware Compartment

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

Cybereye Option. Compartment can conceal up to four pieces of chipware without a Check. Chipware can be easily removed as an Action by spinning the eye in its socket. **Requires a Cybereye and takes 3 Option Slots.**

MicroCutie by Hello Cutie

Cost: 1,000eb (Very Expensive)

An Excellent Quality Exotic Medium Pistol with a clip size of 10. As an Action you can activate or deactivate Hypurrburst™. While in Hypurrburst™, the MicroCutie is 1ROF, purrs audibly and deals 4d6 damage but drains all remaining bullets from the clip to fire once. The gun automatically disables Hypurrburst™ while there are less than 4 bullets in the clip. Hypurrburst™ cannot be used to make Aimed Shots.

Smart Lens

Cost: 500eb (Expensive)

A Smart Lens gives a user access to a single Option Slot for a Cybereye Option. Installing a Cybereye Option into a Smart Lens costs the same as installing it into a Cybereye. You can only wear one Smart Lens per eye.

Superflash Jacket

Cost: 500eb (Expensive)

A stylish urban flash jacket. As an Action, the wearer can destroy a replaceable 50eb (Costly) battery, converting it into 7 megacandela of blinding light. Treat the effect like a Flashbang Grenade going off centered on the jacket without the temporary Damaged Ear Critical Injury. Batteries sold separately.

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