

BY RICHARD BAGNALL



THE 12 DAYS OF CYBERMAS

A CYBERPUNK RED HOLIDAY SEQUEL

DECEMBER 2022

V1.0

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THE 12 DAYS OF CYBERMAS

DATA

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

A LOT LIKE CYBERMAS BY MECHA BUBBLY

From the Net54 Crimson Christmas Collection

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

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

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

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

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

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

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

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

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

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

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

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

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

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

► CHAINRIPP

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

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

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

► CYBERMATRIX GANG JAZZLER

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

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

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

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

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

► CYCLOPS INTERNATIONAL BUG EYE

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

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

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

► DEATHTRANCE

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

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

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

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

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

► KIROSHI MONOVISION

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

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

DATA

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

DATA

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

THE 12 DAYS OF CYBERMAS

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

► KIROSHI OPTISHIELD

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

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

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

► PSIBERSTUFF WATCH-MAN

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

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

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

► POSER CHIP

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

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

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

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

► RADLINE BLITZKRIEG ARC-THROWER CYBERARM

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

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

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

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

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

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

DATA

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

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

► RAVEN MICROCYBERNETICS MICROWALDO

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

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

Let the MicroWaldo be your newest surgical assistant.

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

► SYCUST FLESHWEAVE

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

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

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

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

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

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

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

► WYZARD TECHNOLOGIES ROMANOVA CYBERLEGS

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

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

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

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

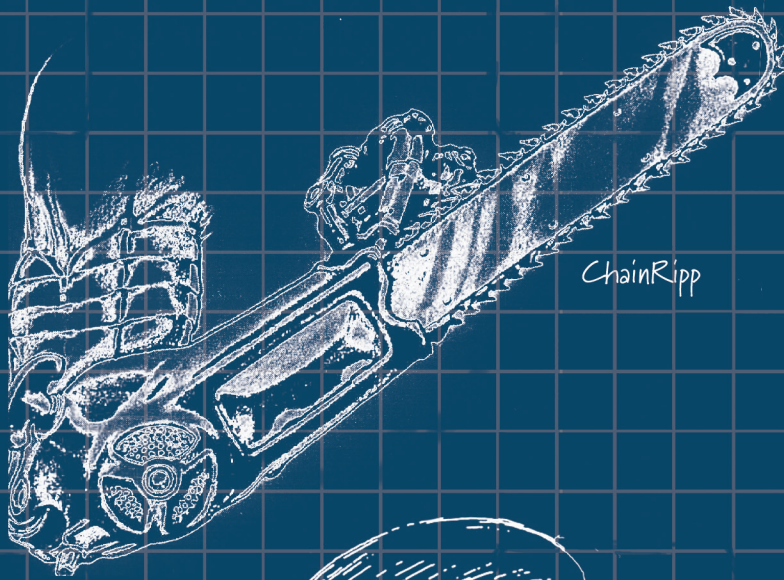
DESPITE THE EFFORTS OF
OPERATION: LUMP OF COAL, OUR
REGIONAL OFFICES IN NIGHT CITY
WERE INFILTRATED BY THE
NETRUNNER KNOWN ONLY AS
S.A.N.T.A. AND BLUEPRINTS FOR
MULTIPLE PRODUCTS, INCLUDING
THE MONOVISION AND OPTISHIELD,
WERE STOLEN. FORTUNATELY,
THE OPTISHIELD PLANS STOLEN
WERE FOR THE 2020 VARIATION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

— FENTON HAMILTON MIRANDA
CHIEF ACTUARY
KIROSHI OPTICS, NIGHT CITY

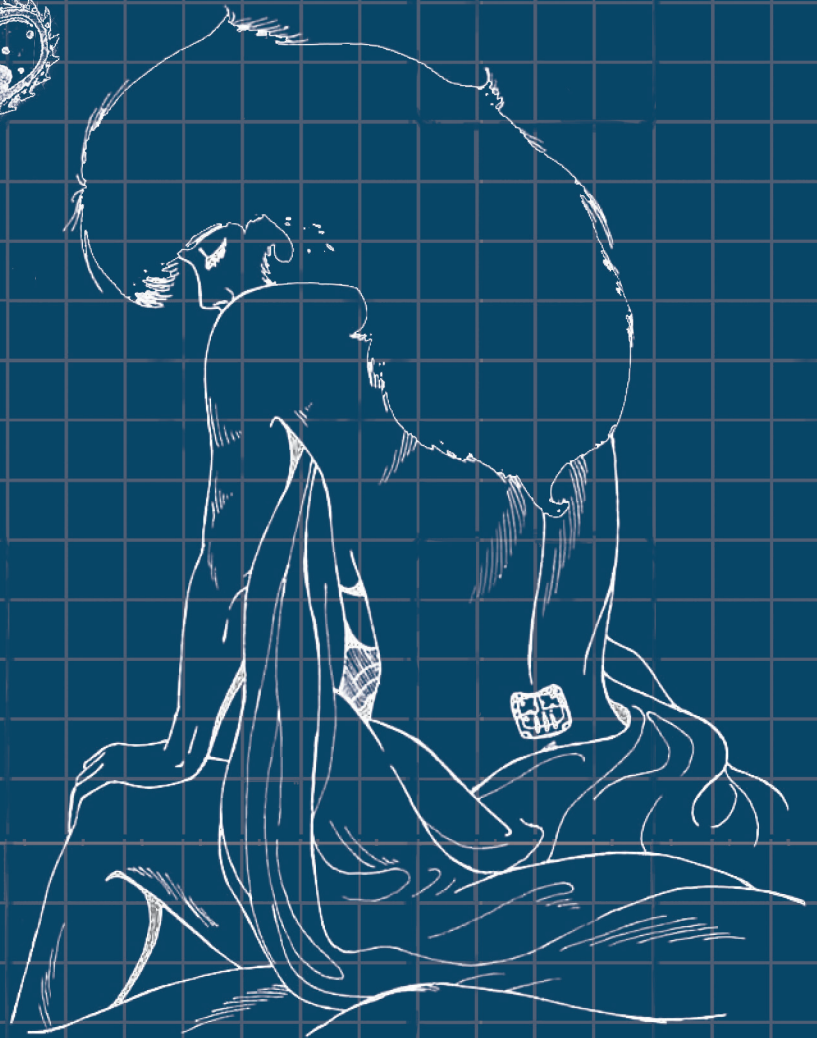
DATA

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

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



ChainRipp



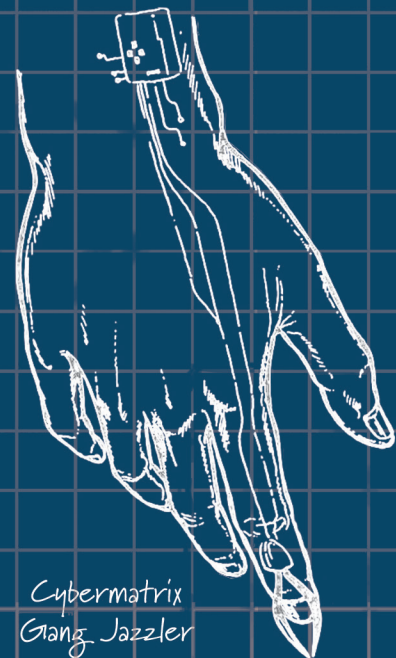
Death Trance



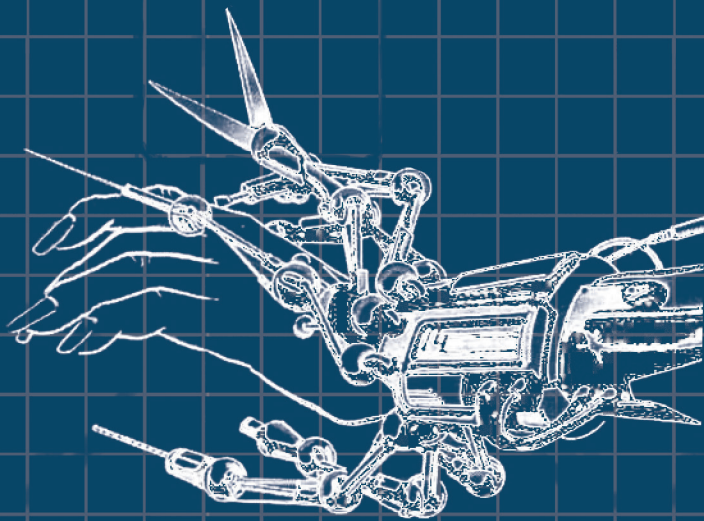
Cyclops International
Bug Eye



Kiroshi MonoVision



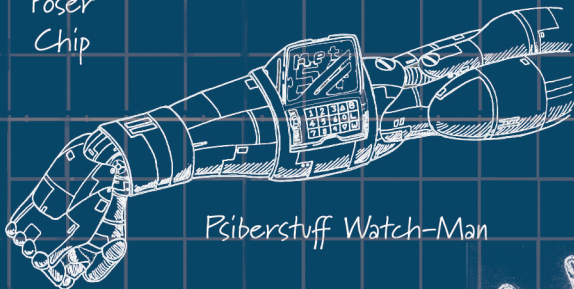
Cybermatrix
Gang Jazzler



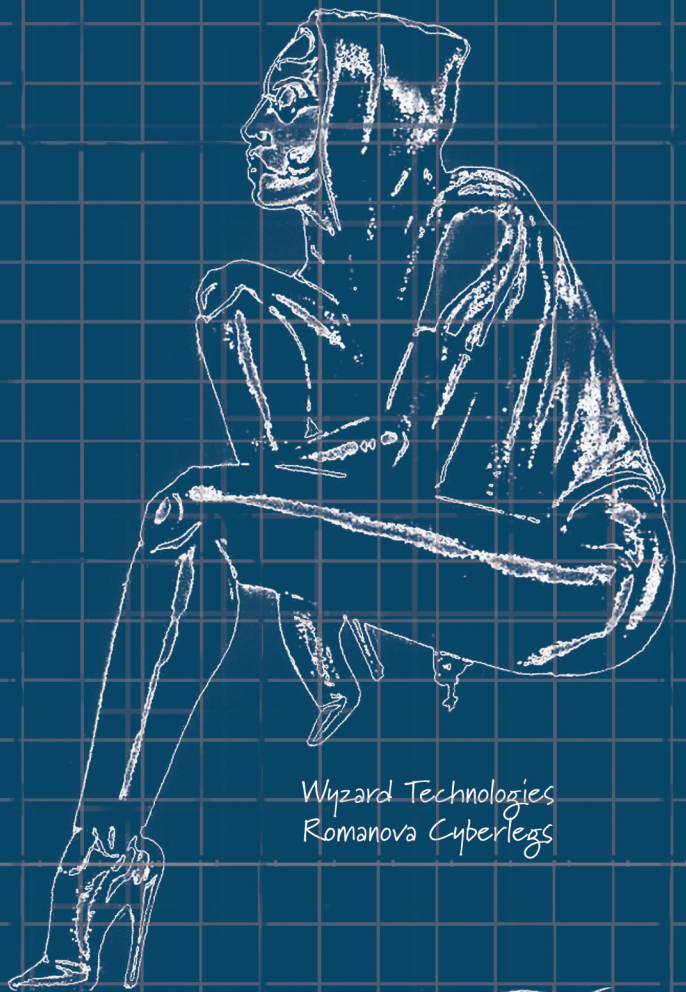
Raven Microcybernetics
MicroWaldo



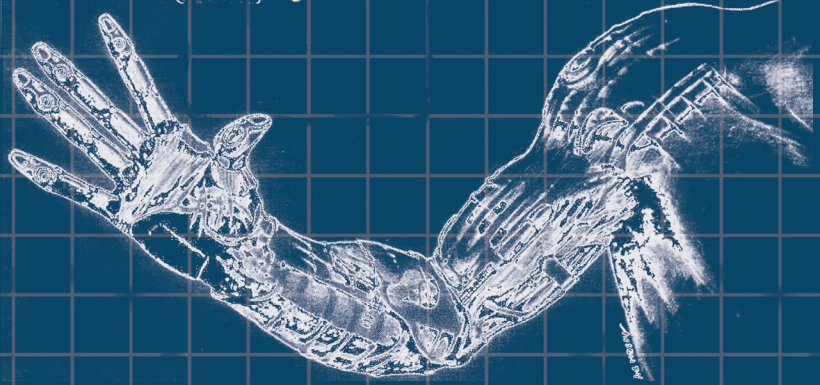
Poser
Chip



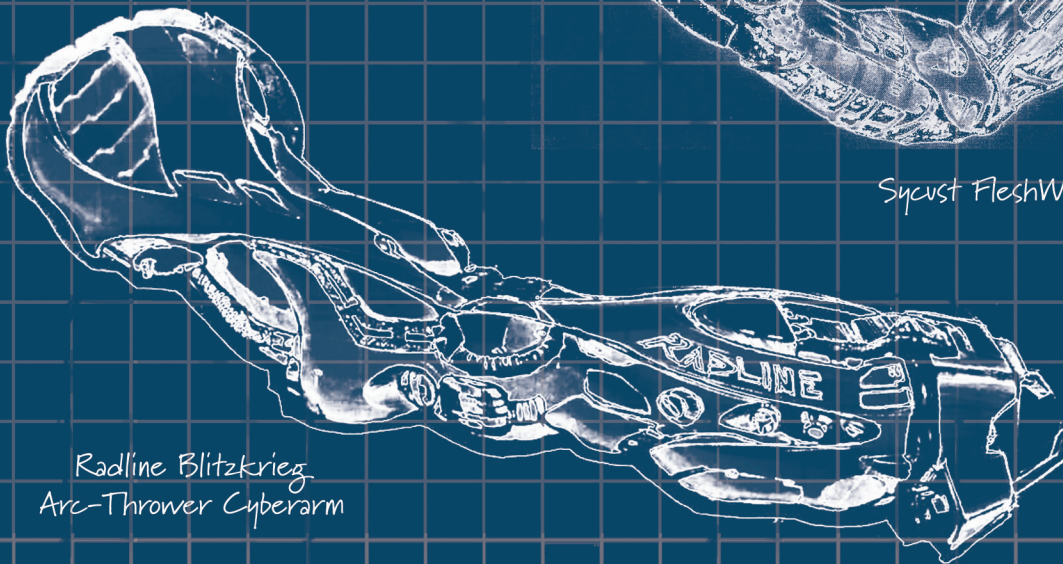
Psiberstuff Watch-Man



Wyzard Technologies
Romanova Cyberlegs



Sycust FleshWeave



Radline Blitzkrieg
Arc-Thrower Cyberarm

THE 12 DAYS OF CYBERMAS

DATA

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

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

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

— **BRAIN**

CO-OWNER, SHORT CIRCUIT