

BY AURAHACK (HTTP://AURAHACK.JP/)



# MIXING DRINKS—CHANGING LIVES

## A CYBERPUNK RED/VA-11 HALL-A CROSSOVER

APRIL 2024

V1.1

**Writing and Design by** J Gray • **Additional Material by** Fernando Damas and Christopher Ortiz  
**Art Courtesy of** Sukeban Games • **Art Direction by** Winterjaye Kovach  
**Business Management by** Lisa Pondsmith • **Layout by** J Gray

Copyright © 2024 by R. Talsorian Games, Inc., Cyberpunk is a registered trademark of CD Projekt Red S.A. All rights reserved under the Universal Copyrights Convention. All situations, governments, and people herein are fictional. Any similarities portrayed herein without satiric intent are strictly coincidental.

VA-11 HALL-A, all related characters, concepts, and art © 2014-2016 Sukeban Games. All rights reserved

**R** Talsorian  
Games

スケバン  
SUEKUBAN  
GAMES



# MIXING DRINKS—CHANGING LIVES

## WHAT IS VA-11 HALL-A?

**VA-11 HALL-A** is, in the words of its creators, a “booze ‘em up about waifus, technology, and post-dystopia life.” In plainer terms, **VA-11 HALL-A** is a video game—a visual novel set in a cyberpunk metropolis known as Glitch City—available on multiple platforms.

Instead of focusing on Megacorp plots and the jobs of hard-boiled street mercs, **VA-11 HALL-A** zeros in on the life of Julianne “Jill” Stingray, a bartender at the titular establishment, as she mixes drinks, interacts with her customers, tries to pay her bills, and deals with the ghosts of her past.

First released in 2016 by Sukeban Games, **VA-11 HALL-A** presents a unique cyberpunk world by remembering the classic adage, “build it big but keep it personal.” Years later, fans still type away on the internet, analyzing the setting, the story, and the characters with fond geek deep diving.

Among those fans? Mike Pondsmith and the **Cyberpunk RED** team. If you haven’t played **VA-11 HALL-A**, we highly recommend it. The game can be downloaded on various platforms, including (as of this writing) Steam, Switch, and PlayStation.

## WHAT IS CYBERPUNK RED?

If you’re coming to us via the **VA-11 HALL-A** fandom and don’t know **Cyberpunk RED**, welcome! First and foremost, **Cyberpunk RED** is the latest edition of a tabletop roleplaying game with deep roots. It was first released in 1988 as **Cyberpunk** and again, in a new edition, in 1990 as **Cyberpunk 2020**. Since then, it has grown as a franchise. It is the origin point for the bestselling video game **Cyberpunk 2077** from CD Projekt Red and the award-winning anime **Cyberpunk: Edgerunners** from Studio Trigger.

**Cyberpunk RED** tells the story of Night City (and the Dark Future at large) in the year 2045, roughly midway between the classic 2020s era and the 2070s era of the anime and video game. More importantly, **Cyberpunk RED** allows you to tell your own stories during that time as your Edgerunners struggle to survive in a world finally rebuilding after a devastating global Corporate War.

To use this supplement as anything other than reading material you will need to own a copy of the **Cyberpunk RED** core rulebook, available digitally from DriveThruRPG and physically from our webstore and from friendly local game stores across the globe.

## DEAR GOD, WHAT IS THIS THING?

**Mixing Drinks—Changing Lives** is a supplement predicated on a simple question: what if the bar, VA-11 HALL-A, its employees, and its customers existed in Night City, the central setting of **Cyberpunk RED**? It examines the bar through the lens of a freelance analyst for Danger Gal, a private detective and security agency (in a format previously established by our **Danger Gal Dossier** supplement). It also provides information on Hammered Industries, the parent Neocorp of VA-11 HALL-A in this blended universe, and a smattering of new gear and cyberware. If you’re already familiar with **VA-11 HALL-A**, please be aware we’ve made adjustments to work within the **Cyberpunk** canon. For example, Lilim don’t exist in Night City and there is no universal nanomachine infection. Where we’ve had to, we’ve adjusted the reality sliders away from Glitch City and towards the Dark Future so things might look a bit different.

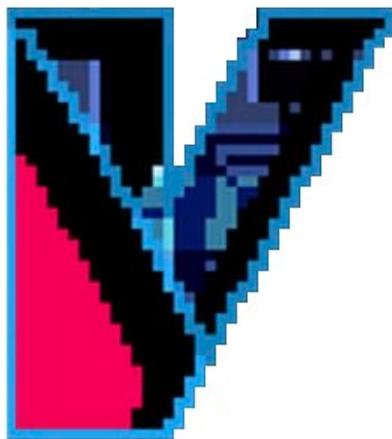
## IS THIS CANON?

Oh, heck no! Not at all! The material in **Mixing Drinks—Changing Lives** presents an alternate universe where a variation of VA-11 HALL-A, its staff, and its customers exists in Night City. In canon **VA-11 HALL-A**, the story still unfolds in Glitch City circa 207X. In canon **Cyberpunk**, there is no bar named VA-11 HALL-A. This article represents an alternate universe for both franchises, with VA-11 HALL-A, its concepts, and its characters transformed to better fit in the **Cyberpunk** milieu.

We’ll shout it again for the people in the back. Nothing in **Mixing Drinks—Changing Lives** is canon to **VA-11 HALL-A** unless the material also pops up in an official product from Sukeban Games. Likewise, nothing in here is canon to the greater **Cyberpunk** universe unless it also appears in an official product from R. Talsorian Games or CD Projekt Red.

It can all be canon to your Dark Future, though! You’re allowed to plug whatever you like into your **Cyberpunk RED** game. Go ahead. We promise we don’t mind.





## VA-11 HALL-A

*Prepared by Art von Delay (Independent Private Investigator)*

**Auditor Note:** von Delay is a reliable freelancer, but either he's pranking us or someone hacked his report. I found color commentary buried as metadata throughout the dossier. I've given the file to the tech squad to analyze and called von Delay in for a debriefing.

—Tag Ophelia Nist, Analyst Team NC-1 Lead

In Night City, brutality in all its forms is an everyday reality. The quality of life for the non-powerful decreases at an alarming rate. For many, this can be overwhelming. Some look for ways to escape. Others just give up. And for many, the answer lies at the bottom of a glass.

On a small road just seconds away from a main street, somewhere near the slums, you can find HALL A of the Hammered Industry franchise bar, VA-11. That's a mouthful, though so the regulars pronounce it as Valhalla. A small oasis in the middle of a concrete desert. A fountain of spirits waiting for tired souls.

At first glance, VA-11 HALL-A seems to be a typical hole-in-the-wall bar with limited space and limited staff. Yet I've seen evidence to suggest its surprisingly influential clientele makes it just as important as locations like Afterlife and the Forlorn Hope; it's certainly worth keeping an eye on.

### BASE OF OPERATIONS

You'll find VA-11 HALL-A on a side road in Watson, near where the district crashes into New Westbrook and the Upper Marina. The neighborhood,

affectionately known by the locals as Glitch City, suffers from a split personality as if it can't decide if it is a slum inching towards recovery (the New Westbrook side), a bastion of the working poor (the Upper Marina), or the farthest outlier of Kabuki (Watson).

A small gang, the Unicorns, clings to power in Glitch City by being smart enough to position the area as a DMZ between the Tyger Claws to the west, Maelstrom to the south, and the Street Queens to the east.

As hole-in-the-wall bars go, VA-11 HALL-A sports a surprising number of features, including soundproofed walls and a high-power security system. Or maybe it isn't so surprising, considering who the owner is.

### RECENT HISTORY

Six years ago, Dana Zane blew into town with a Hammered Industries franchise permit and a need for change. She'd already spent time as a professional wrestler, a lumberjack, an underground gladiator, a spokesperson, and a cop-by-proxy. When she arrived in Night City, she bought the lease on a small bar in Watson, closed it, renovated, then re-opened it as VA-11 HALL-A.

The odd sobriquet, by the by, is due to the naming conventions of the franchiser, Hammered Industries. On paper, Zane's bar is the Neocorp's eleventh in Vancouver (hence the VA, even though it is clearly located in Night City). It is also the first "hall" of the bar (hence HALL-A). If Zane ever opens an adjoining restaurant with drink service, it would probably be named VA-11 HALL-B.

That's it. That's the bar's essential history. Other than visits from notable customers, nothing exciting has occurred at VA-11 HALL-A since it opened; No deadly shoot-outs, money laundering schemes, or busts of underground XBD rings. It has simply existed as an out-of-the-way bar where a small staff serves drinks to whoever wanders in.

Thinking about it, there is one other thing worth mentioning, but only if you're an aficionado of urban legends. Rumor has it the bar is haunted by some sort of digital ghost. A few patrons have described witnessing a glitching phantom—a "girl with one arm, dressed in a black sailor uniform, and wearing jeans under her skirt." I don't personally put stock in such things, but your CHOOH<sup>2</sup> consumption may vary.

**Art von Delay's dossier was written after the events of VA-11 HALL-A (modified here to fit in Night City). Some spoilers lie ahead. If you want a spoiler-free experience, play the game before reading further.**



Don't be boring, Detective Man! What if I'm actually a netrunner, hiding in a safe room under the bar and utilizing holographic projectors to communicate? Or a member of the Philharmonic Vampyres, playing a long-term prank via old-school micronet hacking techniques? Could I be a brilliant young woman who suffered from Microplastic Rejection Syndrome in life and, in death, somehow ended up soulkilled and stuffed inside a flock of nanobots! Or maybe I'm a R.A.B.I.D. messing with people's internal agents. See? Four entirely valid ghost possibilities. Show some imagination!

## RESOURCES

VA-11 HALL-A's biggest resource is its owner and manager, Dana Zane. She's a Solo of incredible reputation and skill. See her entry (PAGE 5) for more details. The bar is the only one in Night City licensed by Hammered Industries. In theory, this means it has first dibs on purchase of Hammed Industries products in Night City, including the chemicals every bar in the Pacifica Confederation uses to mix drinks. In practice, I don't think Zane flexes that particular muscle too often.

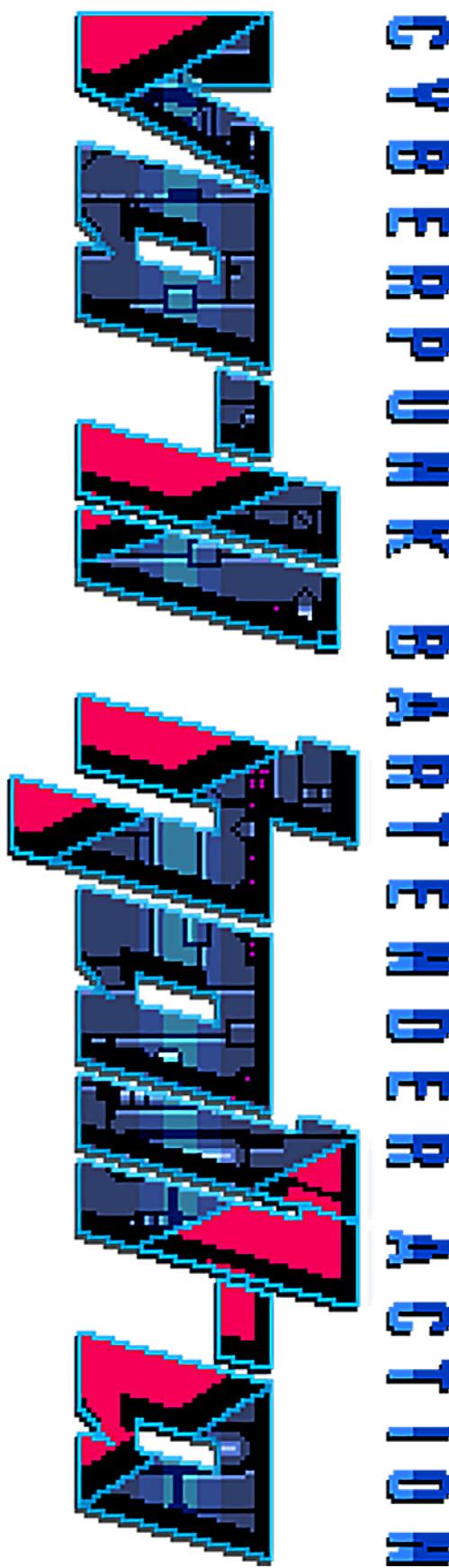
### DATA

K-Tech All-Purpose Soundproofing first appeared in *Corporate Concepts & Studio Apartments*, a free DLC available on the R. Talsorian Games website.

In addition to Zane, VA-11 HALL-A is protected by a high-grade security system and insulated by a solid application of the K-Tech All-Purpose Soundproofing Solution.

## GOALS

All Hammered Industries bartenders are taught a motto as part of their training: "Time to mix drinks and change lives." From all appearances, the staff of VA-11 HALL-A takes those words to heart. Dana Zane seems content to rest and stay low-key after years of fame and violence. The employees make drinks with precision and work hard to engage their customers in banter and form the sort of bartender/drinker bonds you often see in vids. If there's anything nefarious going on here, I haven't been able to dig it up. At the same time, a Solo of Zane's caliber rarely stays out of the game for long. Even if she wants to stay retired, the world may well drag trouble from her past into VA-11 HALL-A's present.





You might have heard of the Enhanced Wrestling League (EWL) champ, the Red Comet. Or the West Coast underground gladiator circuit, The Undefeated of the West. Perhaps you know of a consultant for the San Francisco PD, who helped them solve a pretty nasty case involving rogue artificial intelligence a few years back? Or maybe you saw the Garden vid in which a white-haired woman with a cyberarm subdued an entire mob of rioters without flatlining a single one. All of the above are one woman: Dana Zane.

Rumor has it Zane played bodyguard to Johnny Silverhand, dated Rogue Amendiares, and ran with Morgan Blackhand's squad during the 4th Corporate War. Rumors also abound about her cyberarm—from tall tales about how she lost her meat arm to speculation as to what sort of experimental chrome she's packing in it. After weeks of digging, I still haven't turned up enough truth to confirm or deny any rumor about Dana Zane. If there's more about her hiding in the Danger Gal archives, feel free to append it to this report.

While I can't nail down much about Zane's past, I can confirm two simple facts. First, she really does own VA-11 HALL-A via a franchise agreement. Second, if she's not as good as her legend suggests, she's damned close.

In other words if, for some reason, you feel the need to put Dana Zane down? Send in the whole Puma Squad and a metric ton of backup.

## DANA ZANE

*The Red Comet*



**Favorite Drink:** Unknown

**Boss lady is a sweetheart and an absolute goofball who loves all things "cute." Her biggest weakness? Like a cat, she can't resist sticking her arms or head into interesting-looking objects like helmets, weird jars, or blinged-out bags. She's funny when she's stuck!**

LEVEL	<b>HARDENED BOSS</b>	REP	<b>7</b>	SERIOUSLY WOUNDED	<b>30</b>	HP	<b>60</b>
ROLE	<b>SOLO: COMBAT AWARENESS 8</b>			DEATH SAVE	<b>14</b>		

### STATS

INT	<b>6</b>	REF	<b>8</b>	DEX	<b>8</b>	TECH	<b>6</b>	COOL	<b>8</b>	WILL	<b>6</b>	MOVE	<b>8</b>	BODY	<b>14</b>	EMP	<b>5</b>
-----	----------	-----	----------	-----	----------	------	----------	------	----------	------	----------	------	----------	------	-----------	-----	----------

### WEAPONS

ZANKANTOU (EQ VERY HEAVY MELEE WEAPON)	ROF1	4d6	HEAD	SKINWEAVE	SP 7
BRAWLING ATTACK	ROF2	4d6	BODY	SKINWEAVE	SP 7

### ARMOR

### SKILL BASES

Accounting 10 • Animal Handling 12 • Athletics 18 • Basic Tech 12 • Brawling 18 • Bureaucracy 10 • Business 10 • Concentration 10 • Conversation 10 • Criminology 10 • Deduction 12 • Drive Land Vehicle 10 • Education 10 • Endurance 16 • Evasion 18 • First Aid 10 • Human Perception 12 • Interrogation 10 • Language (English) 10 • Language (Streetslang) 8 • Local Expert (Glitch City) 8 • Melee Weapon 16 • Perception 12 • Personal Grooming 10 • Persuasion 10 • Resist Torture/Drugs 14 • Stealth 10 • Streetwise 12 • Tactics 10 • Tracking 10 • Trading 10 • Wardrobe & Style 10 • Wilderness Survival 12

### GEAR

Agent • VA-11 HALL-A Keys

### CYBERWARE

Contraceptive Implant • Cyberarm w/Superchrome® Covering • Cyberleg w/Jump Booster x2 • Enhanced Antibodies • Grafted Muscle & Bone Lace x2 • TUp (reduced visual footprint) Implanted Linear Frame Beta • Neural Link w/Chipware Socket, Kerenziv & Pain Editor • Toxin Binders • Skinweave

### DATA

TUp stands for Tech Upgraded, meaning the item has been upgraded in some way using a Tech's Maker Role Ability.



## ALMA ARMAS

Professional Hacker



Favorite Drink: Brandini

Titty Hacker is smart. She's gorgeous. And she's funny. If this lady wasn't straighter than an uncurved line, I'd be pushing her into Jill's arms so hard they'd end up banging on the bar floor. They've got some strong "they're just really good friends" chemistry going on.

Let me paint you a picture. A successful, hard-working heterosexual couple raise five kids, all making it through puberty alive and healthy. Sounds like a story from an old vid, doesn't it? And yet, that's Alma Armas' life, making her a statistical anomaly in Night City.

Alma is the family's middle child, with two older siblings (one successful and one not so much) and two younger siblings (still living at home). Since leaving the nest and striking out on her own, she's earned a stellar reputation as a netrunner-for-hire in the Pacifica Confederation. The jobs she works primarily involve her acting as a security consultant by running systems and recommending fixes for the holes she finds but I believe she also runs "black hat" data retrieval and sabotage gigs as well.

If Danger Gal is trying to unravel the mystery of the notorious netrunner activist known as Alice\_Rabbit, Alma is probably on the list of suspects. She seems to possess the skills Alice\_Rabbit would need to succeed but I've personally heard her descend into long rants about how the notorious netrunner hyper-sensationalizes hacking and pushes impressionable newbs into dangerous (and annoying) acts of mimicry. Those rants could be a smokescreen, but no amount of digging on my part has yet unveiled a solid connection between Alma Armas and Alice\_Rabbit.

If Danger Gal wants Alma's services, straight up hire her for a job. Just be careful. If she really is Alice\_Rabbit, you could accidentally give her more than a paycheck. You could give a cyberterrorist a back-door into your systems.

LEVEL	BOSS	REP	5	SERIOUSLY WOUNDED	20	HP	40
ROLE	NETRUNNER: INTERFACE 6			DEATH SAVE	6		

## STATS

INT 8 REF 5 DEX 6 TECH 8 COOL 6 WILL 6 MOVE 6 BODY 6 EMP 6

## WEAPONS

EQ HEAVY PISTOL	ROF2	3d6	HEAD	BODYWEIGHT SUIT	SP 11
BRAWLING ATTACK	ROF2	2d6	BODY	BODYWEIGHT SUIT	SP 11

## SKILL BASES

Acting 10 • Athletics 8 • Basic Tech 12 • Brawling 8 • Bribery 12 • Bureaucracy 12 • Business 12 • Composition 12 • Conceal/Reveal Object 12 • Concentration 8 • Conversation 10 • Cryptography 16 • Cybertech 13 • Deduction 12 • Education 12 • Electronics/Security Tech 16 • Evasion 12 • First Aid 10 • Forgery 16 • Handgun 12 • Human Perception 8 • Language (English) 12 • Language (Streetlang) 10 • Local Expert (Watson) 12 • Perception 10 • Personal Grooming 10 • Persuasion 10 • Photography/Film 12 • Pick Lock 12 • Resist Torture/Drugs 10 • Stealth 14 • Streetwise 10 • Trading 10 • Wardrobe & Style 10

## DATA

Breachers and Crunch Whistles were first introduced in *All About*

Agents, a free DLC available on the R. Talsorian Games website.

## GEAR

Armor-Piercing H Pistol Ammunition x16 • Agent x2 • Breacher • Lock Picking Set • TUp (+1 Slot) Smart Glasses w/Low Light/Infrared/Ultraviolet & Virtuality • Techscanner • Techtool • EQ Cyberdeck w/Armor, Eraser, Sword x2, Crunch Whistle, DNA Lock, KRASH Barrier, Hardened Circuitry, Insulated Wiring & Range Upgrade

## CYBERWARE

Contraceptive Implant • Dynalar Professional Cyberhand x2 • Neural Link w/Interface Plugs



The year was 2035. Stella Hoshii (SEE PAGE 10), the daughter of a high-level Night Corp exec begged to be taken to a "real playground" to play. Unable to deny his adorable child anything, the exec brought her to a playground in Watson, where she formed a quick bond of friendship with another girl, Sei Asagiri. Then tragedy struck. A MAX-TAC rookie went on a cyberpsychotic rampage in the park. Before his superior officer subdued him, the cyberpsycho gouged out Ms. Hoshii's eye and kicked Sei hard enough to rupture internal organs. Thankfully, the Hoshii family did the right thing and covered Sei's subsequent medical bills.

The tragedy transformed Sei and the memory of the MAX-TAC officer who rescued her burned itself into her brain. After a brief rebellious teen phase, she honored her rescuer's legacy by joining the White Knights, a Neocorp spin-off of MAX-TAC dedicated to emergency and search-and-rescue services. And, by all accounts, Sei helped many people as a White Knight.

Then came the Apollo Bank incident. A radical activist group (aided by the mysterious Alice\_Rabbit) released documents proving the White Knights used their position as cover for a variety of horrific crimes. The reveal triggered a day of riots in Night City as mobs set upon White Knights and tore them to pieces.

I'm happy to say both the leaked documents and my own investigations reveal Sei to be one of the few White Knights innocent of all charges against them. She survived the riots and is currently employed as Stella Hoshii's bodyguard.

## SEI ASAGIRI

Former White Knight (Valkyrie Squad)



**Favorite Drink:** Moonblast

I'll never forget the day blue angel here left her White Knight helmet behind at the bar. Boss Lady couldn't resist jamming it on her head, then got stuck because the release button was clogged with ash from all the burning buildings Blue Angel leaps into without thinking. Comedy gold!

LEVEL	HARDENED MINI-BOSS	REP	4	SERIOUSLY WOUNDED	25	HP	50
ROLE	MEDTECH: MEDICINE 6 (SURGERY 2 • MEDTECH [CRYO] 4)			DEATH SAVE	10		

### STATS

INT	4	REF	8	DEX	8	TECH	6	COOL	4	WILL	6	MOVE	8	BODY	10	EMP	6
-----	---	-----	---	-----	---	------	---	------	---	------	---	------	---	------	----	-----	---

### WEAPONS

BRAWLING ATTACK	ROF2	3d6	OVERHEAD	LIGHT ARMORJACK	SP 11
MARTIAL ARTS ATTACK	ROF2	3d6	BODY	LIGHT ARMORJACK	SP 11

### SKILL BASES

Animal Handling 8 • Athletics 14 • Basic Tech 10 • Brawling 15 • Bureaucracy 10 • Concentration 8 • Conversation 8  
 Cybertech 8 • Drive Land Vehicle 12 • Education 8 • Endurance 14 • Evasion 15 • First Aid 8 • Human Perception 8  
 Language (English) 8 • Language (Streetlang) 6 • Local Expert (Watson) 6 • Martial Arts (Aikido) 14 • Medical Tech 10  
 Perception 10 • Persuasion 6 • Play Instrument (Harmonica) 10 • Resist Torture/Drugs 10 • Stealth 10 • Streetwise 10  
 Surgery 10

### GEAR

Agent • Medscanner • Medtech Bag

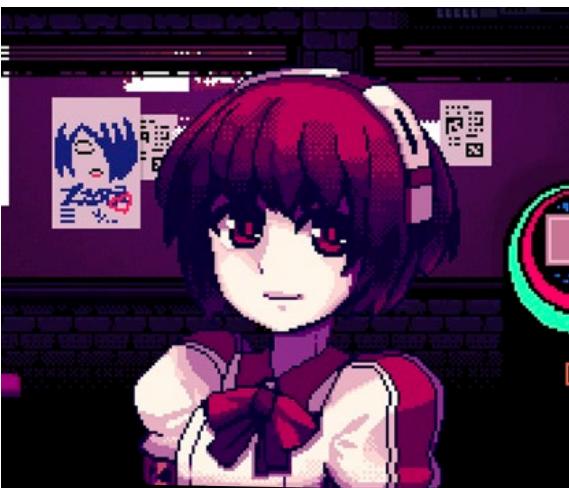
### CYBERWARE

Contraceptive Implant • Enhanced Antibodies • Grafted Muscle & Bone Lace x2 • Medical Grade Neurochemical Regulator (helps prevent PTSD episodes) • Nasal Filters • Neural Link w/Chipware Socket & Tactile Boost

## DOROTHY HAZE

FBC Sex Worker

Favorite Drink: Piano Woman



I'm beginning to doubt your skills, Detective Man. You did all this research into Becky and you didn't even make a connection between the bar's "ghost" and the dead, one-armed daughter of Millicent Graem? The daughter famous for wearing jeans under her skirt? Some private eye you are! And Danger Gal? Leave Becky alone!

Danger Gal should already have a file on Rebecca Dorothy Willow Graem aka Dorothy Haze. Years ago, your Puma Squad rescued her and dozens like her from a chrome cult that worshiped an AI known as Lilith—a nasty bunch with a bad habit of kidnapping people, frying their memories, and shoving their brains into FBC bodies in order to create "perfect beings." The story led the newscasts for weeks, ending on a happy note as Danger Gal placed the rescued "Lilims" (as the media took to calling them) in foster homes to help them integrate into society.

Danger Gal placed Dorothy with Millicent Graem, a physical trainer. Ms. Graem had recently lost her daughter, Anna, to a traffic accident, and, by all accounts, the placement helped them both. Dorothy grew into a vibrant, cheerful young woman, and Ms. Graem worked through her grief by caring for a surrogate daughter, whom she calls Becky.

Since "graduating" to full adult status, Dorothy has earned a steady income through sex work. She's joyful about her career and proud of her skills, but despite her almost child-like exuberance, far from naive. Over the years, she's invested her profits into upgrades—including a pair of MIRD113 gun hands.

Dorothy isn't all sex work, bubbly personality, and gun hands, however. She's also a loyal friend. She spent a night cuddling (her most expensive service) with Jill (SEE PAGE 9) after the bartender found out about her ex-girlfriend's death and spiraled into depression—all for the cost of a can of Triti-Fizz.

LEVEL	MINI-BOSS	REP	5	SERIOUSLY WOUNDED	28	HP	55
ROLE	FIXER: OPERATOR 4			DEATH SAVE	12		

## STATS

INT 6 REF 6 DEX 6 TECH 4 COOL 8 WILL 6 MOVE 6 BODY 12 EMP 5

## WEAPONS

MIRD113 GUN HAND x2	ROF2	2d6	HEAD	SUBDERMAL ARMOR	SP 11
---------------------	------	-----	------	-----------------	-------

BRAWLING ATTACK	ROF2	4d6	BODY	SUBDERMAL ARMOR	SP 11
-----------------	------	-----	------	-----------------	-------

## ARMOR

## DATA

In this version of Night City, Dorothy is a FBC (Full Body Conversion) aka a Borg. In other words, a human brain installed in an otherwise fully cybernetic body. For more information about FBCs, see *Interface RED volume 3*.

## SKILL BASES

Accounting 10 • Acting 12 • Athletics 8 • Brawling 10 • Bribery 10 • Business 10 • Concentration 10 • Conversation 11 • Cybertech 10 • Education 8 • Electronics/Security Tech 8 • Endurance 10 • Evasion 14 • First Aid 10 • Gamble 10 • Handgun 14 • Human Perception 11 • Interrogation 10 • Language (English) 10 • Language (Japanese) 10 • Language (Streetlang) 8 • Local Expert (Watson) 10 • Perception 12 • Personal Grooming 12 • Persuasion 12 • Resist Torture/Drugs 10 • Stealth 8 • Streetwise 12 • Wardrobe & Style 14

## GEAR

Expansive M Pistol Ammo x10 • Agent • Disposable Cellphone • Various Sex Toys & Accessories

## CYBERWARE

**FBC (Rocklin Augmentics Alpha).** Cyberarm w/Rocklin Augmentics MIRD113 Gun Hand & Extra-Jointed Cyberlimb Upgrade • Cyberarm w/Rocklin Augmentics MIRD113 Gun Hand, Extra-Jointed Cyberlimb Upgrade & TUp (connected to scanner in tongue) • Medscanner • Cyberaudio Suite w/Signal Jammer & Voice Stress Analyzer • Cybereye • Cybereye w/VIC Jammer • Cyberleg w/Extra-Jointed Cyberlimb Upgrade x2 • Cyberskull • TUp (reduced size) Implanted Linear Frame Sigma • TUp Midnight Lady Sexual Implant • TUp Mr. Studd Sexual Implant • Neural Link w/Interface Plugs • Subdermal Armor



Julianne "Jill" Stingray has been one-half of the bartending team at VA-11 HALL-A for the past three years. To my sorrow, she rarely makes mistakes while mixing drinks (meaning I always have to pay for them) and she's perfected the art of bartender conversation—offering empathy and insight without crossing the line into the personal and privileged. She connects well with customers but it is a rare customer who truly connects with her.

She's also living proof of the truth of that saying, "everyone in Night City has a story to tell." The daughter of a professional concert violinist, Jill grew up cared for and well-educated and, like so many gifted kids, Jill hit a wall in college. She might have dropped out had it not been for her girlfriend at the time, Lenore, pushing her onward.

Following graduation, Jill suffered what some might call an early midlife crisis. She broke up with her girlfriend and rejected a rather lucrative research position offer from Biotechnica. To hear Jill tell the story, she was terrified she'd wake up one day and realize she was stuck in a job and life she hated. Which is why she's a bartender now, instead. That, and she has a giant crush on her boss, Dana Zane (SEE PAGE 5). She also owns a biological cat named Fore. No idea where it came from.

As a source of information, Jill is useless. She's not interested in money beyond what she needs to pay rent and buy random goodies, and she values her job and present life too much to risk it by telling tales about her customers.

## JILL STINGRAY

VA-11 HALL-A Bartender



**Favorite Drink:** Beer

Jo's my favorite, and not just because she can see and hear me. She's absorbed this whole "zen of bartending" idea into her soul. She honestly believes she can change lives by mixing drinks and chatting with customers. Recently, she's taken steps to change her own life and be more open with the people she cares about. You never know when you'll lose someone in Night City.

LEVEL	LIEUTENANT	REP	2	SERIOUSLY WOUNDED	18	HP	35
ROLE	TECH: MAKER 4 (FIELD EXP 4 • FAB EXP 4)			DEATH SAVE	4		

### STATS

INT	7	REF	4	DEX	4	TECH	6	COOL	6	WILL	5	MOVE	4	BODY	4	EMP	6
-----	---	-----	---	-----	---	------	---	------	---	------	---	------	---	------	---	-----	---

### WEAPONS

BRAWLING ATTACK	ROF2	1d6	ARMOR	
			HEAD	-

BODY	KEVLAR®	SP 7
------	---------	------

### SKILL BASES

Acting 10 • Animal Handling 8 • Athletics 6 • Basic Tech 10 • Brawling 6 • Bureaucracy 10 • Business 10 • Concentration 7  
 Conversation 16 • Deduction 10 • Education 12 • Evasion 7 • First Aid 8 • Human Perception 12 • Language (English) 11  
 Language (French) 8 • Language (Streetlang) 9 • Local Expert (Glitch City) 9 • Perception 10 • Personal Grooming 10  
 Persuasion 12 • Play Instrument (Violin) 10 • Resist Torture/Drugs 10 • Science (Biochemistry) 12 • Stealth 6  
 Streetwise 10 • Wardrobe & Style 10

### GEAR

Agent • Cat Toys • Collection of Antique Liquor • Lighter • Pack of Cigarettes

### CYBERWARE

Biomonitor • Contraceptive Implant • Hammered Industries Cyberliver

## STELLA HOSHII

High Society Catgirl



Favorite Drink: Cobalt Velvet

Bougie Cat isn't bad for a rich girl. Spoiled, sure, but she's generous and at least realizes wealth trickles up and not down. Doesn't mean she's going to do anything about it, but hey, you never know. Maybe she'll be the first rich girl to make the world better for everyone instead of worse. At least she's got good taste in best friends.

Even the wealthiest members of society aren't immune to tragedy. While still in the womb, Stella Hoshii was diagnosed with Microplastic Rejection Syndrome (MRS). At the time, the only known cure for MRS involved the same genetic tailoring used as part of Biotechnica's KatNip® BioExotic package. Doctors were wary of performing the procedure on an unborn child, but the Hoshii's did what rich people do best: threw money at people until they capitulated. Fortunately, in this case, it all worked out for the best. Ms. Hoshii is not only one of the few children to ever enter this world as an Exotic, she's also free of the scourge of MRS.

See Sei Asagiri's profile (PAGE 7) for another tragedy in Ms. Hoshii's life, during which she lost an eye in a horrific encounter with a cyberpsycho described by MAX-TAC as "a rookie who slipped through the screening process due to a processing error." Thankfully, his superior officer put the cyberpsycho rookie down and rescued the children. Or so MAX-TAC told the press. In fact, MAX-TAC obscured the details to protect its reputation. In actuality, it was the officer who went cyberpsycho and the rookie who saved the girls. MAX-TAC couldn't let the public know they ignored signs of cyberpsychosis in one of their officers for years, after all.

The Stella Hoshii of today seems remarkably well-adjusted, considering the horrors she's faced. She regularly engages in charity work, spends time with her best friend (they're so close everyone thinks they're a couple), and recently attended a \*Kira\* Miki concert (in disguise) double fisting glowsticks.

LEVEL	LIEUTENANT	REP	5	SERIOUSLY WOUNDED	18	HP	35
ROLE	EXEC: TEAMWORK 4			DEATH SAVE	4		

INT	5	REF	4	DEX	4	TECH	4	COOL	5	WILL	6	MOVE	6	BODY	4	EMP	6
-----	---	-----	---	-----	---	------	---	------	---	------	---	------	---	------	---	-----	---

WEAPONS	ARMOR									
BRAWLING ATTACK	HEAD SKINWEAVE SP 7									
	BODY LIGHT ARMORJACK SP 11									

SKILL BASES
-------------

Accounting 10 • Athletics 6 • Brawling 10 • Bureaucracy 10 • Business 12 • Concentration 10 • Conversation 10  
 Dance 8 • Education 10 • Endurance 10 • Evasion 10 • First Aid 8 • Human Perception 8 • Language (English) 9  
 Language (Streetlang) 7 • Local Expert (Executive Zone) 7 • Perception 7 • Personal Grooming 11 • Persuasion 11  
 Resist Torture/Drugs 8 • Stealth 6 • Wardrobe & Style 11

GEAR
------

Agent • Anti-Smog Breathing Mask • Personal CarePak • Trauma Team (Executive)

CYBERWARE
-----------

Exotic Biosculpting • Contraceptive Implant • Cybereye w/ Chyron • Skinweave

## OTHER EMPLOYEES AND PATRONS

As I wrote earlier, the bar stools of VA-11 HALL-A have experienced their fair share of interesting people over the years. What follows is a brief summary of a few of the more intriguing staff and customers. If you want me to investigate them fully, feel free to kick in more funds when you pay me for this dossier. The standard rate doesn't warrant more than a cursory glance.

This isn't a complete list, by the way—just notes on who I thought was noteworthy. It doesn't include the perennial lab assistant, the Medtech specializing in exotics, the FBC with an overwhelming love for dogs, the museum curator turned ramen chef, the bike courier, the thwarted suicide victim, or the out-of-town visitors.

### DONOVAN D. DAWSON [MINI-Boss-MEDIA [CREDIBILITY 6]]

**Favorite Drink:** Big Beer

In his youth, Donovan D. Dawson was something of an adventurous entrepreneur, traveling the world despite the dangers presented by the Time of the Red and engaging in high-stakes business ventures. It paid off for him. He's rich now. He's also a misogynistic bastard, a wage thief, and a bully to his employees. His latest venture is the Augmented Eye, the second bestselling screamsheet in Night City, where he serves as both publisher and editor-in-chief. Dawson has stopped in VA-11 HALL-A several times now—he seems convinced Jill (SEE PAGE 9) could write a great gossip column about her customers.

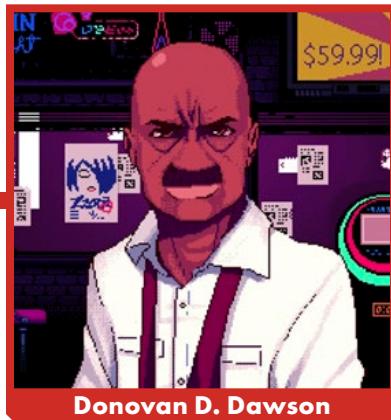
He's a jerk but smart in a  
"tell it like I think it is" sort of way.

### JAMIE [HARDENED LIEUTENANT-SOLO [COMBAT AWARENESS 4]]

**Favorite Drink:** Gut Punch

An Edgerunner who specializes in wetwork contracts, Jamie is candid about his profession but prefers the term "bounty hunter" to "assassin." He's impressively augmented but his conversations at the bar suggest he's suffering from some level of memory loss. If Jamie's on the edge of cyberpsychosis, he's at least aware of it. He's noted he prefers VA-11 HALL-A to other bars because he knows "the owner can handle it if things turn ugly."

He's actually pretty nice.  
You know, for a professional murderer.



# VA-11 HALL-A

## \*KIRA\* MIKI [BOSS-ROCKERBOY [CHARISMATIC IMPACT 7]]

**Favorite Drink:** Mulan Tea

I've never seen her at VA-11 HALL-A, but I'm told the full-borg superstar idol, \*Kira\* Miki visits whenever she's in the city for a concert. Ironically, whenever she's present in the bar, Stella Hoshii (SEE PAGE 10), a huge fan, isn't. \*Kira\* Miki has shouted out VA-11 HALL-A on her Garden Patch and seems genuinely fond of Jill (SEE PAGE 9), going so far as to dedicate a song at a concert to her.

She honestly seems to buy into the "idols can change the world through their sincerity" concept.

## RAD SHIBA [Mook]

**Favorite Drink:** Toilet Water?

You know those extreme exotics? Not the catgirls or even the bugboys but the ones who go the extra step to sculpt their bodies to be as much like their chosen animal as possible, complete with behavior modification chips? That's Rad Shiba. That isn't his real name, but what Dana Zane (SEE PAGE 5) decided to call him because he wears sunglasses and a tropical shirt. The extreme exotic canine works part-time as an unofficial mascot at VA-11 HALL-A to raise money for the Canine Independent Rescue Association (CIRA), an organization dedicated to providing canine-based extreme exotics a home.

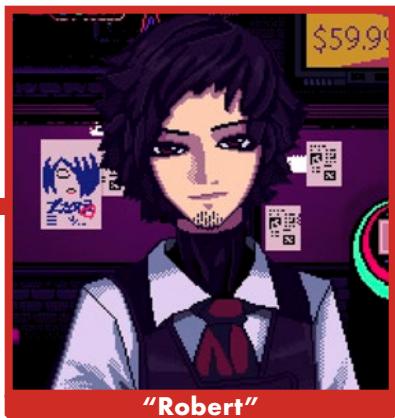
The world's funnier when he and Becky are in the bar at the same time!

## "ROBERT" [???-???[??? ?]]

**Favorite Drink:** Unknown

Dana Zane (SEE PAGE 5) employs two bartenders at VA-11 HALL-A. Most of my interactions there were with Jill Stingray (SEE PAGE 9), but the other bartender serves his fair share of regulars, too. Officially, his name is Robert, but Jill and Zane usually call him "Gil" or "Gillian." The guy's a complete mystery, but not one I'm inclined to dive deep into. Yet. My shallow swim suggests he's trained as a soldier or cop and might be on the run from the authorities in China. Zane seems overly protective of Robert/Gil, so if you're going to mess with him, do so with an abundance of caution.

Total John face. For real.



**STREAMING-CHAN [LIEUTENANT-ROCKERBOY [CHARISMATIC IMPACT 4]]**

**Favorite Drink:** Whatever gets her views.

In the age of pop media, where the Data Pool's overflowing with people trying to make money by oversharing their lives, Streaming-Chan is ... certainly one of them. Using an obscure slang term for livecasting as the basis for her stage name, Streaming-Chan broadcasts her life 24/7 to a surprisingly dedicated audience. Most of her 'cast is free, but she hides anything particularly salacious behind a premium subscription fee—because nothing sells quite like sex. Even in the Time of the Red, Streaming-Chan experiences an uptick in viewers whenever she visits VA-11 HALL-A so she keeps traveling there to annoy the staff. She seems to have genuinely bonded with Dorothy Haze (SEE PAGE 8), making her a regular guest on the "show." Streaming-Chan is currently sponsored by Shining Finger.

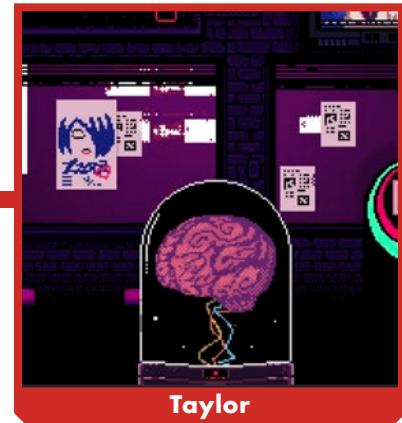
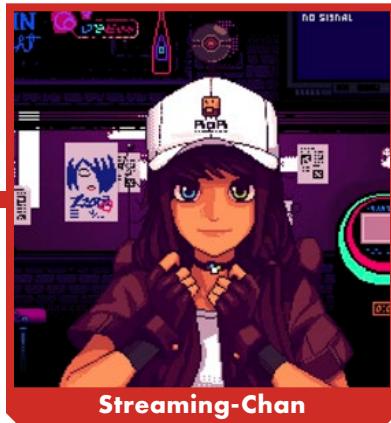
Sometimes I mess with her 'cast. Just because.

**TAYLOR [HARDENED LIEUTENANT-MEDIA [CREDIBILITY 5]]**

**Favorite Drink:** Unknown

One of the so-called "five great living bottled brains" in Night City. Taylor is part of the Sola Anima project, a long-term study run jointly by Biotechnica and Night City University to "better understand the biology of the human psyche by stripping us down to our most basic component" aka the brain. Taylor's brain lives in a Biosystem, tech upgraded to allow movement and interaction with the world at large. They're also an author, having written the bestselling *The Last Rain in the World*.

Think Tank only visited once, so not a regular at all. I think Detective Man just wanted to write about the brain in the jar.





It's now safe to keep playing.

## HAMMERED INDUSTRIES

*Purveyor of intoxication chemicals and related equipment*

**Headquarters:** Vancouver, British Columbia

**Regional Offices:** Boise, Salem, Seattle, Stateline

**Chief Officer:** Fernando Ortiz

**Employees:** 420



### ► Background ◀

Like many branches of global businesses, the west coast Canadian subsidiary of British Corporation BTC found itself at a loss when the 4th Corporate War disrupted both communications and supply chains. As a company, BTC focused on the distribution of goods from the United Kingdom to markets across the world. Without a steady flow of those goods to sell, what was a Canadian subsidiary to do? The regional VP at the time, Fernando Ortiz, decided the thing to do was to get people drunk. He's famously quoted as saying, "Times are tough. People want to get hammered now more than ever."

Thus, Hammered Industries was born. Since natural alcohol, already in short supply following the Collapse, was all but impossible to acquire in quantity following the 4CW, Ortiz looked for a different solution. Using CHOOH<sup>2</sup> grain was out—Petrochem and Continental Brands were already fighting over the supply—so he hired a team of Edgerunners to "liberate" a dozen chemical techs from Biotechnica, then directed his newly "hired" R&D superstar team to invent an alcohol alternative easily manufactured from local materials.

The gamble paid off. Today, there is hardly a bar on the west coast of North America that doesn't serve drinks manufactured from Hammered Industries chemicals and mixed together using Hammered Industries equipment. The intoxication-based Neocorp has even, somehow, escaped reprisal from Biotechnica. Rumor has it Biotechnica CEO Nicolo Loggagia was so amused by the audacity of the personnel heist he decided to forgive Ortiz in exchange for a substantial amount of Hammered Industries shares.

Since reinventing the alcoholic beverage, Hammered Industries has expanded into other fields related to intoxication. Their consumer electronics division recently released the Drink Master 3000, a scaled-down, portable version of their famous industrial drink mixer. They've even opened their own chain of bars, with ten established in Vancouver proper and one in Night City (though company's internal paperwork insists VA-11 HALL-A is actually in Vancouver).



## NEW TECH

Buy these new toys! Then you can focus on work with no problem.

### ► ANIMAL BEHAVIOR CHIP

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

**Humanity Loss:** 14 (4d6)

Take your exotic life to the next level with the Animal Behavior Chip! With this beauty installed you'll never be embarrassed because you forgot to scratch/sniff/lick/howl at the appropriate time during the big exotic shindig.

**Chipware.** Each chip is imprinted with one animal species or breed and overloaded with feedback circuits, forcing the user to subconsciously mimic the behaviors of the animal psyche imprinted onto it. An Animal Behavior Chip does not override the user's ability to vocalize language or perform more "human" actions but does push them to engage in animalistic behaviors whenever possible, whether it be stopping a conversation to chase a laser pointer light skittering across the floor or trying to greet someone by sniffing their butt.

When installed into a Chipware Socket, the Animal Behavior Chip grants the user a +4 to Acting Checks to impersonate the implanted animal's behaviors, though not its body—they'll need Extreme Biosculpting for that.

### ► THE DRINK MASTER 5000

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

The industrial behemoth of drink mixing, the Drink Master 5000 from Hammered Industries is a full cabinet unit (30 HP for purposes of cover) and a fixture at bars across the Pacifica Confederation and beyond. The Drink Master 5000 not only mixes the appropriate chemicals to create a drink but properly mixes, blends, adds ice, and even simulates "aging" to ensure the perfect beverage experience each and every time a skilled bartender programs it.

The Drink Master 5000 blends five chemical ingredients to produce a wide range of libations. A replacement canister of an ingredient costs 100eb (Premium) and contains roughly 100 units of the chemical.

### ► DYNALAR PROFESSIONAL CYBERHAND

**Cost:** 100eb (Premium) • **Install:** Clinic

**Humanity Loss:** 3 (1d6)

Increase your work efficiency with the Dynalar Professional Cyberhands. Not only will these beauties eliminate the scourge of carpal tunnel syndrome, but their wireless machine-interface controls will increase your typing and console interaction speed by up to 50 percent!

**Cyberarm Option.** This is essentially a standard cyberhand capable of wirelessly interacting more efficiently with the controls of specially upgraded electronic devices, allowing for remote typing, cursor movement, and so forth. The user must still be within touching distance of the device in question. **Can be installed as the only piece of Cyberware in a meat arm.**

### ► EXTREME BIOSCULPTING

**Cost:** 5,000eb (Luxury) • **Humanity Loss:** 8d6

Why look like an anthropomorphic animal when you can take the next step and look like a real animal! Go all the way and embrace the call of the wild!

Extreme Biosculpting transforms the patient to as close an approximation of a chosen animal as possible. Few Medtechs are willing to perform the procedure, as it removes much of the patient's capacity to interact with the world as a human, including prehensile gripping capability. At a GM's discretion, characters with Extreme Biosculpting may suffer a penalty to tasks requiring human-like anatomy or be unable to perform said tasks altogether. Patients who undergo Extreme Biosculpting often go the distance and permanently install an Animal Behavior Chip as well. Performing an Extreme Biosculpting procedure is a DV21 Surgery Check and the materials needed are 1,000eb (Very Expensive).

### ► HAMMERED INDUSTRIES CYBERLIVER

**Cost:** 100eb (Premium) • **Install:** Hospital

**Humanity Loss:** 2 (1d6/2 rounded up)

Hammered Industries' first (and thus far, only) foray into cyberware, the Cyberliver doesn't actually replace the user's liver but instead enhances it, making it easier to absorb vast quantities of alcohol with less chance of damage or intoxication. The company offers the Cyberliver to all employees at a discounted price.

## DATA

You can find Hammered Industries' more portable Drink Master 3000 in *Black Chrome*.

## DATA

The five chemicals used in the Drink Master 5000 (and their corresponding effect) are Adelhyde (sweet), Powdered Delta (sour), Bronson Extract (bitter), Flanergide (spicy), and Karmotrine (alcohol-mimicking).

# MIXING DRINKS—CHANGING LIVES

**Internal Body Cyberware.** The user receives a +6 to Resist Torture/Drugs Checks when resisting the intoxicating effects of alcohol and alcohol-mimicking substances like karmotrine. It does not add to Resist/Torture Drug Checks made against the Secondary Effect DV of a street drug, even if the drug contains alcohol or karmotrine. Multiple installations provide the user with no additional benefits, and its effect does not stack with other bonuses to Resist Torture/Drug Checks, such as the one gained from Toxin Binders.

## ► ROCKLIN AUGMENTICS MIRD113 GUN HAND

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

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

Want the convenience of a ranged cyberweapon without the hassle of replacing your entire arm? Then the Rocklin Augmentics MIRD113 Gun Hand is the perfect choice for you! Let us transform each of your otherwise ordinary fingers into gun barrels.

**Cyberarm Option.** Transforms the user's hand into an Exotic Medium Pistol with a five-shot capacity (1 bullet per finger). Despite being Exotic, this weapon is still capable of firing Non-Basic Ammunition. **Can be installed as the only piece of Cyberware in a meat arm.**

## ► SHINING FINGER

**Cost:** 50eb (Costly) per month

Why risk the potential disappointment of real-world sex when you can pay us for the best porn on the Data Pool, perfectly curated to your exact preferences. View our multitude of offerings the old-fashioned way, on a flatscreen, or project it directly to Virtuality goggles to interact with virtual avatars of your favorite stars! Shining Finger even connects to your Mr. Studd, Midnight Lady, or sex toy of choice to bring your pornographic experience to the next level!

**App.** This is a porn app. Use your imagination.

## ► SIGNAL JAMMER

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

**Humanity Loss:** 3 (1d6)

Is your mainline spending more time talking to their Agent than cuddling with you? Solve the problem with the Signal Jammer! Now available as pop-up "cat ears!"

**Cyberaudio Option.** The user projects a wide spectrum frequency field over 6m/yd by 6 m/yd (3 square by 3 square) area, centered on them. Anyone in the field, including the user, who attempts to transmit or receive a wireless signal must take an Action and succeed at a DV13 Electronics/Security Tech Check to prevent it from being lost in the noise. The Signal Jammer can be activated/deactivated without an Action.

## ► VIC JAMMER

**Cost:** 100eb (Premium) • **Install:** Clinic

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

Tired of the authorities watching your every move? Want to use the bathroom in your employment-provided conapt without the bosses watching? This unique cyber-optic option is guaranteed to inhibit the ability of digital eyes to spy on you. Never be caught on camera again!

**Cybereye Option. Takes 2 Option Slots.** Does not need to be paired. The VIC Jammer grants the user a +2 to Stealth Checks made against targets using **only** digital optics for detection purposes, including observation cameras and cybereyes (providing all the target's eyes are cybernetic).

## D RINKTIONARY

A partial list of drinks a Hammered Industries Drink Master 5000 can mix!

## ► BAD TOUCH [20EB]

Sour, Classy, Vintage

**Formula:** 2 Bronson Extract, 2 Powdered Delta, 2 Flanergide, 4 Karmotrine. On the rocks. Mixed.

## ► BEER [10EB]

Bubbly, Classic, Vintage

**Formula:** 1 Adelhyde, 2 Bronson Extract, 1 Powdered Delta, 2 Flanergide, 4 Karmotrine. Mixed.

## ► BLEEDING JANE [10EB]

Spicy, Classic, Sobering

**Formula:** 1 Bronson Extract, 3 Powdered Delta, 3 Flanergide. Blended.

# MIXING DRINKS—CHANGING LIVES

## ► BLOOM LIGHT (10EB)

Spicy, Promo, Bland

**Formula:** 4 Adelhyde, 1 Powdered Delta, 2 Flanergide, 3 Karmotrine. Aged. On the rocks. Mixed.

## ► BLUE FAIRY (10EB)

Sweet, Girly, Soft

**Formula:** 4 Adelhyde, 1 Flanergide, optional Karmotrine. Aged. Mixed.

## ► BRANDOTINI (20EB)

Sweet, Classic, Happy

**Formula:** 6 Adelhyde, 3 Powdered Delta, 1 Karmotrine. Aged. Mixed.

## ► COBALT VELVET (50EB)

Bubbly, Classy, Burning

**Formula:** 2 Adelhyde, 3 Flanergide, 5 Karmotrine. On the rocks. Mixed.

## ► CREVICE SPIKE (5EB)

Sour, Manly, Sobering

**Formula:** 2 Powdered Delta, 4 Flanergide, optional Karmotrine. Blended.

## ► FLAMING MOAI (5EB)

Sour, Classy

**Formula:** 1 Adelhyde, 1 Bronson Extract, 2 Powdered Delta, 3 Flanergide, 5 Karmotrine. Mixed.

## ► FLUFFY DREAM (10EB)

Sour, Girly, Soft

**Formula:** 3 Adelhyde, 3 Powdered Delta, optional Karmotrine. Aged. Mixed.

## ► FRINGE WEAVER (20EB)

Bubbly, Classy, Strong

**Formula:** 1 Adelhyde, 9 Karmotrine. Aged. Mixed.

## ► FROTHY WATER (5EB)

Bubble, Classic, Bland

**Formula:** 1 Adelhyde, 1 Bronson Extract, 1 Powdered Delta, 1 Flanergide. Aged. Mixed.

## ► GRIZZLY TEMPLE (10EB)

Bitter, Promo, Bland

**Formula:** 3 Adelhyde, 3 Bronson Extract, 3 Powdered Delta, 1 Karmotrine. Blended.

## ► GUT PUNCH (5EB)

Bitter, Manly, Strong

**Formula:** 5 Bronson Extract, 1 Flanergide, optional Karmotrine. Aged. Mixed.

## ► MARSBLAST (10EB)

Spicy, Manly, Strong

**Formula:** 6 Bronson Extract, 1 Powdered Delta, 4 Flanergide, 2 Karmotrine. Blended.

## ► MERCURYBLAST (20EB)

Sour, Classy, Burning

**Formula:** 1 Adelhyde, 1 Bronson Extract, 3 Powdered Delta, 3 Flanergide, 2 Karmotrine. On the rocks. Blended.

## INTOXICATION

How do you determine if someone is intoxicated and what should the penalties be?

A good rule of thumb is to begin with a DV11 for any combination of drinks with between 8 to 10 units of karmotrine (the equivalent of two beers). Increase the DV by 2 for every additional 8 to 10 units imbibed.

The penalty to Checks for being drunk is -4 (SEE CP:R PAGE 130). If you, as GM, decide the Character is simply buzzed, instead of fully drunk, feel free to drop the penalty to -2.

For real alcohol, use the following as a guideline.

**4 units of karmotrine equals...**

... 1 can of beer (12oz).

... 1 bottle of malt liquor (8oz).

... 1 glass of wine (5oz).

... 1 glass of liqueur (2.5oz).

... 1 snifter of brandy (1.5oz).

... 1 shot of distilled spirits (1.5oz).

**I HAVE MADE AN  
IMPORTANT DISCOVERY.  
ALCOHOL, TAKEN IN  
SUFFICIENT QUANTITIES,  
PRODUCES ALL THE EFFECTS  
OF INTOXICATION.**

— OSCAR WILDE

# MIXING DRINKS—CHANGING LIVES

## ► MOONBLAST (10EB)

Sweet, Girly, Happy

**Formula:** 6 Adelhyde, 1 Powdered Delta, 1 Flanergide, 2 Karmotrine. On the rocks. Blended.

## ► PIANO MAN (50EB)

Sour, Promo, Strong

**Formula:** 2 Adelhyde, 3 Bronson Extract, 5 Powdered Delta, 5 Flanergide, 3 Karmotrine. On the rocks. Mixed.

## ► PIANO WOMAN (50EB)

Sweet, Promo, Happy

**Formula:** 5 Adelhyde, 5 Bronson Extract, 2 Powdered Delta, 3 Flanergide, 3 Karmotrine. Aged. Mixed.

## ► PILE DRIVER (5EB)

Bitter, Manly, Burning

**Formula:** 3 Bronson Extract, 3 Flanergide, 4 Karmotrine. Mixed.

## ► SMASH (10EB)

Strong, Burning, Happy

**Formula:** 2 Adelhyde, 1 Bronson Extract, 2 Powdered Delta, 5 Karmotrine. Blended.

## ► SPARKLE STAR (5EB)

Sweet, Girly, Happy

**Formula:** 2 Adelhyde, 1 Powdered Delta, optional Karmotrine. Aged. Mixed.

## ► SUGAR RUSH (5EB)

Sweet, Girly, Happy

**Formula:** 2 Adelhyde, 1 Powdered Delta, optional Karmotrine. Mixed.

## ► SUNSHINE CLOUD (5EB)

Bitter, Girly, Soft

**Formula:** 2 Adelhyde, 2 Bronson Extract, optional Karmotrine. On the rocks. Blended.

## ► SUPLEX (5EB)

Bitter, Manly, Burning

**Formula:** 4 Bronson Extract, 3 Flanergide, 3 Karmotrine. On the rocks. Mixed.

## ► ZEN STAR (10EB)

Sour, Promo, Bland

**Formula:** 4 Adelhyde, 4 Bronson Extract, 4 Powdered Delta, 4 Flanergide, 4 Karmotrine. On the rocks. Mixed.



BY CHRISTOPHER ORTIZ



# The Augmented Eye

## FBCs Receiving Mysterious Messages

By Lana Smithee

Reports say that FBCs across the city have been receiving strange transmissions, with messages that are confusing at best and threatening at worst.

The contents are not clear, as most FBCs can't remember exactly what they heard. But the most mysterious thing of all is perhaps the fact that the FBCs could not record any of these messages while they were broadcast. It was almost as if something had blocked the FBCs from doing so.

\*\*\*\*\* UPDATE!!! \*\*\*\*\*

Using braindance technology, the Augmented Eye's very own Garden Patch announcer Jo Ren was able to record and transcribe one of the compromised signals being sent to FBCs across Night City. The message they received is as follows.

*[white noise]*

*Who are you?*

*Are you really alive?*

*[laughs]*

*You're special to me.*

*You're everything to me.*

*It's time to become one.*

*[white noise intensifies]*

*[transmission ends]*

The Augmented Eye will bring you more on the story as it develops!

## Woman Marries Body Pillow Nobody Actually Surprised

By Lana Smithee

I remember a time when wacky stuff like this made a lot of headlines, but even though I'm reporting on it, I can't help but think how mundane it's become.

I mean, we live in a world where you can just go to a club, plug into a braindance wreath, and live someone else's happy life for as long as your wallet can afford the fees. Thanks to new technologies, the traditional views on human relationships have changed so much that someone marrying a literal object ... kind of tame now.

If the woman had at least married her Agent, an object with arguable intelligence, it might be interesting, but she married a generic Adam Smasher body pillow. Night City. Go figure.

\*\*\*\*\* UPDATE!!! \*\*\*\*\*

I can't believe I have to report on this. The woman who married her Adam Smasher body pillow just filed for divorce—but with a twist. She claims she is filing on behalf of the body pillow, who is currently "incapable of filing for itself." Reportedly, the Adam Smasher body pillow "caught" its "wife" "cheating" on it with a Morgan Blackhand body pillow.

More on this story as it develops, I guess. The boss won't let me report real news anymore. Says it doesn't "catch as many eyeballs." And, if I want to keep my job, I need to remind you, loyal reader: "You can write your own body pillow love story at the House of MAAAAZE night market down on Dock 13 in sunny South Night City." Fuck, I hate this job.

