

BY NEIL BRANQUINHO



YOUR NEW BEST FRIEND

WELCOME TO THE BOTTOM OF THE FOOD CHAIN

OCTOBER 2024

VI.1

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THE NEXT GEN OF CYBERPETS

by Ryder Lee, WNS News

Nostalgia is all the rage, and Biotechnica is delivering it in spades. Remember the cute and lovable Cyberpets® everyone had to get their hands on back in the 2020s? Well, if you don't, now is your chance to discover what you missed! From lovable Forever Turtle™ to cute and fluffy Datarabbit™, Biotechnica's newest line of cyber-enhanced pets has you covered when it comes to finding the best possible companion for your protection and emotional fulfillment. A true pet for life. These are not just little toys you can turn on and watch squeak about with mechanical movement but real creatures who will provide you with love and attention. Once you let a Cyberpet® into your life, you'll never return to the colorless, cold times when you were alone and bereft of their companionship. Biotechnica was nice enough to send over a Neon Newt™ for us to test out in the office.

Its bright shifting colors and ability to respond to commands blew us away while its secret personal defense option lit up the room. This pocket-sized flamethrower could get anyone out of a pinch! "We wanted to launch Biotechnica into the future with a classic twist," said Biotechnica lead bioengineer Dr. Talia Vex, "What better way to jump back into bioform than by bringing the best of modern cloning and cyberotechnology to the Cyberpet® process?"

Since the fall of Adrek Robotics during the 4th Corporate War, the former leader in Cyberform models, Biotechnica has sought to fill a void in the robotics sector. And fill it they have! Not only have they revitalized their Cyberpets® line, but they have also begun rolling out bioform systems equal to or better than any security and utility drones by combining the ingenuity of human technology with the natural instincts of the animal kingdom.

We look forward to seeing what additional Cyberpets® Biotechnica brings to market in the near future! Currently, only eight models are available for purchase, leaving an almost infinite number of species, extinct or not, on tap to develop into new products! On a personal note, I asked Dr. Vex about the possibility of Cyberdinosaurs, but she refused to answer. My inner child can still dream!

Update: Cyberpet® Issues

From: Doctor_Talia_Vex

To: Bioform_Project_Team

We have received reports of bioforms in the field acting erratic and/or showing signs of "cyberpsychotic breaks" despite our laboratory testing proving this is impossible. While we should carefully monitor the situation, I have personally spoken to CEO Loggaglia about the issue, and he agrees there is no need to pull our Cyberpet® line from the market. We are firmly of the opinion that any incidents are the result of misuse by the bioforms' owners and not the result of a fault in our product. Additional warning labels have been added.

Keep up the good work as we save the planet!

Dr. Talia Vex,
Lead Bioengineer, Cyberpet® line

KEEPING A CYBERPET

Buying a Cyberpet isn't cheap, and keeping one isn't cheap, either.

First, you've got to find one – they're a hot commodity, so call a Fixer. Once you pony up the cash, you'll need to keep your Cyberpet happy, which means buying it food, performing regular maintenance, and providing adequate space and housing.

In game terms, that means paying for your new pet's Lifestyle (**SEE CP:R PAGE 377**) — that's right, you've gotta pay monthly for its Lifestyle in addition to your own. There's no cheating this cost. If you buy a Cyberrat in the middle of the month or during character generation, you've gotta pay for a month of full lifestyle. It is not prorated. Your pet also needs a place to sleep, and that counts toward the capacity of your Housing (**SEE CP:R PAGE 377**). Mook-level pets do not take up much space and do not require an additional bed. Lieutenants take up one bed's worth of space. If your new pet is a Mini-Boss it takes up two beds worth of space. For a Boss-level pet? Impressive, but that's gonna count as 3. Also, check with your landlord. Even if they allow pets, don't expect them to be chill with you keeping a bear in your apartment.

DATA

For more information about Biotechnica, see **CP:R PAGE 268**.

DATA

CP:R refers to the **Cyberpunk RED** core rulebook.

TRAINING A CYBERPET

Convincing a Cyberpet to obey requires actual skill on your part. If your Animal Handling Base (INT + Animal Handling) is less than 10, the animal will not obey your commands and will act as the GM decides.

If your Animal Handling Base is 10 or higher, your Cyberpet will love you, fight alongside you, and follow your commands to the best of its ability. However, this is contingent upon its care.

If you haven't maintained your pet's lifestyle, if it hasn't slept properly because of a lack of proper housing due to being cramped, or if you have mistreated your pet and betrayed its trust, the GM determines the pet's behavior. It can run away, refuse to obey a command, or even turn on you in a rage. If such a situation arises, the GM may allow an Animal Handling Check to regain control of the Cyberpet, but this is a temporary measure. If you don't invest time, energy, care, and money into your pet immediately, it will go rogue again.

CYBERING A CYBERPET

Implanting more cyberware into a Cyberpet is done with the same DVs as doing so in a human, but you're not gonna be able to go into just any hospital and find someone who can help you put a cyberarm on a rat. You'll need to find a Medtech with Science (Biology) 4 or higher and a specialized facility (as determined by the GM). Otherwise, the operation will fail and your Cyberpet won't make it out alive.

Almost all cyberware designed for humans can be found in animal-compatible configurations. Animal cyberware, however, is species-specific. You can't take cyberware from one species and install it in another without a Tech Upgrade specifically allowing cross-species compatibility. Even then, size matters.

No matter how much you Tech Upgrade it, a bear's cybereye won't fit into a rat's eye socket.

As for if your animal can be trained to understand and use the cyberware you're chroming them the fuck up with, doing so takes a day of training and has an Animal Handling DV equal to Installation DV. Failure does not turn the Cyberpet against you, but the lack of adjustment means they will be unable to do more than eat and sleep until you try again and succeed.

Each Cyberpet comes with a base set of cyberware and has extra slots, allowing the owner to install additional cyberware after purchase. A Cyberpet cannot be Tech Upgraded to allow for additional slots but a Tech can Tech Upgrade one (and only one) piece of cyberware to take up 0 slots in a Cyberpet. Uninstalling a piece of cyberware that was part of the pet's base set does not give them extra slots but uninstalling cyberware that was installed after purchase does.

FOUR CYBERPET HOOKS

It Came From the Sewers: Rumors of a monster under Night City have everyone on high alert.

Too Good to Be True: A shipping container, thought to be full of electronic parts, is actually holding a Cyberbear.

Head of Security: A corporate insider within Biotechnica, feeling guilty about the deaths caused by the Cyberpet+ line, reaches out for protection as she leaves the company. An assassin is trying to silence her before she can blow the lid on the whole plot.

Critter Combat: An underground Cyberpet fighting ring has been uncovered. The gang responsible must be taken down. Caution: A dangerous number of Cyberwolves are aggressively loyal to their master, the ring leader Michele Vex.

FIXER AVAILABILITY

Occasionally, cost in **Cyberpunk RED** doesn't equate to how easy it is for a Fixer to get their paws on something.

An item or service might be pricey but easy to get or cheap but hard to get. In such cases, the cost in Eurodollars and the price category of the item can be different.

For example, purchasing a Forever Turtle costs 2,000eb, but GMs should treat it as Very Expensive for purposes of determining availability.

YOUR NEW BEST FRIEND

CYBERPET® LINE

Seeking a lifelong companion? A perfect pet who will love and validate you no matter what? Look no further than Biotechnica's Cyberpet® line!

DATA

C# in the Attacks section of each stat block stands for Combat Number aka what you add to the 1d10 roll when the Cyberpet is making their Attack Check.

DATARABBIT™

Cost: 1,000eb (Very Expensive)

Required Lifestyle: Generic Prepak

Cyberware Slots: 2

A biologically engineered data-carrier. This pet's eye is an EMP-protected storage locker for holding sensitive memory chips. With its naturally fast speed and mobility, the rabbit can be released to keep data safe and located later using implanted tracking cyberware when the danger is long gone.

NAME	DATARABBIT™	SERIOUSLY WOUNDED	5	HP	10
LEVEL	MOOK	DEATH SAVE	5		
STATS					
INT	2	REF	8	DEX	8
TECH	2	COOL	2	WILL	2
MOVE	10	BODY	3	EMP	2
ATTACKS			ARMOR		
TEETH (C# 8)	ROF2	2d6	HEAD	SUBDERMAL ARMOR	SP11
BRAWLING ATTACK (C# 8)	ROF2	1d6	BODY	SUBDERMAL ARMOR	SP11
SKILL BASES					
Athletics 10 • Endurance 8 • Evasion 12 • Human Perception 8 • Perception 10 • Stealth 10 • Wilderness Survival 10					
CYBERWARE					
TUp (Independent Mounting) Homing Tracer Cyberfinger • TUp (+1 Option Slot) Cybereye w/ Chipware Compartment & Hardened Cybereye Casing Subdermal Armor					

“LISTEN, EINSTEIN. YOU HEAR THE POUNDING ON THE DOOR? THAT’S BAD PEOPLE COMING TO GET ME. I NEED YOU TO TAKE THIS CHIP AND GO HIDE. I’LL COME FIND YOU AFTER THEY’VE GONE. DON’T BE SCARED. YOU’RE A GOOD BUNNY AND DADDY LOVES YOU.”

THE LAST WORDS OF ROGER B. WICKER

YOUR NEW BEST FRIEND

FOREVER TURTLE™

Cost: 2,000eb (Very Expensive)

Required Lifestyle: Good Prepak

Cyberware Slots: 2

One of the original Cyberpets®. The Forever Turtle™ comes equipped with a Trauma Response Nanomatrix to ensure longevity. Twenty years of research and development and DNA spliced from more than six species have turned this once cute Cyberpet® into an unsettling testudine amalgamation.

NAME	FOREVER TURTLE™	SERIOUSLY WOUNDED	7	HP	15
LEVEL	HARDENED MOOK	DEATH SAVE	2		
STATS					
INT	2	REF	2	DEX	3
TECH	2	COOL	3	WILL	4
MOVE	3	BODY	2	EMP	2
ATTACKS			ARMOR		
COMBAT JAW (C# 8)	ROF1	4d6	HEAD	—	—
BRAWLING ATTACK (C# 5)	ROF2	1d6	BODY	HARDENED SHELL	SP11
SKILL BASES					
Athletics 5 • Brawling 5 • Evasion 12 • Human Perception 8 • Melee Weapon 8 • Perception 10 • Stealth 10 Wilderness Survival 10					
CYBERWARE					
Combat Jaw • Hardened Shell (Subdermal Armor) • Trauma Response Nanomatrix					
ABILITIES					
Protection: A Forever Turtle can draw its head and limbs into its shell. When it does so, the protection of its Hardened Shell extends to its head and it cannot be targeted by Aimed Shots.					

“WHAT DO YOU MEAN WHAT IS THAT THING? THAT’S A
TURTLE, YOU DOOMBA! AIN’T YOU NEVER SEEN ONE BEFORE
ON THE DATA POOL? IT’S, YOU KNOW, SOME KIND OF REPTILE.
LIVES IN THE WATER. EATS LEAVES. THIS ONE’S KINDA
CUTE. LOOK AT IT LOOKING AT ME. I BET IT JUST WANTS
A PET. HEY, LITTLE GUY! YOU WANT A LITTLE LOVE?”

RAZOR GLADE,
Just before his hand was crushed.

YOUR NEW BEST FRIEND

NEON NEWT™

Cost: 2,000eb (Very Expensive),
Required Lifestyle: Good Prepak
Cyberware Slots: 1

A genetically modified, pocket-sized bio-flamethrower. When squeezed or otherwise agitated, the newt emits a fiery breath. Its acid-secreting skin comes in an impressive variety of lab-engineered neon pinks, blues, and greens that would never be found in nature.

NAME	NEON NEWT™			SERIOUSLY WOUNDED	10	HP	20
LEVEL	HARDENED MOOK			DEATH SAVE	3		

STATS

INT	1	REF	4	DEX	5	TECH	2	COOL	3	WILL	2	MOVE	5	BODY	2	EMP	2
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ATTACKS

FLAMEBREATH (C# 8)	ROF2	1d6
ACID SECRETION (C# 5)	ROF2	—

ARMOR

HEAD	—	—
BODY	—	—

SKILL BASES

Athletics 5 • Brawling 5 • Contortionist 12 • Evasion 12 • Human Perception 4 • Heavy Weapons 8 • Melee Weapon 7
Perception 12 Stealth 10 • Wilderness Survival 10

CYBERWARE

None

ABILITIES

Acid Secretion: Neon Newts can secrete intense acid through their skin. With a successful attack the acid does not damage but lowers the SP of all worn armor by 1. This attack is made with Brawling and not Melee Weapon.

Flamebreath: A Neon Newt can blow an impressive blast of fire. This acts like a Flamethrower (SEE CP:R PAGE 348) and cannot be used if it the Flamebreath was activated during the Newt's last Turn.

“DAMN THING BURNED A HOLE RIGHT THROUGH MY SUIT!
HOW MUCH IS BIOTECHNICA PAYING US TO DO THIS PUFF PIECE
ON THEIR CYBERPET LINE? I HOPE IT’S ENOUGH TO COVER
WHAT TORRELL AND CHIANG WILL CHARGE ME FOR CLEANING
AND REPAIRING THIS JACKET. FREAKING MONSTER!”

RYDER LEE,
WNS News

YOUR NEW BEST FRIEND

Obsidian Ocelot™

Cost: 4,000eb (Luxury)

Required Lifestyle: Fresh Food

Cyberware Slots: 3

Beautifully bred for high-end customers, these perfect cyberpreds are both gorgeous ornaments and stealthy killers waiting to be unleashed. Most Obsidian Ocelots are kept out of the public eye and pampered endlessly. A select few are trained to accompany assassins you couldn't afford to hire.

NAME	OBSIDIAN OCELOT™	SERIOUSLY WOUNDED	20	HP	40
LEVEL	HARDENED LIEUTENANT	DEATH SAVE	5		
STATS					
INT	3	REF	9	DEX	8
TECH	2	COOL	2	WILL	4
MOVE	8	BODY	5	EMP	2
ATTACKS			ARMOR		
COMBAT JAW (C# 15)	ROF1	4d6	HEAD	TUP SUBDERMAL ARMOR	SP12
CAT CLAWS (C# 15)	ROF2	3d6	BODY	TUP SUBDERMAL ARMOR	SP12
SKILL BASES					
Athletics 16 • Brawling 13 • Endurance 8 • Evasion 15 • Human Perception 8 • Melee Weapon 15 • Perception 12 Stealth 15 • Tactics 12 • Tracking 13 • Wilderness Survival 10					
CYBERWARE					
Combat Jaw • TUp (Animal Compatibility) FBC Chameleon Coating • TUp (+1 SP) Subdermal Armor					
ABILITIES					
Combat Awareness: While an Obsidian Ocelot is not technically a Solo, it can use the Combat Awareness Role Ability (SEE CP:R PAGE 146) at Rank 5.					

"THERE'S MY PRECIOUS **DARLING**. MOMMY HAS A TREAT FOR YOU!
REAL MEAT! I KNOW HOW MUCH YOU LOVE IT STILL BLEEDING.
EAT YOUR FILL, BABY, BECAUSE LATER YOU'RE GOING OUT WITH
MOMMY. WE HAVE A NEW JOB, AND I JUST KNOW YOUR ADORABLE
LITTLE CLAWS WILL SEND THE PERFECT MESSAGE TO THE POOR
FOOL WHO THOUGHT BLOWING THE WHISTLE ON OUR CLIENT WAS A
GOOD IDEA. WELL, I SUPPOSE THE MESSAGE WILL BE FOR THEIR
NEXT OF KIN, BUT IT IS ALL THE SAME THING, IN THE END."

THE KNIFE

YOUR NEW BEST FRIEND

CYBERPET+® LINE

Need a little something extra from your Cyberpet®? The Cyberpet+® line from Biotechnica provides! Whether you need to sneak a peek at a competitor's plans or protect your facility from their soldiers, a Cyberpet+® combines the efficiency of human ingenuity with the intense inborn instincts of nature.

CYBERBEAR™

Cost : 20,000eb (Super Luxury)

Requires Lifestyle: Fresh Food x2

Cyberware Slots: 3

The Cyberbear™ does one thing very well; ripping meat to shreds. To make matters worse, some have escaped, and they've already found a niche up north in the free state of Alaska's Yukon Valley. Rumor has it their bioengineering has filled their brains with tumors, making them feral. It will be mighty difficult to remove them.

NAME	CYBERBEAR™	SERIOUSLY WOUNDED	28	HP	55
LEVEL	MINI-BOSS	DEATH SAVE	10		
STATS					
INT	3	REF	8	DEX	8
TECH	6	COOL	5	WILL	8
MOVE	6	BODY	10	EMP	5
ATTACKS			ARMOR		
BEAR CLAW (C# 16)	ROF2	3d6	HEAD	TUP SUBDERMAL ARMOR	SP13
COMBAT JAW (C# 16)	ROF1	4d6	BODY	TUP SUBDERMAL ARMOR	SP13
SKILL BASES					
Athletics 14 • Brawling 16 • Concentration 10 • Evasion 10 • Human Perception 7 • Martial Arts (Cyberbear) 10 Melee Weapon 16 • Perception 11 • Persuasion 7 • Resist Torture/Drugs 15 • Stealth 10 • Wilderness Survival 14					
CYBERWARE					
Combat Jaw • Grafted Muscle & Bone Lace • Neural Link w/ Chipware Socket & Pain Editor • TUp (+2 SP, Requires BODY 10) Subdermal Armor					
CYBERBEAR MARTIAL ART					
As an unintended side effect of their creation, Cyberbears fight unlike any other creature on earth. While impossible to learn, duplicate, or imitate, their innate combat ability acts like a Martial Art with the following Special Moves.					
Recovery					
Requirement: The bear is knocked prone Whenever the bear uses the Get Up Action, they can attempt to beat a DV13 with the Martial Arts Special Move Resolution. If they succeed, that Get Up Action didn't cost an Action.					
Cyberbear Three-Arm Strike					
Requirement: The Cyberbear hits the same target with two Bear Claw attacks this turn. Once per Turn when the bear fulfills this requirement, they can use the Martial Arts Special Move Resolution to attempt to beat a DV15. If they succeed, they may choose one of the following effects. However, should they fail, the tumor in their brain causes them to immediately suffer 5 damage directly to their HP.					
<ul style="list-style-type: none">The bear can either grapple or end a grapple with their last hit target.The bear can attack their last hit target again with either a Bear Claw or Combat Jaw.The bear can cause their target to suffer a random Body Critical Injury (SEE CP:R PAGE 187).The bear can reduce the SP of all their last hit target's worn armor by 4.					

YOUR NEW BEST FRIEND

CYBERBOA™

Cost: 4,000eb (Luxury)

Required Lifestyle: Fresh Food

Cyberware Slots: 3

Designed and marketed as a search and rescue operative, what Biotechnica actually released with the Cyberboa™ was a serpent combining the DNA of all the world's most dangerous snakes in a single creature. No Cyberpet® better exemplifies Nicolo Loggaglia's concept of "better survival through biochemistry" than the Cyberboa™.

NAME	CYBERBOA™		SERIOUSLY WOUNDED	20	HP	40											
LEVEL	HARDENED LIEUTENANT		DEATH SAVE	7													
STATS																	
INT	3	REF	5	DEX	9	TECH	3	COOL	4	WILL	4	MOVE	4	BODY	7	EMP	1
ATTACKS							ARMOR										
TUP (AIRHYPO) VAMPYRES (C# 15)				ROF2	1d6	HEAD	TUP SUBDERMAL ARMOR		SP12								
BRAWLING ATTACK (C# 16)				ROF2	3d6	BODY	TUP SUBDERMAL ARMOR		SP12								
SKILL BASES																	
Athletics 11 • Brawling 16 • Contortionist 11 • Endurance 8 • Evasion 14 • Human Perception 4 • Melee Weapon 15 Perception 10 • Stealth 13 • Tracking 10 • Wilderness Survival 12																	
CYBERWARE																	
TUP ("Third Eye" Mounted) Flashbulb • Neural Link w/ Chipware Socket & Pain Editor • TUP (+1 SP) Subdermal Armor • TUP (Airhypo) Vampyres																	
ABILITIES																	
Airhypo Vampyres: When a Cyberboa successfully attacks with its Vampyres (even if it does no damage), its Airhypo Vampyres pump a dose of a loaded substance into the target. A compartment concealed in the Cyberboa's mouth can load up to 5 doses of a single Biotoxin, Poison, or Streetdrug.																	

"ARE CYBERPETS INTELLIGENT? IF YOU ARE ASKING IF THEY CAN PROCESS THOUGHT IN THE SAME MANNER AS A HUMAN BEING, THEN NO. NOT AT ALL. CYBERPETS ARE CERTAINLY CUNNING AND PERCEPTIVE, BUT THEIR BRAINS ARE INCAPABLE OF TRULY UNDERSTANDING LANGUAGE OR FORMULATING COMPLEX IDEAS. AT LEAST, THEY ARE FOR THE MOMENT. WE'RE ... WORKING ON IT."

DOCTOR TALIA VEX,
Bioengineer for Biotechnica

YOUR NEW BEST FRIEND

DATA

The Cyberrat's Brawling Skill Base is lower than its DEX. This isn't a typo but a reflection of how the critter's size diminishes its paw-to-hand combat capacity.

CYBERRAT™

Cost: 1,000eb (Very Expensive)

Required Lifestyle: Generic Prepak

Cyberware Slots: 2

A bio-enhanced, venomous rat bred to be used in corporate espionage. Freshly equipped with enhanced surveillance cyberware and fitted with skinweave, this Cyberpet® makes a great expendable operative or a best friend who can keep an eye on your apartment. Your pick!

NAME	CYBERRAT™			SERIOUSLY WOUNDED	5	HP 10
LEVEL	MOOK			DEATH SAVE	5	

STATS

INT	3	REF	6	DEX	8	TECH	3	COOL	2	WILL	4	MOVE	9	BODY	3	EMP	2
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ATTACKS

VENOM FANGS/CLAWS (C# 12)	ROF2	1d6
BRAWLING ATTACK (C# 5)	ROF2	1d6

ARMOR

HEAD	SKINWEAVE	SP7
BODY	SKINWEAVE	SP7

SKILL BASES

Athletics 10 • Brawling 5 • Concentration 8 • Endurance 6 • Evasion 12 • Human Perception 8 • Melee Weapon 12
Perception 10 • Stealth 15 • Wilderness Survival 10

CYBERWARE

Cyberaudio w/ Audio Recorder • Cybereye w/ MicroVideo • Neural Link w/ Chipware Socket & Memory Chip • Skinweave

ABILITIES

Venom Fangs/Claws: When a Cyberrat successfully attacks with its Venom Fangs/Claws (even if it does no damage) the target must beat a DV13 Resist Torture/Drugs Check or be dealt 1d6 additional damage directly to their HP.

“I’M TELLING YA, BOSS, THIS CRABLORD GUY IS EASY MONEY! SURE, HE WAS A LEGEND BACK IN THE DAY, BUT HE’S OLD AND SLOW! ONLY EDGE THE MOOK’S GOT IS HIS DRONES, AND THEY WON’T DO MUCH GOOD IF HE DON’T SEE US COMING. WE KNOW WHERE HE’S HIDING OUT. ALL WE NEED TO DO IS GO IN, SMASH UP HIS TOYS, FLATLINE THE OLD MAN, AND WE’RE SWIMMING IN EB FROM ALL THE TECH WE’LL SCAV AND SELL!”

RAZOR GLADE,
unaware one of CrAB Lord’s
Cyberrats was watching the meeting

YOUR NEW BEST FRIEND

CYBERWOLF™

Cost: 4,000eb (Luxury)

Required Lifestyle: Good Prepak

Slots: 3

Cyber-enhanced pack hunters created to be the new top of the food chain. Each Custom Security Canine is enhanced with cyberware to improve the efficiency of the pack and state-of-the-art hydraulic jaws engineered for close-quarters bone breaking. Typically found in a pack, though some are sold and trained for solo use as Custom Security Canines. Each comes with a free, custom-fitted Light Armorjack.

NAME	CYBERWOLF™	SERIOUSLY WOUNDED	20	HP	40
LEVEL	HARDENED LIEUTENANT	DEATH SAVE	5		

STATS

INT 3 REF 7 DEX 8 TECH 2 COOL 2 WILL 4 MOVE 7 BODY 5 EMP 2

ATTACKS

TUP (GRAPPLE DAMAGE BONUS) COMBAT JAW (C# 12)	ROF1	4d6
CLAWS (C# 12)	ROF2	2d6

ARMOR

HEAD	—	—
BODY	LIGHT ARMORJACK	SP11

SKILL BASES

Athletics 13 • Brawling 14 • Concentration 6 • Endurance 8 • Evasion 13 • Human Perception 8 • Melee Weapon 12
Perception 10 • Stealth 10 • Tactics 14 • Tracking 16 • Wilderness Survival 12

CYBERWARE

TUP (+1d6 damage vs target the Cyberwolf is grappling) Combat Jaw • Cyberaudio Suite w/Internal Agent • Cybereye w/Chyron & Targeting Scope

ABILITIES

Combat Awareness: While a Cyberwolf is not technically a Solo, it can use the Combat Awareness Role Ability (SEE CP:R PAGE 146) at Rank 3 so long as it is within 20 m/yds or another Cyberwolf in its pack.

“YEAH, I KNOW ABOUT CYBERWOLVES. I’LL TAKE MY GUSTAV OVER THEM ANY DAY. FOR ONE THING, THE OLFACTORY BOOST PACKAGE I INSTALLED MAKES HIM BETTER SUITED TO DETECTING WHAT I NEED HIM TO DETECT. FOR ANOTHER? THOSE CYBERWOLVES GIVE ME THE SHIVERS. IMAGINE A DOZEN OF THEM, ALL CONNECTED BY THEIR INTERNAL AGENTS? SOUNDS LIKE A RECIPE FOR DISASTER TO ME. DISTRIBUTED PROCESSING MAKES THEM AS SMART AS A DAMN PERSON. MAYBE SMARTER.”

OFFICER ELENA “SHEPARD” KORDA,
NCPD K-9 Handler

NEW CYBERWARE

In building the Cyberpets in this book we made use of cyberware from **Black Chrome**, **Interface RED vol 2**, **Interface RED vol 3**, and **Micro Chrome**. To make life easier, we're reprinting any cyberware not available in the **Cyberpunk RED** core rulebook here. Please be aware, some of following cyberware may be changed via Tech Upgrading when used in the stat blocks of **Your New Best Friend**.

► CHIPWARE COMPARTMENT

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

Humanity Loss: 3 (1d6)

Cybereye Option. Requires 3 Option Slots.

A compartment that can conceal up to four pieces of chipware without a roll. Chipware can be easily removed as an Action by spinning the eye in its socket.

► COMBAT JAW

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

Humanity Loss: 14 (4d6)

External Body Cyberware. Requires 2 Option Slots.

User's jaw is replaced with a sizable hydraulic jaw capable of delivering devastating bite force with a two rows of reinforced teeth. The Combat Jaw functions as a Very Heavy Melee Weapon.

► FBC CHAMELEON COATING

Cost: 1,000eb (Very Expensive) • **Install:** Hospital

Humanity Loss: 7 (2d6)

External Body Cyberware. May only be installed in a Full Body Conversion.

When the user remains still for a 1 minute (20 rounds), they can activate a cloak that hides from all visual senses, including Low Light/Infrared/UV, unless the perceiver succeeds at a DV17 Perception Check. Activating the cloak does not require an Action. The cloak is deactivated automatically if the user moves further than 2 m/yds (1 square) within 3 seconds (1 Round). A second installation reduces the amount of time the user must remain still before the cloak can be activated to 30 seconds (10 Rounds). A third installation reduces the time to 9 seconds (3 Rounds). Further installations do nothing.

► FLASHBULB

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

Humanity Loss: 7 (2d6)

Cyberarm Option. Requires 2 Option Slots.

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

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

► HARDENED CYBEREYE CASING

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

Humanity Loss: 3 (1d6)

Cybereye Option. Cybereye's internals are hardened to military standards. Cybereye and installed options cannot be rendered disabled, inoperable, or destroyed by electric shock, microwaver or EMP pulses, or any Non-Black ICE program effect.

► HOMING TRACER CYBERFINGER

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

Humanity Loss: 3 (1d6)

Cyberfinger. Requires a Modular Finger Cyberhand.

Cyberfinger that can point in the direction of its linked tracer if it is within 1 mile (1.6 km) away. Typically sold with an easily removable fingernail linked tracer.

Sometimes, a couple will trade tracer fingernails so they can find each other easily at a crowded party. Replacement fingernail tracers are 50eb (Costly).

► TRAUMA RESPONSE NANOMATRIX

Cost: 1,00eb (Very Expensive) • **Install:** Hospital

Humanity Loss: 7 (2d6)

Internal Body Cyberware. Once per day, as an Action, activate to repair your Skinweave or Subdermal Armor to full SP. Requires Skinweave or Subdermal Armor.

Each additional installation increases daily uses by 1.