

August Fools

Honk Honk's Night Market

August Fools is unofficial content provided under the Homebrew Content Policy of R. Talsorian Games and is not approved or endorsed by RTG. This content references materials that are the property of R. Talsorian Games and its licensees.

This supplement makes use of items featured in Black Chrome. Most of these mentions also list a substitute. Where there was no reasonable substitute, there is not one listed.

Honk Honk's Market

Hosted in a rented warehouse, when the market is in, the lights change. Each booth(provided with wood tables and whatever sign they bring) has a spotlight on it, with the rest of the warehouse quite dim. Where Honk Honk is sat, there are a couple warmly lit lamps on the side table. It's hot in the warehouse but of course ventilated well enough.

Frequency

Once every other month.

What it Sells

Goods for performing artists, Nomad goods, and whatever else Honk Honk wants to sell.

Where to Find It

A warehouse in the Heywood Industrial Zone.

Getting In - Buying or Selling

Honk Honk invites most people himself. If the Bozos(excluding the rebels) tell him they want a crew in, he'll usually respect it. The Aldecaldos are always free to come down, too.

Security

Honk Honk has a few close fans. Very close fans. His main security is his 2 favorite clowngirls(who also happen to be his mainlines), but he has 4 others that stay by his side... And yes, he lets it go to his head. He's a bit of a womanizer. If you piss any of his girls off, though, things get ugly. Especially Belladonna. She hides some spiders in the ceiling. Or in her backpack, on a good day.

The Market Layout

The market is sorted in the following way: There is a door at the front which is the entrance. In the middle of the warehouse is a turntable for vehicles or other large items. At the back right corner, there's a loading dock that handles bulk orders before the market opens, and a rack for pallets and crates. In the back left corner is a lounge area, 2 couches on either side of a coffee table, resting on a green rug. The couch closer to the wall is where you can find Honk Honk and his clowngirls watching the market. Other than that, booths shift. Sometimes a ripperdoc sets up a clinic, sometimes there's food stalls. There is space for 4 booths.

What's on sale?

There are a few things that are always on sale. Some items are randomized. New items will be marked with a *. Feel free to add slots, change items that are available, or do anything you'd like. Here's what a typical lineup is like:

Turntable

- **Roll 1d6 and use Turntable Table** or select an entry.

Turntable Table(Result of 1d6 Item)
--

1	Clown Car*
2	Roadbike
3	2 Vehicle Upgrade Options
4	[2 different Styles of Laser Light Electric Guitar(Black Chrome) or 2 very stylishly decorated musical instruments] and [KillStrom Typhoid Speaker(Black Chrome) or A full-sized Amplifier(100eb.)]
5	3 different and flashy sets of High Fashion Footwear, Bottom, Top, and Jacket
6	3 sets of Executive Armor(Black Chrome) or An Incredibly Unique Outfit(3000eb.) with SP11 Body and SP7 Head that appears to be fashionable clothing.

Weapon Booth

- 2d6 **Firework Rocket***
- 2d6 batches(10 rounds each) of **Confetti Rounds***
- Replacement flags for **A Killer Bit***
- **A random number of weapons(1d6+1), roll 1d6 from weapons table for each.**

Weapons Table(Result of 1d6 Item)	
1	A Killer Bit*
2	Boxing Glove Arm*
3	Cheater's Deck*
4	Balloon Animal* or Shrieker
5	Snakes Out of a Can* or Microwaver
6	Giant Colorful Mallet With Polka Dots*

Gear Booth

- **Battery Packs**(50eb. each)
- **A Literal Cream Pie*** or **SuperWhoop***
- Several of the following: **musical instruments, drum synthesizer, pocket amplifier**
- **Glow Sticks** or **Glow Paint** or **Handcuffs**

Variety Booth

This is where the GM chooses what else should go in the Night Market. Here's a few ideas:

- A van full of party drugs
- Badlands Salvage Pile

- Concession Stand
- CDs and Records
- Nomad Mechanic
- Ripperdoc Pop-Up. Can install any Clinic-Grade Cyberware on-site, up to 3 options randomized using Cyberware Table(below).

Cyberware Table(Result of 1d6 Item)	
1	Light Tattoo or Techhair
2	The Urchin* or Audiovox
3	Dermal Holoprojector* or Superchrome Covering
4	Subliminal Lense(x2)* or Anti-Dazzle(x2)
5	Vampyres
6	Lead's Turn-On-Show-Off Nails or Shift Tacts

New Items

Clown Car - SDP 35, 20 MOVE, 8 Seats, Nomad Access Level: 5; 22000eb.

A small, stripped-down car, made with the help of Nomads to carry as many clowns as possible. If there are more than 4 people in the car, everyone except the driver has to roll against a DV10 Contortionist check or fail to get in. While squeezed in, passengers take a -1 to all actions. The car is decorated quite gaudily, and has a clown nose on the hood. *A Clown Car is a Compact Groundcar with 2 Seating Upgrades. The horn sounds like a clown nose. It is incompatible with the Heavy Chassis.*

A Killer Bit - Exotic Handgun, 4d6; 1000eb.

A convincing facsimile of the Malorian Arms 3516(DV19 Perception to tell it's not real), this much more reasonable alternative is a creation of one very funny Bozo. A Killer Bit is an Excellent Quality Very Heavy Pistol, loaded with a special ammunition, of which it can only hold one round at a time. When the trigger is first pulled, a small flag reading "BANG!" comes out of the barrel. If this wasn't an effective scare, pull the trigger again. The flag will be shot from the front of the barrel, dealing damage as if it were a regular bullet. The flag can be picked up and loaded back into the barrel as an Action, or additional flags may be purchased for 10eb. each from magic shops, bozos, or particularly strange Vendits. Funny, no?

Giant Colorful Mallet With Polka Dots - Exotic Very Heavy Melee Weapon, Two-Handed, 6d6, ROF 1; 1000eb.

The Giant Colorful Mallet With Polka Dots(hereby GCM) is a Poor Quality Exotic Very Heavy Melee weapon. It is as described. When someone with BODY 10 or greater picks up this weapon, it acts as a Two-Handed Very Heavy Melee Weapon which does 6d6 damage on hit, halving armor as normal. If someone with less than BODY 10 picks up the weapon, they may only drag it along the ground with -2 to MOVE. On a critical failure, the head of the GCM falls

off at the start of the swing, landing on the wielder's head. The wielder takes 2d6 damage soaked by armor as normal, and is knocked unconscious for 1 minute. The GCM is then considered destroyed until the head is reattached.

Dermal Holoprojector - External Cyberware, Clinic, HL 3(1d6). 1000eb.

An almost-invisible holographic matrix woven onto the skin of the user allows them to project imagery over the skin with 3-dimensional effects. The user has +2 to Wardrobe and Style while using it, in addition to the regular complementary uses of this cyberware. Due to the glow of the holograms, it isn't ideal for stealth. Can be linked to an Agent or to a Neural Link.

Subliminal Lense - Cyberoptics, Clinic, HL 7(2d6). 1000eb.

Lenses in the cybereyes of the user flash in invisible sequences that create visual projections in the mind of anyone who can see the lenses. The user may, as an action, roll Concentration against a DV13 for simple images, DV15 for a moving object, or DV21 for multiple objects or projections over an area. The user must then roll on every turn they wish to maintain the illusions as imagined. The user may target an individual. Does not work through cameras or on targets with Anti-Dazzle Cyberoptics. Must be paired, requires Neural Link.

Snakes Out of a Can - Exotic Bow, 4d6, ROF1, Two-Handed; 500eb.

An Exotic Standard Quality Bow fired with Animal Handling. The bow has a special track and string that allows the firing of proprietary fake snakes, coiled with a spring inside. Each snake costs 10eb. and on impact sticks to a victim by its teeth, uncoiling and writhing as though it were real for a few seconds. If the user rolls the Foreign Object critical injury while using this weapon, they roll again until they get a different Critical Injury, and the victim suffers that as well, without bonus damage.

The Urchin - Cyberhand/arm option, Clinic, 500eb. HL 7(2d6)

Designed to be a flashy last resort, the Urchin's cartridge of needles is inside the hand of a user and always concealed. Upon activation, the compartment opens up and fires a storm of poisoned needles in every direction. Mechanically, this is treated as though the user detonated a Poison Grenade centered on their location, hitting everyone except the user. Additionally, anyone hit by this always takes the Foreign Body Critical Injury to the body, without bonus damage. Can be dodged as normal by those with REF 8. Refills cost 100eb.

Cheater's Deck - Exotic Light Melee Weapon, 1d6, ROF2, Concealable; 300eb.

A surprisingly practical weapon, the Cheater's Deck is a weapon appearing to be a normal deck of cards. It contains a fully legal deck of cards, made with sharp galvanized edges. Anyone holding a card may tell that the cards have metal edges by passing a DV13 Perception check. One Cheater's Deck contains 52 Poor Quality Light Melee Weapons(they occasionally get stuck to the sides of the box, and must be unjammed), designed to be thrown. As such, they continue to halve armor when thrown, but they are too small to be used without throwing them. Replacement cards are not sold on their own, so the entire deck must be replaced. The cards may not be reclaimed after use, as they are bent out of shape(Destroyed Beyond Repair) when they hit something. Throwing this weapon counts as one half of a 2 ROF attack.

Balloon Animal - Exotic Shotgun, 3d6, ROF1, One-Handed; 100eb.

The Balloon Animal is a flamethrower disguised as a balloon animal, of which it can appear to be any animal. It acts as a Poor Quality Shotgun that can only fire incendiary shells, however when a target is hit by the Balloon Animal, they take 4 HP damage direct to health instead of 2 at the end of each turn. It is fired using Paint/Draw/Sculpt instead of the Shoulder Arms

skill. On a critical failure, instead of a jam, the balloon animal appears to unfold, and the user must rapidly fold the balloon back into an animal shape so they have something to hold onto while they fire.

Firework Rocket - Ammo; 100eb.(x1). Available Types: Rocket, Arrow

A firework housed in a way that allows it to be used as ammunition. Comes in a variety of colors and patterns. Detonates as though it were a flashbang(CP:R p.346) centered on the square impacted. If fired straight up, it detonates as a regular firework at a safe height.

Boxing Glove Arm - Exotic Medium Melee Weapon, 2d6, ROF2, One-handed; 50eb.

One of those novelty boxing glove arms that extend when the handle is squeezed. You know the ones. The Boxing Glove Arm is a Poor Quality One-Handed Medium Melee Weapon. If this weapon would bring a target to 0 HP, it will instead leave them at 1 HP and unconscious. It squeaks when it lands an attack.

SuperWhoop - Gear; 20eb.

A curiously pressurized whoopie cushion. When sat on, it makes an absurdly loud noise. Besides the noise, it's been designed with trickery in mind. The SuperWhoop may be loaded as an Action with any number of powders or solid poisons to make a noxious cloud. Its valve is designed to prevent ingestion or accidental dispersion of any Street Drugs or poisons while inflating. When loaded with something, it forms a cloud 6m/yd by 6m/yd (3x3) centered on the SuperWhoop.

A Literal Cream Pie - Gear; 10eb.

A literal pie. Yes, actually. Well, it's technically just a sealed pie tin filled with shaving cream. Pull the tab to open. A Literal Cream Pie may be used as a thrown weapon or it may be used to attack with Brawling. Anyone impacted in the face by A Literal Cream Pie who is not wearing protective eyewear is covered in shaving cream, and takes a -4 to all Attack checks, as well as Perception checks involving sight until they use an action to wipe their eyes.

Confetti Rounds - Ammo; 10eb.(x10). Available Types: All except grenades and rockets.

Special munitions, for a safe party. When these rounds are fired, instead of doing damage, they explode into 6m/yd by 6m/yd of confetti upon hitting anything. Shotgun Shells explode into confetti within the normal area the shells would hit. To ensure they won't injure anyone, the rounds are made with less propellant than standard ammunition, and packed with thin plastic housings that open on impact. Ammunition for which it would otherwise be possible to collect and reuse may not be reused when purchased as Confetti Rounds.

Character Sheets

Honk Honk is one interesting Bozo. That's because he's a Nomad. That's not true either, strictly speaking, because he's actually just a Rockerboy that runs with the Aldecaldos. And he's not officially a Bozo. Honk Honk is a name he earned out of honor; that, and rumor has it his father was quite respected in the gang himself. Bozos like him, and he gives them more than a fair trade. He respects the hustle. But of course someone needs to explain what makes the Bozos like him so much. You see, Honk Honk improvises quite heavily. He usually runs a mixture of music and magic tricks, and yes, he does his makeup a bit like a clown these days. The most consistent factor is his flair; he's always ready with a new prop to make the show, sometimes dangerous. His best bits get sold at his market. He takes wholesale orders for the Bozos, occasionally. Of course he does. They'll pay more than anyone else for bootleg fireworks and giant mallets, especially when he makes so many fresh horrors for them to employ.

Appearance: Proper slicked back hair, bleach-blond, with a tan complexion. He wears a nicely tailored blue suit with shoulder pads, and an armored leather boater hat with a slightly wider-than-normal brim. His shoes are steel-toed combat boots.

Handle: Honk Honk			Rockerboy: C. Impact(6)			H. Mini-Boss		REP 5	
HP: 40			Seriously Wounded: 20			Death Save: 6			
INT 7	REF 7	DEX 4	TECH 8	COOL 8	WILL 6	MOVE 4	BODY 6	EMP 3	
WEAPONS:					ARMOR:				
Heavy Pistol x2			ROF2	3d6	Head: TUp Kevlar			SP8	
Brawling Attack			ROF2	2d6	Body: TUp L Armorjack			SP12	
Skill Bases: Acting 10, Athletics 6, Brawling 12, Business 11, Concentration 8, Conceal/Reveal Object 10, Conversation 9, Drive Land Vehicle 12, Education 9, Evasion 12, First Aid 10, Handgun 16, Human Perception 8, Language(English) 14, Language(Street slang) 9, Local Expert(Outskirts) 9, Perception 14, Persuasion 18, Personal Grooming 10, Play Instrument(Bass) 14, Stealth 6, Streetwise 13, Trading 17, Wardrobe & Style 15									
Gear: Agent, Audio Recorder, Basic H. Pistol Ammo x32, Bass, Carryall Bag, Computer, Handcuffs, Medtech Bag, Memory Chip x3, Personal CarePak, Pocket Amplifier, Smoke Grenade x2,									
Cyberware: Contraceptive Implant, Cybereye x2 w/ LowLight/IR/UV x2 & Anti-Dazzle x2, Neural Link w/ Interface Plugs & Kerenzikov, Mr. Studd Sexual Implant									

When Ambre Blanc joined the Bozos, she never expected to lead them. She was right, and her small circus was massacred by a larger one only a couple months in. She never got past being a Fool. And that's a shame, because she's damn good at pulling bits. She's always been quite reserved, and so in her alone time developed quite a touch for netrunning. That, and a bit of a touch for electronics. One of her favorite bits is a little creation she invented herself, a swarm of spider drones which can spin webs while she watches from afar. It's skills like that which make her an essential piece of Honk Honk's shows, and found her a new family in the pack. She doesn't like to talk about it, but she ran away from home. From a bit of observation, you might get the sense of why, as she still responds quite uniquely to praise. It almost breaks that freezing cold countenance of hers. This is definitely part of why she seems to genuinely love Honk Honk, despite their differences. And he seems to appreciate her quite a bit, too. Her biggest weakness is her loyalty.

Appearance: Lean and pale, a bit like a mime with a dark side. She's never seen without the coffin-shaped backpack that carries her portable NET. She wears dark, witchlike dresses to make the bodyweight suit she wears when she's working a little less conspicuous.

Handle: Belladonna			Netrunner: Interface(4) Tech: Inv.(2), Fab.(2)			H. Lieutenant		REP 2
HP: 35			Seriously Wounded: 18			Death Save: 2		
INT 8	REF 3	DEX 8	TECH 8	COOL 6	WILL 8	MOVE 4	BODY 2	EMP 1
WEAPONS:					ARMOR:			
Bow			ROF1	4d6	Head: Bodyweight Suit		SP11	
Light Melee Weapon			ROF2	1d6	Body: Bodyweight Suit		SP11	
Skill Bases: Athletics 10, Accounting 11, Archery 12, Brawling 10, Concentration 14, Conversation 4, Cybertech 11, Education 14, Evasion 12, Electronics/Security Tech 12, First Aid 10, Human Perception 3, Language(French) 12, Language(English) 10, Language (Streetslang) 10, Library Search 11, Local Expert(University District) 10, Melee Weapon 11, Perception 12, Persuasion 10, Pick Lock 12, Pick Pocket 10, Stealth 14, Wardrobe & Style 10								
Gear: Agent, Virtuality Goggles, Lock Picking Set, Smash, Basic Arrows x20, Portable NET Architecture, SpyderSwarms*, Microtech Scout w/ Hardened Circuitry, Banhammer, Sword, & Vrizzbolt(In Bodyweight Suit)								
Cyberware: Contraceptive Implant, Cybereye w/ Chyron & MicroOptics Neural Link w/ Interface Plugs, Tool Hand, Toxin Binders								

Type	Description	Default Trigger	Data
SpyderSwarm(Tech Invented Active Defense)	A swarm of lots of small, arachnid drones treated as one entity. Equipped with: <ul style="list-style-type: none"> Grip Feet Airhypo loaded with Blue Glass or Poison Arachnid Grenade (Black Chrome) 	Target gets too close to NET controlling the swarm and shows aggression.	6 MOVE; 25HP Perimeter of Def. area DV13, 5 min.

Belladonna/The Market's Portable NET Architecture

Demons: Imp

Floor 1	Password	DV6
2	Black ICE: Raven x2	–
3	Control: SpyderSwarm	DV8
4	Control: SpyderSwarm	DV8

A long time ago, June Summers(they/she) wanted to be an Edgerunner. Born in 2024, off the heels of the 4th corp war, they grew up in the Old Combat Zone with little family and few friends around them, none of whom had glamorous jobs. June wanted to make a name, and maybe help their family get a leg up in the process. When they were 16, they fancied themself a demolitionist and signed on for a frankly stupid gig with the bozos. Their role of choice? Driving a motorcycle rigged to explode into a wall; bring your own cycle, by the way. It went wrong, of course, and the motorcycle exploded as soon as it started, tearing off their arms and legs, hurling them 10 meters, and knocking them unconscious. When they came to, they were in the only clinic close enough, with some medical-grade cyberarms and some new Romanovas.

Their family wasn't pleased when they stumbled home, and didn't have the money to pay for the new chrome, so they put June on the streets. With nowhere to stay, June went back to the fixer who gave them the gig, and talked him into covering the chrome and helping out. He couldn't do much, but he felt guilty, so he took June in, placed them with an Edgerunner crew, and coached them into quite the fighter. Recently, they outgrew their crew, or just wanted a change of pace, and left to find a ring to fight in. It's not quite clear how that led them to Honk Honk, but either way, they got new arms out of it. In any case, they try to put their best foot forward for their new friends. That means keeping secrets. Dollars to donuts, something else happened that made them leave their crew.

Appearance: A graceful but muscular build, they wear a bodysuit that leaves their romanovas bare. They wear a superhero-like mask and keep their hair in a practical undercut. Their hair is bleach-blond but their outfit is hot pink. They have green eyes.

Handle: Topsy-Turbo			Solo: Combat Awareness(4)			H. Lieutenant		REP 4	
HP: 35			Seriously Wounded: 18			Death Save: 6			
INT 5	REF 8	DEX 7	TECH 2	COOL 2	WILL 4	MOVE 8	BODY 6	EMP 5	
WEAPONS:					ARMOR:				
Lennox Arm x2			ROF2	2d6	Head: L Armorjack			SP11	
Talon Foot x2			ROF2	1d6	Body: L Armorjack			SP11	
Skill Bases: Athletics 12, Brawling 13, Concentration 6, Conceal/Reveal Object 8, Conversation 10, Dance 10, Education 7, Evasion 12, Endurance 10, First Aid 8, Heavy Weapons 9, Human Perception 7, Language(English) 9, Language (Streetslang) 7, Local Expert(Old Combat Zone) 7, Martial Arts(Aikido) 12, Melee Weapon 11, Perception 11, Persuasion 4, Stealth 9, Streetwise 9									
Gear: Agent, Teargas Grenade x2, Glow Stick x2									
Cyberware: Contraceptive Implant, Lennox Arm x2, Wyzard Technologies Romanova Cyberlegs									

Lennox Arm - Cyberarm, Clinic, 500eb. HL 7(2d6) – Tech Invention(Belladonna)

A cyberarm with 1 option slot. The cyberarm itself consists of a cyberhand attached to the end of a spring-like coil of myomar, surrounded by segmented plating which allows for roughly normal use of the arm. The arm is able to briefly reach up to 4 m/yd, when making melee attacks or grabbing something. *Ever played ARMS?*

