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# ACHIEVEMENTS AND LOOT BOXES

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# ACHIEVEMENTS AND LOOT BOXES

## M.R.A.M.A.Z.E.

**M**ystery  
**R**eward  
**A**chievements  
**M**aking (you)  
**A**ttain (the)  
**Z**enith (of)  
**E**xistence

### Program

*Is your life unrewarding? Do you need some excitement? Mr A-MAAAAAAZE here with the solution to your life troubles. Your problem is that you just aren't rewarding yourself enough, friend! You are the one doing the work, after all! You deserve so much more than what you are giving yourself.*

*It's clear to me that you have got to treat yourself better. No, not by going to therapy. Give yourself something you really need! Material goods that will keep you smiling even on rainy days. Ah, but therein lies the real problem, choomba.*

*When you try to buy yourself a well-deserved reward, you always know exactly what you're gonna get. Where is the surprise, the excitement of the unknown, the thrill, in that? I'll tell you where. It's in one of my A-MAAAAAA-ZING Mystery Boxes. Inside each of my bespoke hand-packed upcycled biodegradable plastic mystery cubes you'll find a delightful object to keep those expensive trips to the therapist to a minimum.*

*Best of all, when you sign up for my **M.R.A.M.A.Z.E. Program**, we'll give you one whenever you deserve it, just like magic. So come on down to Dock 13 in sunny South Night City, and celebrate all your future achievements the right way - with surprise mechanics!*

Mr. Amaze  
Your Friendly South Night City Fixer

## WHAT IS THIS?

Achievements and Loot Boxes is an optional new subsystem to enhance your **Cyberpunk RED** campaign by introducing a quirky combination of surprise mechanics and luck to what can sometimes be an overly grimdark cyberfuture.

Heck, we just released a book with the word **Black** in the title. It's time to swing that pendulum back, party people.

## HOW DO I USE IT?

Using Achievements and Loot Boxes is easy! Achievements are earned by your Crew as a one-time currency the first time a Player Characters (or occasionally the Player themselves) meets one of the Achievement's requirements, as arbitrated and decided upon by the GM. Each Achievement can only be earned once per Crew.

Once an Achievement is earned, it can be traded in anytime, without an Action, via a unanimous group decision for one of the following two effects:

1. Reroll a single d10 rolled by one of the Players after the die has been cast and keep the higher outcome of the two rolls. This must be done before the GM announces the outcome and cannot be used on Death Saves.
2. Receive one of Mr. Amaze's Mystery Boxes. When redeemed, roll 1d10 on The Table of Mystery to determine which box the Crew receives. Then, when the box is opened as an Action, roll 1d6 on that box's table to determine its contents. Weapons that come fully loaded are loaded with whatever ammunition the GM desires. Mr. Amaze's Mystery Boxes instantly appear within 10 m/yards of one of the Edgerunners in a location no member of the Crew is currently observing. The appearance of a Mystery Box makes no sound and they can appear anywhere, even in the vacuum of space. If you get an item marked with an asterisk, don't panic, it's from **Black Chrome**, our awesome new tech and style guide for **Cyberpunk RED**. If you don't have **Black Chrome**, just replace it with an item of equivalent value. We've also included plenty of items from the Free DLCs always available on our website in the downloads section, so keep your Agent handy.

# ACHIEVEMENTS AND LOOT BOXES

## THE ACHIEVEMENTS



### 15 Minutes of Fame

Reach Reputation level 7.



### Flatlined

Have a funeral for a dead Player Character.



### Bad Day

Survive a combat in which the Crew receives three or more Critical Injuries. All Crew members must survive the fight.



### Gamer

Complete a dungeon in Elflines Online without any elf in your party dying.



### Chamber 36

Defeat an enemy with a Martial Arts Skill Base of 18 or higher in single combat using only the Brawling, Evasion, Melee Weapon, and Martial Arts Skills.



### Going Dark

Complete a Typical or Dangerous job without engaging in a single Round of combat.



### Chippin' In

Install cyberware with Humanity Loss in a Player Character without any cyberware. This must be their first cyberware.



### Ground Zero

Stand in the ruins of Arasaka Towers.



### Clotheshorse

Collect a piece of fashion from every fashion style in the core rulebook.



### The Happiest Place

Ride the roller coaster at Playland by the Sea and survive.



### Dirty Duck

Bathe in a bathtub filled with at least 100,000eb in cash.



### High Life

Have every member of your party purchase a Fresh Food Lifestyle in the same month.



### Double Kill

Kill more than one enemy with a single explosive device.



### Inner Peace

Recover at least 14 points of Humanity via Therapy over one or more sessions.

# ACHIEVEMENTS AND LOOT BOXES



## Input/Output

Go on a date in Night City.



## Investment

Buy a Luxury or Super Luxury item from a Night Market or Midnight Market.



## Longshot

Kill an enemy with a headshot fired from a sniper rifle at a distance of 800 m/yds.



## Night City Legend

Reach Level 10 in a Skill, Rank 10 in a Role Ability, or in Reputation.



## One is the Loneliest #

Finish a fight with exactly 1 HP remaining.



## Payday

Complete and successfully receive payment for a Dangerous Job.



## Perfect Attendance

Have every Player in your group show up on time for three successive sessions.



## Pub Crawl

Buy and drink a beverage from a bar in every district in Night City.



## Road Warrior

Survive a mission in the Badlands outside Night City.



## Self-Improvement

Take or audit a course at Night City University.



## Strange Weather

Survive an outdoor combat taking place during a Strange Weather event such as Blood Rain, Acid Rain, or a Sandstorm.



## The Edge

Reach Empathy 1 or less anytime after Character Creation as a result of cyberware installation.



## Totaled

Destroy a vehicle owned by a member of the Crew or their Nomad family.



## Trophy Hunter

Collect a signature item (badge, coat, membership pin, etc) from each of the following factions: The Bozos, Inquisitors, Maelstrom, Piranhas, Red Chrome Legion, Tyger Claws, NCPD, Trauma Team, and Danger Gal.



## Vengeance

Kill a Character directly responsible for a Player Character's death.



## VIP

Get invited to a Midnight Market.

# ACHIEVEMENTS AND LOOT BOXES

## THE LOOT BOXES

### ► THE TABLE OF MYSTERY

1d10	Your Mystery Box
1	A box bound tightly in rope
2	A box covered in chipped paint
3	A box dripping wet with fluid
4	A box freezing cold to the touch
5	A box handsomely gift wrapped
6	A box marked with a lime green X
7	A box melted out of shape
8	A box sealed with a lipstick kiss
9	A box reeking of oil
10	A box showing signs of repair

### ► 1. A BOX BOUND TIGHTLY IN ROPE

1d6	Inside the Box is...
1	Rope x2, each 60 m/yards.
2	Virtuality Goggles
3	Grapple Gun
4	Vial of Poison
5	Urban Flash Jewelry
6	Cybermatrix Gang Jazzler (12 Days of Cybermas DLC)

### ► 2. A BOX COVERED IN CHIPPED PAINT

1d6	Inside the Box is...
1	Teargas Grenade
2	Fully Loaded GunMart Smart Special*
3	Bicycle ( <i>Spinning Your Wheels DLC</i> )
4	Flare Gun and a Road Flare ( <i>Woodchipper's Garage DLC</i> )
5	Bulletproof Shield
6	Fully Loaded Militech Crusher (12 Days of Gunmas DLC)

### ► 3. A BOX DRIPPING WET WITH FLUID

1d6	Inside the Box is...
1	Can of Smash x5
2	Airhypo loaded with Black Lace
3	Bodyweight AutoInjector ( <i>Hornet's Pharmacy DLC</i> )
4	Everest VentureWare AirWell 50*
5	Poison Grenade
6	T-R4 Detonator Fluid*

### ► 4. A BOX FREEZING COLD TO THE TOUCH

1d6	Inside the Box is...
1	Bohemian Mirrorshades
2	Street Viper Riding Suit*
3	Two Sponsored Cybereyes*
4	SkidRow Trench*
5	Airhypo loaded with Prime Time ( <i>Hornet's Pharmacy DLC</i> )
6	Laser Light Street Jacket*

### ► 5. A BOX HANDSOMELY GIFT WRAPPED

1d6	Inside the Box is...
1	Binoculars
2	Light Armorjack Body
3	Excellent Quality Medium Pistol
4	Video Camera
5	NeuTongue ( <i>Must Have Cyberware Deals DLC</i> )
6	Reflex Co-Processor*

#### DATA

Entries marked by an \* refer to an item from *Black Chrome*.

#### DATA

Should you ever find the need to homebrew more Mystery Boxes, you'll find the prices of their contents follow a rough pattern (50, 100, 100, 100, 100, 500) and all weapons come fully loaded. Mix and match items and try to make your own themes work!

# ACHIEVEMENTS AND LOOT BOXES

## DATA

Entries marked by an \* refer to an item from **Black Chrome**.

### ▶ 6. A BOX MARKED WITH A LIME GREEN X

1d6	Inside the Box is...
1	A boxed copy of Elflines Online
2	Two Disposable Cell Phones
3	Modular Finger Cyberhand*
4	Leisurewear Jewelry
5	Agent
6	Smart Glasses

### ▶ 9. A BOX REEKING OF OIL

1d6	Inside the Box is...
1	Fully Loaded GunMart Bubba Buster*
2	Fully Loaded Overlord Handcannon*
3	Nomad Leathers Footwear
4	Fully Loaded Poor Quality Sniper Rifle
5	Sniping Scope
6	Smartgun Link

### ▶ 7. A BOX MELTED OUT OF SHAPE

1d6	Inside the Box is...
1	Scavenged Armor Body ( <b>Black Chrome+ DLC</b> )
2	Incendiary Grenade
3	Neo-Soviet Cyberarm*
4	Fully loaded Stolbovoy ST-5 Assault Rifle ( <b>12 Days of Gunmas DLC</b> )
5	Fully Loaded Everest VentureWare SurvivalMaster ( <b>Black Chrome+ DLC</b> )
6	Fully Loaded Flamethrower

### ▶ 10. A BOX SHOWING SIGNS OF REPAIR

1d6	Inside the Box is...
1	Utility Tomahawk*
2	Holo Projector Palm ( <b>Must Have Cyberware Deals DLC</b> )
3	Techtool
4	Audio Recorder
5	Armor Piercing Grenade
6	Techscanner Cyberware

### ▶ 8. A BOX SEALED WITH A LIPSTICK KISS

1d6	Inside the Box is...
1	Light Melee Weapon
2	Mr. Studd™ Sexual Implant
3	Shuriken Tornado Grenade*
4	Asia Pop Footwear
5	Two Businesswear Tops
6	White Hornet Tanto*

I RECEIVED MY FIRST **MYSTERY BOX** LAST WEEK AFTER FINISHING MY DEGREE AT **NIGHT CITY UNIVERSITY**.

I GOT A TOMAHAWK. I THINK IT'S SUPPOSED TO BE A **METAPHOR?**

I PUT IT UP ON THE WALL IN MY CUBE AND IT LOOKS GREAT. **BTW**, IF YOU KNOW ANYWHERE THAT'S

HIRING, **HIT** MY AGENT.

— A FIVE STAR REVIEW  
LEFT BY **DARKARISTOTLE24069**



# ACHIEVEMENTS AND LOOT BOXES

## ACHIEVEMENT BADGES

Of course you'll want to give physical copies of these beauties out to your Crew! Here they are, ready for printing, with a few blank badges in case you're inspired to create some Achievements of your own!



### DATA

If you happen to own a button press machine, these badges are sized perfectly for creating 1 inch (2.54 cm) buttons.