THE 12 DAYS OF REDMAS
A CYBERPUNK RED HOLIDAY TRADITION

THE 12 DAYS OF REDMAS

I saw Krampus flatlined by S.A.N.T.A's plow, while riding through the Combat Zone last night.

— Wheelie

"There isn't room in Night City for two Christmas themed Cyberpunk mascots," the cloven-hooved borg, Krampus, heard from a speaker taped to a brick wall.

The street lights flickered out. With one simple netrun, S.A.N.T.A. had transformed the street into his own private Monster Fight Club.

In the darkness, 500 m/yds away, at the other end of a custom red and white spiral fluted barrel, a man with a voluminous white beard chambered an experimental .50 BMG EMP round he had purchased from a Tech known to the street as Never Naughty Nedd. Each bullet ran a jolly 50eb (Costly), but the big man had enough in his sack to afford it. His cybereyes flashed blue with night vision, bringing his target into focus at the other end of his ACOG scope. He took two deep breaths, hyperoxygenating, growling with each exhale. "Ho... Ho.... "

He pulled the trigger. "Ho."

The bullet ripped through Krampus's Cyberjaw, showering the wall behind him in stainless steel teeth. An electromagnetic pulse dashed through the borg like a comet, leaving the inferior Cyberpunk holiday mascot immobilized in the snow.

Slinging the rifle onto his back, the jolly old body-sculpted elf saddled his custom Diego Motors Range Trike and deployed a Tup'd Combat Plow airbrushed with an image of a 12-pointed reindeer by the Jodes. The headlamp glowed **RED**. The big man flicked the NOS switch and the scent of rubber filled the street. At 200 miles per hour (322 kph), as young Wheelie looked on aghast, S.A.N.T.A. taught Krampus the true meaning of Christmas.

Stepping down from his sleigh onto the broken body of the borg, the electrical wires spilling from Krampus' ripped-open innards reminded S.A.N.T.A. of a pumpkin-head he had flatlined eighty-four days prior; a kill he had forgotten to record. With a night-black leather

gloved hand, he reached inside the mess and ripped out a wet Biopod, which he set gently on the ground. Backing up, he crushed the cybernetic chamber, brain and choice bits and all, underneath Rudolph's Heavy Chassis like an old Christmas ornament at a recycling plant.

The old Turk pulled a list from his pocket. He checked it off. Twice.

"That's the last of them, Nikola. For now." he chuckled to himself. "Time to get going. You've got a tight schedule to keep. So many Edgerunners have been so good this year."

. . .

Just before midnight 12/24 at the Short Circuit, thirty or so Techs in Santa outfits burst out into The Street when they heard a jolly voice call, *"Merry Christmas to all, no matter the creed! Information, and people, deserve to be free!"*

Yet they only found a speaker hanging from a streetlamp like a bauble from a tree. Going back inside, they heard the server fans spinning and spinning, overheating with joy! They saw the LED status lights flashing, blinking merry ***Cyberpunk RED*** and bright ***v3*** Green!

And just like that, the Library was once again overflowing with fresh schematics to print, modify, and sell freely. Truly, it was a REDMas miracle!

▶ Centurion Essentials Thermal Dagger

Cost: 1,000eb (Very Expensive)

For centuries, engineers have known the secret of cutting through tough plastic is a hot knife. Now, you can use that same technology for your professional organic liquidation needs with the Centurion Essentials Thermal Dagger.

For an extra 10eb we'll even engrave your name onto the blade so you can brand it into your enemy's flesh.

*An Excellent Quality Exotic Medium Melee Weapon that can be concealed. Anyone or anything hit by the Thermal Dagger is now Strongly On Fire (***SEE CP:R PAGE 180***).*

▶ CyberDude Smart Glove

Cost: 750eb (Expensive)

Be the coolest at the bar with your Cyber*Dude* Smart Gloves. Personalize your glove to fit your own needs. Feel the sleek design from Wyzard Technologies on your palms and the smooth flow of air on each of your fingers. How do you Cyber, *Dude*?

A fingerless Smart Glove that comes preinstalled with a Subdermal Grip and 2 additional Option Slots for Cyberarm or Cyberlimb options. When worn, the options stored in the glove can be accessed. Putting on a Smart Glove or taking one off is an Action. The cost to purchase and install a Cyberarm or Cyberlimb option into the Smart Glove is the same as the cost of doing so in a Cyberarm. Any non-finger based cyberware options stored in a Cyberhand or meat hand the glove is being worn over are inaccessible while the Smart Glove is worn. Finger-based cyberware (such as Cyberfingers, Quick Digits, Scratchers, Rippers, and Slice N' Dice) can be used normally. The CyberDude glove cannot be concealed.

▶ High-Density Bulletproof Shield

Cost: 200eb (Expensive)

When the cops realized their bosses were buying from the lowest bidder to provide crap shields to the department, they attempted a low-tech solution ... but the gangs quickly learned that acid would melt the duct tape holding multiple shields together. After nearly a hundred injuries resulting from "shield malfunctions," the higher-ups got the message and commissioned this slightly better design.

A shield with 15 HP. It cannot be installed in a Popup Shield.

▶ Light Metalgear®

Cost: 1,000eb (Very Expensive)

The ultimate in full combat protection has just evolved. Today's battlefields are faster than those of yesterday. Our new lighter model provides the same all-over clamshell protection you expect from us in a more mobile package than ever before. Segmentation is the new modularity.

Light Metalgear® is Metalgear® with an SP of 16 and an Armor Penalty of -3 to REF, DEX, and MOVE.

▶ Nat's Long-Barreled Pistol

Cost: 500eb (Expensive)

Slots: 3

S.A.N.T.A. didn't liberate this design from a Corporate database. Instead, he obtained it as a gift from a nomad who owed him a favor.

Enjoy this long-barreled take on a classic handgun.

*An Excellent Quality Very Heavy Pistol that fires using a new range table category borrowed from our notes on **Rusted Chrome**.*

0 to 6 m/yds	7 to 12 m/yds	13 to 25 m/yds	26 to 50 m/yds
14	13	14	20

51 to 100 m/yds	101 to 200 m/yds	201 to 400 m/yds	401 to 800 m/yds
25	28	30	N/A

DATA

Slots indicates how many Weapon Attachments the firearm can accept. Check out the ***Toggle's Temple*** DLC for more information.

▶ Pursuit Security E-TACK Rapid Responder

Cost: 500eb (Expensive)

Slots: 1

The best defense is a good offense — and no firearm is more offensive than the E-TACK Rapid Responder. Light, easily concealed, and absolutely deadly, no other handgun offers protection like this.

When seconds matter, don't rely on just one bullet. Rely on three. Protect yourself. Protect your loved ones. Trust E-TACK

This is a Poor Quality Medium Pistol that comes equipped with an installed Extended Magazine and an installed, non-removable Stun Bayonet. Whenever you fire this weapon you can choose to use its burst mode.

When fired in burst mode, the weapon expends three bullets with each pull of the trigger, dealing damage as if it were a Heavy Pistol and treating any non-Armor Piercing Ammunition as if it were also Armor Piercing Ammunition.

The weapon automatically disables burst mode while fewer than three bullets are in the magazine.

DATA

The Rapid Responder's cousin, the E-TACK Public Defender, can be found in ***Black Chrome***.

DATA

Some items, like the High-Density Bulletproof Shield, might have unique prices. Use the Price Category in parenthesis to determine what Reach is needed to find an item for sale.

THE 12 DAYS OF REDMAS

KRAMPUS THOUGHT THEY COULD **STEAL** CHRISTMAS. KRAMPUS THOUGHT WRONG. I KNOW BECAUSE I **SUPPLY** THE BIG MAN WITH ALL HIS AMMO.

— NEVER NAUGHTY NEDD

▶ STUN BAYONET

Cost: 100eb (Premium)

Eligible: All Non-Exotic Ranged Weapons fired with the Shoulder Arms Skill.

Weapon Attachment. *When wielded, this weapon can also be used as a Stun Baton (*SEE CP:R PAGE 349*).*

▶ QUICK CHANGE FACEPLATE MOUNT

Cost: 1,000eb (Very Expensive)

Humanity Loss: 14 (4d6)

Install: Hospital

Need a new look for a hot date? Sure, you can ask your Fixer friend to snag you a spot at a Bodysculpting clinic, but the smart, modern, and hip fashionista is skipping the scalpel and buying custom Faceplates for any occasion. One implant provides infinite looks, transforming you into a new beauty each day of the week.

Internal Body Cyberware. *Replaces your meat face with a quick change mounting to which a Faceplate can be attached. A Faceplate can be installed or uninstalled with an Action. The purchase comes with one personalized Faceplate. Additional personalized Faceplates, including ones covered with Realskinn™ and SuperChrome®, are available for 100eb (Premium).*

▶ ROCKLIN AUGMENTICS QUICK DIGITS

Cost: 250eb (Premium)

Humanity Loss: 3 (1d6)

Install: Clinic

Are your fingers too slow? Or is it perhaps that your mind is just too fast for meat? This Christmas, give your loved one the gift of chores on fast-forward. This year, put Rocklin underneath the Christmas tree!

Cyberarm Option. ***Cyberhand***. *Can be installed as the only piece of cyberware in a meat arm. A user with two or more Quick Digits automatically gains a +1 bonus to Checks with the following Skills as if they had received a Complimentary Skill Check from the hands themselves: Conceal/Reveal Object, Contortionist (for hand-based contortion only), First Aid, Forgery, Language (Sign), Paramedic, Pick Lock, and Pick Pocket. Complementary Skill bonuses do not stack.*

▶ ROCKLIN AUGMENTICS SKYDRIVERS

Cost: 1,000eb (Very Expensive)

Humanity Loss: 14 (4d6)

Install: Hospital

Nothing stops traffic like a great set of legs. Designed by award-winning guerilla artist Aventó Ar//gentium, Skydrivers lift you high, smash through your obstacles, and make you look like you belong in the world's greatest museums.

Paired Cyberlegs. *They must be installed together and count as a single item for the purposes of Cost and Humanity Loss but not Critical Injuries or repair. Each Cyberleg has 2 Option Slots for Cyberleg or Cyberlimb Options. Each comes pre-installed with Jump Boosters that do not cause any Humanity Loss or take up a Cyberleg Option Slot. The Jump Boosters cannot be removed without destroying the Cyberlegs beyond repair. When a user that has moved at least 4 m/yds this Turn makes a Brawling or Martial Arts Attack against cover (and only cover) using their legs, the damage of their Attack is increased by 3d6.*

▶ SMART EARS

Cost: 1,000eb (Very Expensive)

Let the music flow through you from your Smart Ears! Music is meant to be free, and so are you. Your Smart Ears are easily customizable to your tastes. Designed by a community of audio enthusiast Techs, Smart Ears can be printed in hundreds of sizes and shapes to match your needs and aesthetic.

Smart Ears come with a non-removable Radio Scanner/ Music Player installed and 2 additional Option Slots for Cyberaudio Options. When worn, Smart Ears give the user access to the benefits of these options. Installing or uninstalling a Cyberaudio Option into Smart Ears takes one hour. You can only wear one set of Smart Ears at a time.

▶ SYCUST CYBERSPINE

Cost: 1,000eb (Very Expensive)

Humanity Loss: 7 (2d6)

Install: Hospital

Your spine is too precious. You need the invincibility of metal: a Cyberspine. Military-grade, double-walled, and now with extra articulation, 80% of existing users report "meets or exceeds expectations."

Internal Body Cyberware*. *Requires 3 Option Slots. The user is immune to the effect and bonus damage of the Spinal Injury Critical Injury.

The Cyberspine is Hardened; it cannot be damaged or rendered inoperable by EMP effects like Microwaver pulses or Non-Black ICE Program effects. Additionally, the user gets a +1 bonus to their Contortionist Skill Checks.

The Sycust Cyberspine counts as an orifice for the purpose of mounting a Cybersnake (user's choice as to where on the spine it pops out from).

▶ ZETATECH CYBERCONDUCTOR

Cost: 1,000eb (Very Expensive)

Your Cyberdeck is now obsolete. Upgrade or die. The future of cyber security is paved with dead Netrunners. The new final word in NET combat starts with the last letter - Zetatech!

Up to three different Cyberdecks may be installed into the CyberConductor. As a Meat Action, while Jacked In to a NET Architecture, a Netrunner can switch from one cyberdeck installed in the device to another Cyberdeck installed in the device.

When a user switches cyberdecks using a CyberConductor, all of their active programs Derezz (including Black ICE) and then they take 3 damage directly to their HP.

Cyberdecks installed in a CyberConductor do not gain any benefit from Programs or Hardware installed in other Cyberdecks also installed in the CyberConductor.

Installing or uninstalling a Cyberdeck into a CyberConductor takes one hour.

▶ ZETATECH CYBERCONDUCTOR, INTEGRATED

Cost: 1,000eb (Very Expensive)

Humanity Loss: 14 (4d6)

Install: Hospital

Borgware*. *Internal Body Cyberware*. *Requires 3 Option Slots*. *May only be installed in a Full Body Conversion.

An integrated Zetatech CyberConductor is installed in the FBC's body.

In addition to giving the FBC access to all cyberdecks installed in the CyberConductor, the device also connects any other cyberdecks installed as cyberware in the FBC to the CyberConductor, allowing the user to switch between any of them using the CyberConductor.

Additionally, the user takes no damage when switching between cyberdecks using the device. Cyberdecks installed in an Integrated CyberConductor count as being Integrated via Cyberware into their FBC body for the purpose of interacting with other Cyberware such as the FBC Integrated Bodyweight Coating. User can only have one CyberConductor installed.

> **DATA**
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> The rules for Full Body Conversions (aka FBCs) were introduced in *Interface RED volume 3*.

> **DATA**
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> There are technically fourteen items instead of twelve here, but we're counting the Stun Bayonet as part of the Rapid Responder and the two CyberConductor's as a single item so this still fits the "12 Days of ..." theme. You're welcome!

YEAH, THIS DOOMBA CALLS... CALLED... HIMSELF KRAMPUS. THEMED FBC PACKED WITH CHROME. WENT CYBERPSYCHO **YEARS** AGO BUT STAYED OFF THE RADAR EXCEPT DURING THE **HOLIDAY** SEASON. GUESS ALL THOSE IMPLANTS DIDN'T MATTER TO WHOEVER ACED HIM THOUGH. NOTHING LEFT BUT **PIECES**.

— LAURA "MONOTONE" WILLIAMS
LIEUTENANT, MAX-TAC

Beta Reading by Anthony Savoie, Brandon "LordCheesusCrust" Belewberg, Charlie "Emmerron" Eberspacher, Daniel "Therexlord1" Martínez Eito, Diamond Dust, N. Jolly, and TheSlovak

Centurion Essentials Thermal Dagger

CyberDude Smart Glove
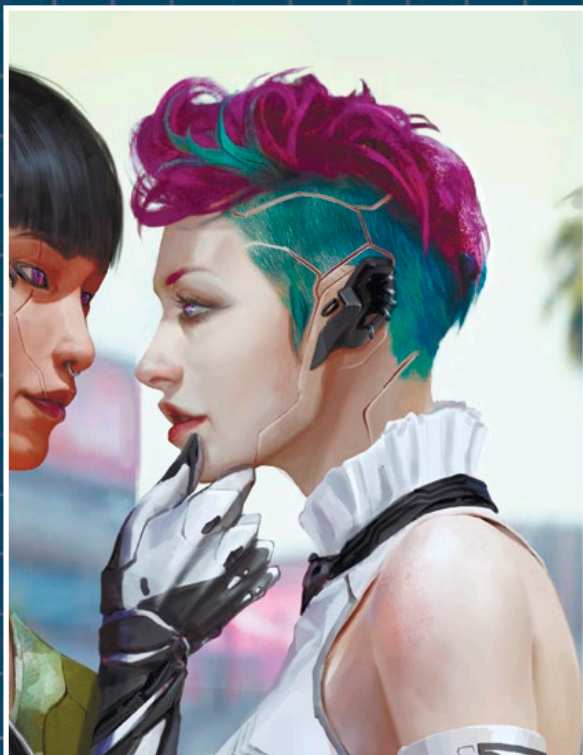

Light Metalgear©

High-Density Bulletproof Shield

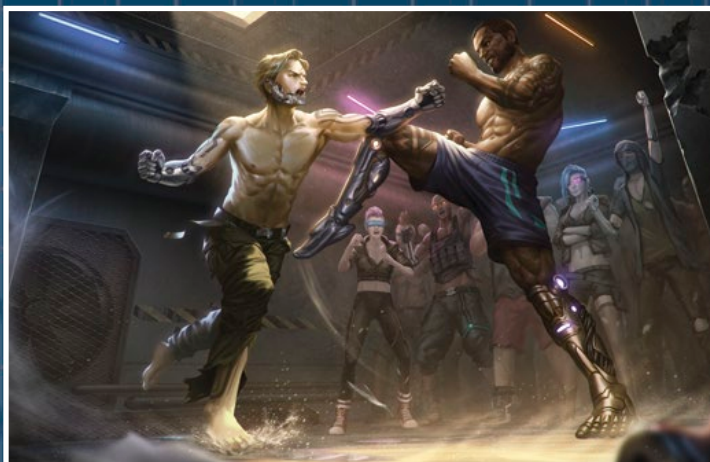Nat's Long-Barreled Pistol

Pursuit Security E-TACK Rapid Responder
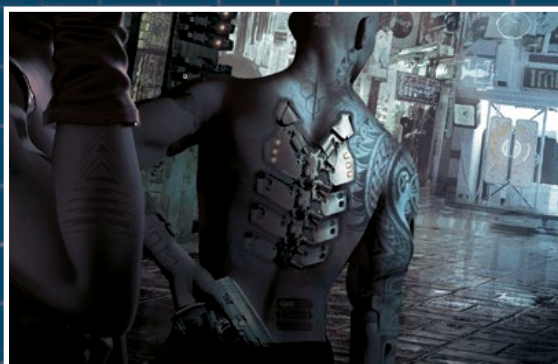w/ top-mounted Stun Bayonet

Quick Change Faceplate Mount

Rocklin Augmentics Quick Digits

Rocklin Augmentics Skydrivers

Smart Ears

Sycust Cyberspine

Zetatech CyberConductor

THE 12 DAYS OF REDMAS

▶ WEAPONS

Weapon Name	Weapon Skill	Single Shot Damage	Standard Magazine	Rate of Fire (ROF)	Hands Required	Can be Concealed?	Cost
Centurion Essentials Thermal Dagger	Melee Weapon	2d6	N/A	2	1	YES	1,000eb (V Expensive)
Alt. Fire Modes & Special Features: Excellent Quality • Sets targets Strongly On Fire							
Nat's Long-Barreled Pistol	Handgun	4d6	8 (VH Pistol)	1	1	NO	500eb (Expensive)
Alt. Fire Modes & Special Features: Excellent Quality • Unique Range Table • 3 Slots							
Pursuit Security E-TACK Rapid Responder	Handgun	2d6/3d6	18 (M Pistol)	2	1	YES	500eb (Expensive)
Alt. Fire Modes & Special Features: Poor Quality • Burst Mode • Stun Bayonet • 1 Slot							

▶ CYBERWARE

Name	Type	Install	Description & Data	Cost	HL
Quick Change Faceplate Mount	Internal Body	Hospital	Mounting to attach a Faceplate to. Comes with 1 free Faceplate. Additional Faceplates are 100eb (Premium).	1,000eb (V Expensive)	14 (4d6)
Rocklin Augmentics Quick Digits	Cyberarm Option	Clinic	Cyberhand. When two or more are installed a Complimentary Skill Check bonus is applied to various skills involving finger-based dexterity.	250eb (Premium)	3 (1d6)
Rocklin Augmentics Skydrivers	Cyberleg	Hospital	Paired Cyberlegs. Comes with Jump Boosters & 2 Option Slots. Can increase damage vs cover.	1,000eb (V Expensive)	14 (4d6)
Sycust Cyberspine	Internal Body	Hospital	Requires 3 Option Slots. Hardened. User is immune to Spinal Injury. +1 to Contortionist Checks. Can house Cybersnake.	1,000eb (V Expensive)	7 (2d6)
Zetatech CyberConductor, Integrated	Borgware/ Internal Body	Hospital	Can only be installed in an FBC. A Zetatech CyberConductor is installed in the body.	1,000eb (V Expensive)	14 (4d6)

▶ ARMOR, ATTACHMENTS & GEAR

Name	Description & Data	Cost
CyberDude Smart Glove	Fingerless Smart Glove with Subdermal Grip and 2 additional Option Slots.	750eb (Expensive)
High-Density Bulletproof Shield	A shield with 15 HP. It cannot be installed in a Pop-Up Shield.	200eb (Expensive)
Light Metalgear®	Armor with an SP of 16 and an Armor Penalty of -3 to REF, DEX, and MOVE.	1,000eb (V Expensive)
Stun Bayonet	Weapon attachment. Allows firearm to be used as a stun baton.	100eb (Premium)
Smart Ears	Comes with a non-removable Radio Scanner/Music Player & 2 additional Option Slots for Cyberaudio Options.	1,000eb (V Expensive)
Zetatech CyberConductor	User can install up to 3 Cyberdecks and switch between them while Jacked In to a NET Architecture.	1,000eb (V Expensive)