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DATA

SEE C.P.R. means check the **Cyberpunk RED** core rulebook.

The heavy metal doors hiss shut behind you as you step into the surprisingly glitzy, well-furnished interior of the aging, graffitied, cargo train parked in an abandoned Heywood station. A silhouette of a woman in black combat armor silently gestures down the ostentatiously adorned hallway. Moments later, the polished mahogany door to the cabin slides open before you, revealing a private office with an art deco flare that must have cost a fortune. Behind the desk Hornet, waves a hand plated in gold and black chrome.

"Welcome to my humble home away from home. Take a seat and we can talk business. Fox, why don't you grab 'em a drink."

DATA

We first introduced Hornet and Fox in the **Cyberpunk RED** core rulebook.

The black-clad Solo moves to a wine cooler set into the wall, but Hornet shakes his head quickly.

"No, no. From the other cooler. These fine folks are here to buy. They don't need a personal demonstration of the product. Besides, they know better than to try anything with you around."

He looks back at you, swinging his feet up onto the desk and leaning back in his plush chair.

"Couple of weeks ago, I had a little meeting with a Maelstrom boss in South Night City. Name's Quake. You've probably heard his name on the nightly news. This stupid son of bitch tried to strong-arm me. Can you believe it? Anyway, Fox here's set up with the best speedware money can buy. Bastard's thugs didn't even have time to pop their rippers before she was on 'em. Cut this big, hulking cyberpsycho in two in one swing-but he lived! We let him limp home after. It was like something out of one of those old samurai vids."

As Fox sets down a couple of cut crystal glasses on the table, Hornet mimics the slashing of a sword and chuckles.

"But seriously, I get it. Couple decades ago, I was standing right where you are: new on The Street, looking for some cool toys to help make my name. Of course, back in those days, I was sitting across the table from Fireman. Yeah, I swear to God, that old bastard was probably in business back when Richard Night cut the ribbon on City Hall. Don't tell him I said that, though. I'm setting up a market with him next Wednesday, and I don't want to give him another reason to tell me old war stories all night. Not that I don't like a good war story, but he conveniently forgets that I've heard 'em all before. I swear he does it to piss me off sometimes."

There's a sharp clink as the Fixer picks up a glass with his gilded cyberarm and swirls it, stuck somewhere between fond reminiscence and mild irritation. He turns his attention back to you, slipping his legs off the table and sitting up straight.

"Whatever. Long story short, I'll give you a better deal than Fireman gave me back in the day. You look like you're good for it. A solid investment. So, what are you in the market for? I've got chemical weapons, pharmaceuticals, and a bit of chrome. What are you looking to do?"

STREET DRUGS

"Stims? Combat drugs? Something to make a Friday Night Firefight a little more fun? I've got what you need."

► BERSERKER

Cost Per Dose: 100eb (Premium)

"Plan to walk into a fight you're not ready for? Take some Berserker and at least your body won't give out on you. I've seen a Solo on Berserker shrug off a rifle shot that blew off her leg, and proceed to strangle the shooter to death with her bare hands."

► Primary Effect ◀

- *Lasts 10 Minutes.*
- *For the duration of the Primary Effect, when the user suffers a Critical Injury they do not take any Bonus Damage.*
- *For the duration of the Primary Effect, any penalties the user suffers to STATS or Actions due to being in the Seriously or Mortally Wounded Wound States are halved.*
- *For the duration of the Primary Effect, any penalties the user suffers to Actions due to losing a Facedown are halved.*
- *Users become highly aggressive. Do your best to roleplay accordingly.*

► Secondary Effect (DV17) ◀

- *The User takes 2 points of Humanity Loss.*
- *If the User wasn't already addicted to Berserker, they are now. While addicted, the user's Base Death Save Penalty is permanently increased by 1.*

▶ PRIME TIME ◀

Cost Per Dose: 50eb (Costly)

"Formulated this little number myself, based on the old Militech combat drug. Used to make you a cold, calculated killer on the battlefield. Now it makes you a cold, calculated killer in the office."

▶ Primary Effect ◀

- Lasts 4 Hours
- User takes 4d6 Humanity Loss upon taking a dose, which is returned after the dose's Primary Effect ends. This effect cannot reduce a character to below 0 Humanity.
- For the duration of the Primary Effect, the user's COOL and WILL are increased by 2 points. This increase in WILL does not increase the user's HP.
- User's emotions are repressed. Do your best to roleplay accordingly.

▶ Secondary Effect (DV17) ◀

- The User takes 1 point of Humanity Loss.
- If the User wasn't already addicted to Prime Time, they are now. While addicted, their COOL is lowered by 2 points unless the user is currently experiencing the Primary Effect of Prime Time.

I KNOW WHAT YOU'RE THINKING.

"DID HE SIGN SIX TERMINATION SLIPS OR ONLY FIVE?" WELL, TO TELL YOU THE TRUTH, IN ALL THE EXCITEMENT I KINDA LOST TRACK MYSELF. BUT THIS BEING ONE OF THE MOST POWERFUL CORPS IN THE WORLD AND WE **TERMINATE** PEOPLE SO HARD THEIR HEADS COME CLEAN OFF, YOU'VE GOTTA ASK YOURSELF ONE QUESTION. "DO I FEEL **LUCKY?**" WELL, DO YA, PUNK?

— OVERSEER STEELE
PETROCHEM PRODUCTION MANAGER,
HIGH ON PRIME TIME

▶ SIXGUN ◀

Cost Per Dose: 100eb (Premium)

"I've hired my fair share of Netrunners and I always supply them with Sixgun. When you need someone to dive into a palace of military-grade Black ICE and burn a paper trail you gotta give them the best tools."

▶ Primary Effect ◀

- Lasts 4 Hours
- For the duration of the Primary Effect, users MOVE and REF are reduced by 2 (Minimum 1).
- For the duration of the Primary Effect, the user gains a +2 to Speed while Jacked In.
- For the duration of the Primary Effect, the user treats any Unsafe Jack Out not caused by a program effect as a Safe Jack Out.
- For the duration of the Primary Effect, once per turn the user can choose to take 1 point of Humanity Loss to gain 1 additional NET Action.

▶ Secondary Effect (DV17) ◀

- If the User wasn't already addicted to Sixgun, they are now. While addicted, the user takes a -2 to their Speed while Jacked In unless they are experiencing the Primary Effect of Sixgun.

▶ TIMEWARP ◀

Cost Per Dose: 100eb (Premium)

"An Edgerunner has gotta stay sharp on The Street and this'll do it for you. Plenty of Solos stock this stuff in bulk so they can get even faster on the draw. Personally, I think it's better for getting out of trouble than into it."

▶ Primary Effect ◀

- Lasts 1 Minute
- For the duration of the Primary Effect, the user adds +3 to any Initiative Roll they make. If taken while the user is already in an Initiative Queue, their current Initiative increases by 3.

▶ Secondary Effect (DV17) ◀

- If the User wasn't already addicted to Timewarp, they are now. While addicted, the user subtracts 2 from any Initiative Rolls they make, unless the user is currently experiencing the Primary Effect of Timewarp.

DATA

For more info
on how Street
Drugs work,
SEE CP-R
PAGE 227.

ADDITIVE COMPOUNDS

"A real chemist knows how to get the most out of their nasty little liquids. I could kill you right now and you won't know it until an hour from now. I haven't. But I could."

► DELAYING COMPOUND

Cost: 50eb (Costly)

"Trust me, you don't want to be in the same room with a person you just poisoned. With this little compound you can make sure you're gone before that glass of wine you poured turns sour, so to speak."

If this compound is mixed with a Vial of Poison or Biotoxin as an Action, the user can choose to delay the substance's effects by either one minute or an hour after a target ingests, absorbs, or otherwise takes the poison into their body. Multiple applications do not stack.

► DISTILLING COMPOUND

Cost: 100eb (Premium)

"Your average poison only goes so far, and a really tough operator can push through. Mix a little of this in before you apply your poison, and it'll supercharge it."

As an Action, this compound can be mixed with a Vial of Poison or Biotoxin to increase its Resist Torture/Drugs DV by 2. Multiple applications do not stack.

► OSMOSIS COMPOUND

Cost: 50eb (Costly)

"You can't always rely on a poisoned dart or a toxic cocktail to get the job done. Mix this compound into your poison and you can slather it on a door handle, a toothbrush, or maybe, your enemy's favorite gun."

If this compound is mixed with a Vial of Poison or Biotoxin as an Action, the substance gains the ability to enter a person's body through their skin. The poison can then be placed on a surface up to 2 square feet in size. The first meat being to touch that surface with a meat part of their body is affected by the poison. The poison lasts for up to 1 hour on the surface and can be washed away with water. A character can notice the presence of an Osmosis Compound Poison with a DV17 Perception check. Multiple applications do not stack.

NEW PHARMACEUTICALS

Available to Medtechs through the Medicine Specialty Medical Tech (Pharmaceuticals). These follow the same rules as other Pharmaceuticals (**SEE CP:R PAGE 149**).

► SEDATIVE

"Technically, I'm only supposed to sell this to licensed Medtechs for surgery purposes, but it's not like I'm getting it from a legal vendor anyway. A dose of this'll put a grown man into a stupor in seconds."

When administered a dose of Sedative by a Medtech, a willing target falls unconscious for 4 Hours. During this time, a Medtech who attempts a Treatment on the target gains a +2 Bonus to their Surgery Check.

If administered to an unwilling target by a Medtech, the target must succeed a DV15 Resist Torture/Drugs check or fall unconscious and be incapable of Actions for either 1 minute (20 Combat Rounds) or until they are awoken by taking damage or by an outside party taking an Action to rouse them.

► VERITAS

"I made a lot of this stuff for Arasaka during the war. Torture is messy, and you don't always get the information you're looking for. With a little Veritas they'll be talking in no time."

When administered a dose of Veritas by a Medtech, a target must make a DV17 Resist Torture/Drugs check or be placed into a hazy, suggestive state for 10 Minutes. While in this state, the target has a hard time focusing and takes a -5 to Acting, Concentration, Conversation, Deduction, Human Perception, and Persuasion Checks.

**NO SWEAT, BROTHERS! WE GET
THROUGH THIS DOOR AND WE'RE
GOLDEN! AIN'T NOTHING
STANDING IN OUR WAY!**

GAK! GURGLE! THUMP!

— TURNER LEE

RED CHROME LEGION MOOK,
RIGHT BEFORE (AND AFTER) HE TOUCHED
A BIOTOXIN-SLATHERED DOOR HANDLE

GEAR

"I keep the best stuff for myself but I'm willing to part with this."

► SUZUMBACHI ASSASSIN DRONE

Cost: 5,000eb (Luxury)

"Got a whole crate of these from my days with Arasaka. Often driven with a portable NET Architecture, these are the Best assassin drones on the market, even after 20 years. And they will be for the next 20, at least until Zhirafa comes out with the Jungle Boomslang, or T-RAN-TLA, or something."

A paperback-sized flying insectoid drone designed for assassinations.

► Default Trigger ◀

After the Observation Camera detects a face matching a loaded profile, it attacks until its target is detected as cold on infrared or until it is out of ammunition, after which it attempts to escape for recollection.

► Data ◀

6 MOVE • 7SP • 10HP

DV17 Electronic/Security Tech, 5 min to counter

► Equipped With ◀

- Observation Camera with Low Light / Infrared / UV
- Dartgun with 8 Biotoxin Arrows
- Airhypo

► Range ◀

- If attached to a building's NET Architecture: Perimeter of the Building.
- If attached to a portable NET Architecture: 50 m/yds from the NET Architecture.

CYBERWARE

"Better living through chemistry's even better when you've got the right metal shoved in your meat."

► BODYWEIGHT AUTOINJECTOR

100eb (Premium) • 3 (1d6) • Clinic

"If you're planning to make combat drugs a big part of your kit, this is the cyberware for you. No need to stop to shoot up when the shooting starts, and no one's gonna clock an autoinjector in a pat down."

Internal Body Cyberware. One dose of a Street Drug can be loaded into a subdermal reservoir as an Action. Once loaded, the user can take an Action to inject the Street Drug into their body. A user with a Biomonitor can program the AutoInjector to inject them with the loaded Street Drug automatically whenever they roll Initiative, receive a Critical Injury, or enter a chosen Wound State.

► PURSUIT SECURITY INC. GAS JET

500eb (Expensive) • HL 7 (2d6) • Clinic

"Packed one of these during the war, just in case things got heated. Hell, I did half of my field testing with it. Load an experimental toxin, blast a crowd of rentacops, and just watch. Perfect sample size!"

Cyberarm Option. An aerosol gas launcher loaded with 3 doses of a Street Drug, or 3 vials of Poison or Biotoxin. A Gas Jet can be successfully concealed without a Check. Mechanically, it acts as a One Handed Exotic Shotgun with a 1 shot capacity that fires only using the Shotgun Shell alternate firing mode. Instead of dealing damage, the Gas Jet applies the effects of the loaded substance to any vulnerable target hit by the spread. Items that nullify gas effects, such as Nasal Filters, negate the attack. Each shot requires the Gas Jet to be fully loaded and drains the weapon entirely of ammunition. Requires a Cyberarm and takes 2 Option Slots.

BY T-REX STUDIOS LLC



HORNET'S PHARMACY

STREET DRUGS

DATA

Check each item's full description for additional rules and information.

Name	Duration	Description & Data	Secondary Effect DV	Cost per Dose
Berserker	10 Minutes	Keep going, no matter how much punishment you take.	17	100eb (Premium)
Prime Time	4 Hours	Be cold. Be cool. Be a killer at the negotiating table.	17	50eb (Costly)
Sixgun	4 Hours	Speed draw your way through a NET Architecture.	17	100eb (Premium)
Timewarp	1 Minute	Just a jump to the left... and a bullet through some mook's skull before they can even react.	17	100eb (Premium)

ADDITIVE COMPOUNDS

Name	Description & Data	Cost
Delaying Compound	Delay the effects of a Vial of Poison or Biotoxin by 1 minute or 1 hour.	50eb (Costly)
Distilling Compound	Increase Resist Torture/Drugs DV of a Vial of Poison of Biotoxin by 2.	100eb (Premium)
Osmosis Compound	Turn a Vial of Poison of Biotoxin into a contact-based hazard.	50eb (Costly)

PHARMACEUTICALS

Name	Description & Data
Sedative	Knock someone out. Gives a +2 bonus to Treatments on willing targets. Puts unwilling targets under for 1 minute.
Veritas	Target placed into a suggestive state for 10 minutes, taking a -5 to Checks on multiple Skills.

GEAR

Name	Description	Trigger	Data	Cost
Suzumebachi Assassin Drone	A paperback-sized flying insectoid drone designed for assassinations. Equipped with: <ul style="list-style-type: none">• Observation Camera w/ LL/IR/UV• Dartgun with 8 Biotoxin Arrows• Airhypo	Attacks after detecting target via visual observation.	6 MOVE • 7SP • 10HP Range dependent on NET Arch. DV17 Electronic/Security Tech, 5 min to counter	5,000eb (Luxury)

CYBERWARE

Name	Type	Install	Description & Data	Cost	HL
Bodyweight AutoInjector	Internal Body Cyberware	Clinic	Injects a dose of Street Drug upon command or automatically due to preset condition.	100eb (Premium)	3 (1d6)
Pursuit Security Inc. Gas Jet	Cyberarm Option	Clinic	Aerosol gas launcher. Cover a large area with a chosen Street Drug or toxin.	500eb (Expensive)	7 (2d6)