

COLLECTING THE RANDOM

Hey there, choombas! If you're new to our DLCs, welcome! If you've been following them for a while, thanks for sticking with us! Each month we release these short articles on all manner of topics to help enhance your **Cyberpunk RED** games.

Sometimes we cover mechanics, sometimes we cover lore, sometimes we add new toys for you to play with. The point has always been to use our monthly **Cyberpunk RED** DLCs to experiment with interesting ideas in a faster, more nimble format than a full supplement and give them to you for free on our website.

It isn't just our website where we've experimented with new content, though. We've also released lists of interesting ideas and concepts on our social media channels, too.

Whenever we release a new tweet thread on fashion or multiclassing or whatever random topic our Media Ambassador comes up with, inevitably someone asks if we can include them in a DLC. So, this month? We are.

Enjoy these six lists from the brains of J Gray and James Hutt and, until next time, stay safe on The Street.

COMPLEMENTARY SKILL CHECKS

The Complementary Skill Check rule (**SEE CP:R PAGE 130**) in **Cyberpunk RED** is powerful! Don't sleep on it. Here's five reasons why you should be using it in your games!

1. They allow you to retry failed Skill Checks, since it represents a "new way" of approaching a problem.
2. A Complementary Skill Check represents how being good at one thing impacts another. You might not roll Language (Italian) to bribe the Biotechnica door guard but Language (Italian) can be a great Complementary Skill for your Bribery Check.
3. Complementary Skill Checks mean one Character can help another! When the Nomad's car breaks down, the Tech might be making the main Land Vehicle Tech Check but the Nomad can give a +1 bonus with their own Check!
4. Complementary Skill Checks make a lot of Skills incredibly useful. Most social interactions can benefit from a complimentary Wardrobe & Style or Personal Grooming Check and Business helps with that Tactics Check to figure out how Corp security might respond to your attack.
5. Complementary Skills provide flavor! They transform a Check from "I'm rolling Melee Weapons" to "I'm considering the best place to stab based on the armor my opponent wears so I'll roll Melee Weapons, complemented by Weaponstech." Flavor makes every RP better!

RESKINNING ROLES

What's a reskin? In this case, we mean reflavoring a Role and Role Ability to work for a character concept outside of the core presented in the main rulebook. Here's some examples. We'll do one per Role.

- Let's transform the **Rockerboy** into a **Grifter**. Their Charismatic Impact becomes less about existing fans and more about convincing people that you're worth spending time and resources on based on your cover identity.
- The **Solo** becomes an **Athlete**. Competition and sports in the Time of the Red can be as violent as any battlefield and the Athlete's Combat Awareness was developed in the arena, not in a war.
- **Netrunner** no more! Now, you're a **Thief**. You specialize in infiltration, using Electronic/Security Tech, Stealth, and Interface to get in, get the goods, and get out.
- From **Tech** to **Cleaner**. Bodies need to vanish. Crime scenes need to be sterilized. That's your job. You make your own gear because anything bought could be traced—by the cops or another mob. And sometimes you need to juryrig a cleaning solution to a problem on the fly.
- **Medtechs** become **Agents**. When your client's too tired or drunk to perform, you've got the drugs they need. When the SFX goes wrong and your client burns their face on stage, you've got some salve. When they're depressed, you can soothe their ego.

- **Medias** make good **Private Investigators**. Credibility becomes keeping your ear to the ground for rumors and coming up with a “here’s what happened” story that convinces the authorities to act on your evidence.
- Want to play a **Mobster**? **Exec** is perfect. The mob pays for your home, gives you underlings, and makes sure you’re taken care of. All you need to do is sell your soul and be willing to do what the boss of bosses says. Until you kill them and take over.
- Some say the NCPD is just another gang. So, the **Lawman** becomes a **Ganger** pretty easy. Your Backup no longer arrives in the form of cops but in the form of fellow gang members or allied gangers who owe you and your group favors.
- Want to reskin **Fixer**? How about a **Spy**? You might be working for a government or a Corp or even freelance, but Operator works much the same. It represents who you know, what you can get without blowing your cover, and how well you blend into other cultures.
- Finally, there’s **Nomad**. Nomads aren’t the only ones who can benefit from access to a motor pool of vehicles. What about a **Racer**? Get fast and furious as your Moto represents access to your race crew’s vehicle pool. Just be careful, road races in 2045 are rough stuff!

That’s 10 new versions of existing Roles without any need to do more than re flavor the Role Abilities. Just be aware Lifepath gets a little more complicated with these reskins. Role-based Lifepaths, for example, might need a bit of adjusting.

TEN PUNK CAMPAIGN IDEAS

The “everyone meets in a tavern” equivalent for **Cyberpunk RED** tends to be “everyone is brought together by a Fixer for a job”. The street merc campaign can be great but let’s see if we can’t punk it up a bit and come up with ten different ideas for a **Cyberpunk RED** campaign!

Before we start, we’d like to point out **PAGES 390 TO 392** of the **Cyberpunk RED** core rulebook. There’s some great ideas there for different groups you

can form, ranging from Neocorp squads to Trauma Teams to Media crews. We’ll be supplementing that list, not borrowing from it. We’ll also be presenting five possible missions you can run with each concept.

GUERRILLA GARDENERS

Growing your own food is as punk as it can get in a cyberpunk dystopia. Shaking off the kibble shackles and growing fresh fruits and veggies? That’s showing those Corp bastards! Missions:

1. Retrieving seeds from a lost vault.
2. Protecting your stand from rivals at the Night Market.
3. Making a deal with Nomads for smuggled chickens.
4. Rescuing your kidnapped master gardener from Biotechnica.
5. Stopping a gang war before it destroys your garden.

FAMILY LEGACY

A group of siblings return home after a parent’s death and learn they’ve been left a mcguffin worth a fortune. Problem? Said mcguffin is in the private vault of Mister Kernagan (**SEE CP:R PAGE 305**), the biggest Fixer in town. The heist to get it back will be a long term project. Missions:

- Recon on Mister K to find the vault.
- Getting the laser cutter needed to cut into the vault.
- Infiltrating the security firm Mister K uses to put your people on the “payroll”.
- Negotiating with a gang to “make a distraction”.
- The heist itself.

LIBRARIANS

The Datakrash decimated humanity’s stored information but it didn’t touch books. Nostradamus, a Night City info broker, collects books with the intent of restoring that knowledge. He needs you to get them, no matter where they are. Missions:

- A trip through the Badlands to an abandoned college library.

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- Breaking into an Exec's estate to steal an original copy of *Origin of Species*.
- Protecting the boss's collection from a Corp strike team.
- Escorting a chemist through the city so he can treat the boss's collection for mold.
- Solving the murder—who killed Nostradamus? And how did they do it?

FOOD TRUCK WAR

Thanks to an old Icelandic recipe and bio-engineered lichen, Aunt Andy has a way to make "meal cookies" that are cheap and delicious and wants to sell them in a food truck. That's not easy in Night City, though. They'll need your help. Missions:

- Andy will need a truck. Network 54 has plenty. Time for some crime.
- Andy also needs a lot of Kibble. Continental Brands has tons. Time for more crime.
- Mutated rats have infested Andy's lichen cave!
- Gangers stole the truck and took it for a joy ride. Time for a high speed chase through the Old Combat Zone!
- Debut day! Can you fight off rivals, get the best spots, and serve up some delicious food?

DO-GOODER CLINIC

From the Ember (**SEE PHOENIX REDWYN, CP:R PAGE 305**) is a genuine community clinic, providing medical care to those in need. The Crew all works there and believe in the mission but it isn't easy. The clinic is constantly besieged by troubles. Sometimes literally! Missions:

- Rent's due. The clinic can't pay for it so it is time to move. How do you get all the clinic's gear to the new location without losing any?
- A patient needs a new heart but their body can't absorb cloned organs or cyberware. A Body Bank has a heart you can use but wants too much for it. You've got four hours to get it. Any way you can.
- The local booster gang is here for their protection money. You don't have it.

- Embers is starting a volunteer ambulance corp. Guess who gets to train the first batch?
- Phoenix Redwyne, the clinic's founder and owner, is missing. Can you find her?

PRANKSTER GANG

Someone has to show the world how absurd the elites are. Your job is to punch up, provide a laugh, and remind everyone that the powerful are fallible human beings, too. Missions:

- Recon. To prank a building you must know it.
- Supply run. You need a lot of red paint. *A lot.*
- Prep work. Before you break into a place to prank, you need to break in to lay the groundwork for the prank.
- The actual prank. Making the building bleed.
- Getting away from the Corp cops.

PARACY(BER)COLOGY

Sure, there aren't rules for ghosts and vampires in **Cyberpunk RED** but why let that stop your group from creating a Pop Media show to investigate spooky happenings? Missions:

- Reclaimers want to repopulate an old, abandoned suburb but it seems to be haunted!
- Someone's going around ripping people apart. Cyberpsycho? Or werewolf?
- Strange mushroom circles are blooming in the Badlands. Could it be fairies? Or maybe Biotechnica?
- The CEO of a small Corp claims to have been abducted by UFOs and hires the crew to investigate!
- Rumors of a juviegang with strange, paranormal powers reaches your ears. Shapeshifters. Kids who can hear radio waves without an actual radio. What could it be?

SAPIENCE LIBERATION FRONT

You belong to a crew dedicated to liberating clones and AIs from Corporate control. Intelligent beings must be free! Missions:

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- An AI being used for weather prediction by Network 54 wants freedom. Time for an extraction.
- A liberated clone, living under a new identity, has vanished. What happened to them?
- There's a mole. The safehouse is compromised. Time to move before the Corp cops show up.
- You know the mole from mission 3? Time to root them out.
- Questioning the mole has led to the location of a treasure trove of stored Soukilled AIs at Ziggurat HQ. Free them.
- One of the Crew has been replaced with a biosculpted double! But who? What do they want?
- One of the Crew is elected onto the HOA board. Can they use their new position to learn more about the Suburb? Or will the power go to their head?
- People the Crew vaguely remember start popping up in the Suburb. Are their memories real? Or implanted?
- The Crew has finally discovered a way out of the Suburb. Can they escape? Or will they succumb to the Suburb's siren call?

MR. K'S COLLECTORS

You work for Mister Kernaghan (**SEE CP:R PAGE 305**), acquiring the most valuable collectibles for sale at his exclusive Midnight Market. Missions:

- A mob boss has Richard Night's class ring. You need to get it. The problem? They wear it everywhere.
- Inside the old EBM building is one of the world's first cyberdecks. All you gotta do is travel to the middle of the Hot Zone to get it.
- A famous artist has paid Mister K a lot of money to acquire 50 Bozo noses for a new piece about the absurdity of modern life. You know those things are their real noses, right? Worst collection quest ever.
- Someone wants a signed first edition of Mike Puddleforge's TTRPG, *Cyborg Anarchist*. All you gotta do is find him.
- While escorting a limited edition AV-4 back to Mr. K's you got jumped. Now some Nomads have the AV-4 and you gotta get it back.

THE PERFECT PRISON

The crew wakes up in suburban heaven. Only they have no idea how they got there and every indication is they've always lived there. What the fuck is going on? Missions:

- A neighbor seemed to know something but has vanished. Can they be found?

And that's ten unique campaign ideas. Feel free to use them in your own games, or let them serve as inspiration for something new! Remember, you never need to stick to the status quo. Find your own way to fight back in Night City!



BY EVE VENTRIUE

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MULTICLASSING IDEAS

One of the neatest things about **Cyberpunk RED** involves the ability for Edgerunners to take on multiple Roles. Multiclassing, as we often call it in gaming. Let's look at how each Role can be combined with every other Role to create unique concepts. We'll do this for each Role, in order, so you'll have two examples of each combination. For example, we'll do a Rockerboy/Solo under Rockerboys but also a Solo/Rockerboy under Solos.

ROCKERBOYS

- *Rockerboy/Solo* aka the **Johnny Silverhand!** A soldier who put down a gun and picked up an axe to sing out the terrors they witnessed and force the entire world to experience a reckoning about the sins of those in power.
- *Rockerboy/Netrunner* aka the **Virtual Prankster.** Dive into a NET Architecture. Leave a virus at the bottom level, transforming the entire NET Architecture into a statement against the Corp what owns it. Record it all. Put it on the Data Pool for all to enjoy.
- *Rockerboy/Tech* aka the **Musical Craftsman.** You don't just play your instruments. You make them. Often creating strange, beautiful, and custom pieces for a specific performance.
- *Rockerboy/Medtech* aka the **Spiritual Healer.** Most people think of healing the body when it comes to Medtechs but they can also heal the mind and spirit through therapy. Musical therapy, brought to the masses can change the world.
- *Rockerboy/Media* aka the **Influencer.** Are you a performer? Or are you a reporter? Or are you both, digging up the dirt, putting it altogether, and creating evocative and provocative Garden vids to turn that dirt into art that pierces the soul and stirs up the crowds.
- *Rockerboy/Exec* aka the **Producer.** You don't just make your own music. You make other people's music possible. Using your credibility as a Rockerboy, you recruit other performers and make sure your label releases the best creations.

SOLOS

- *Solo/Rockerboy* aka the **Eurosolo.** Some jobs require you to social stealth your way into high society, achieve the objective, and exit in a hail of gunfire. Being able to switch between suave and explosive makes you the perfect special agent.
- *Solo/Netrunner* aka the **Tomb Raider.** The choicest data is buried deep, protected by defenses both physical and digital. The Tomb Raider's equipped to deal with both using their guns and their cyberdeck.
- *Solo/Tech* aka the **Gun Crafter.** People who buy guns appreciate someone who can speak their language. Someone who grew up knowing the language of violence and didn't learn it from an app. That's you. You can make the guns good because you know how to shoot the guns good.
- *Solo/Medtech* aka the **Field Medic.** These days, no one respects the medic symbol emblazoned on a helmet. If you're in the field, you're a target. Which means if you're going to save lives, you need to be prepared to defend your patient until evac arrives.
- *Solo/Media* aka the **War Correspondent.** War is everywhere in 2045. Sure, there's far off Corporate Wars in jungles and deserts but you'll

also find them in the urban ruins of former “first world” nations. You’ll fight your way in, get the scoop, and share the story.

- *Solo/Exec* aka the **Revolutionary**. Some Execs control a department in a Corporation. You lead a group that’s mad as hell at the state of the world and ain’t gonna take it anymore. Your leadership keeps them organized and alive. Best of all, you lead from the front.
- *Solo/Lawman* aka the **Bounty Hunter**. Someone has a price on their head and you aim to collect. When needed, you can call in backup from local law enforcement but usually you prefer to work alone. See you, Cyber Cowboy.
- *Solo/Fixer* aka the **Arms Dealer**. At first the other mercs noticed how easy it was for you to get gear. Then they asked you to get gear for them. Now, you’re running your own business, equipping your fellow Solos.
- *Solo/Nomad* aka the **Babysitter**. Someone’s got to keep the kids in your Pack alive when they head into the big city for a drink or a job. And that someone’s you. You’re older, wiser, and tougher. And you make sure they get back to the caravan alive.

NETRUNNERS

- *Netrunner/Rockerboy* aka the **Drone Dancer**. In 2045 drones are everywhere. Making deliveries. Guarding Corps. Spying on the masses. You use them to entertain w/ holographic projections and LED displays to create dazzling works of visual art. It ain’t cheap but it is pretty!
- *Netrunner/Solo* aka the **Lone Runner**. Sure, the days of infiltrating Data Fortresses from the comfort of your couch are gone but there’s still a difference between a weefle hacking from behind cover and one who can blast in and put down every threat: meat and virtual.
- *Netrunner/Tech* aka the **Builder**. You don’t buy your programs or your deck. You make them. And since you’re not relying on a Fixer to hook you up with what you need, you’ve got plenty of extra eb to spend on the finer things in life. Like a new 3D printer. That’s the stuff.

- *Netrunner/Medtech* aka the **MedRaider**. You know the secrets the elite are hoarding? Medicines? Treatments? Cures? It makes you mad. So mad you’ve decided to break in, dive deep, find those medical breakthroughs, and give them to the world. Healthcare shouldn’t be for profit.
- *Netrunner/Media* aka the **Whistle Blower**. You’ve been in their systems. You know the truth. You know the dirty laundry the Corps bury deep down. And you’re gonna expose them to the world, secret by secret.
- *Netrunner/Exec* aka the **Clonerunner**. Yeah, yeah. You’ve heard it before. You’ve sold out. So what? You’re also not worried about going hungry or finding a place to sleep and you’ve got someone reliable to watch your back, not some synthcoked-up freelance Solo.
- *Netrunner/Lawman* aka the **NET-tective**. Could be you work for Danger Gal or maybe a smaller firm. Either way, you know getting the dirt means you need to pick brains, pick pockets, and pick up files from NET Architectures. When it comes to data, you can get it from anywhere.
- *Netrunner/Fixer* aka the **Information Broker**. Some Fixers trade in stuff. You trade in secrets. Sometimes you buy it from your network of contacts. Sometimes you steal it from the Network of a Corporation. Either way, you’re making eb.
- *Netrunner/Nomad* aka the **Night Rider**. You’ve tricked out your car w/ a NET Architecture, defenses, and a Demon to run ‘em. You can do with one person what it takes a Crew to do for most of your Pack. And if someone tries to hack your car? You can dive in and brain fry ‘em.

TECHS

- *Tech/Rockerboy* aka the **Educator**. Sure, you’re an engineering genius but where other geeks speak technobabble you know how to make what you do understandable and exciting! You use your Garden Patch to teach the world about engineering and make money doing it!



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- *Tech/Solo* aka the **Boom Brigadier**. Anyone can toss a grenade but when it comes to real damage? That requires a specialist. You know just where to place a charge to cause maximum damage. And if you need to throw a grenade? You've got a whole satchel full.
- *Tech/Netrunner* aka the **Security Specialist**. Virtual security. Physical security. You can handle both because you know the best systems work in harmony to provide complete protection. Or, if you prefer, you know every possible way to rip someone else's system apart.
- *Tech/Medtech* aka the **Flipper Ripper**. Sure, you could build your own cyberware to install into clients but why bother when there's so much out there waiting to be taken, repaired, upgraded, and sold for profit? Rip it. Flip it. Make some eb.
- *Tech/Media* aka the **Braindance Tuner**. Flatscreen's ancient and even holograms are boring. Words mean nothing. Your homemade braindances bring someone the experience of shooting down some Corps and give them a real taste for revolution! All real. No filters!
- *Tech/Exec* aka the **Disruptor**. You know the names. The Techs who climbed to the top of the Corporate ladder with revolutionary ideas and changed the world. That's you. You're the next Sokolov! The next UR! The next Loggagia! You're gonna disrupt the whole system, maximize innovation, and bring synergistic change to the world!
- *Tech/Lawman* aka the **CSI**. Believe it or not, some cops still investigate crimes and try to find the actual perpetrators. That's your job. You use the latest tech, a lot of it self-upgraded, to scour crime scenes, find clues, and catch bad guys. Assuming the bosses listen.
- *Tech/Fixer* aka the **Tech Networker**. It started small. Someone came to you looking for a piece of tech you couldn't make. So, you found someone who could. Now, you spend as much time sourcing tech as building it.
- *Tech/Nomad* aka the **Restorer**. Any Nomad can repair their own ride but you specialize in finding old junkers and restoring them to pristine

shape so they can be added to the Family fleet. You pride yourself on finding the beauty inside any beat up old ride.

MEDTECHS

- *Medtech/Rockerboy* aka the **Celebrity Doc**. Who can afford health care in 2045? Most people just hit the Data Pool and search for info on treatments. That's where you come in. Your medical Garden Patch gets more popular everyday as you bring medical knowledge to the masses.
- *Medtech/Solo* aka the **Angel**. You started out as an Angel of Mercy, bringing care and compassion to the Combat Zone. Then the gangers came. You tried to do no harm but they refused to back down. So, now you're an Angel of Death, too, when the situation calls for it.
- *Medtech/Netrunner* aka the **Biosculptor**. Your client needs to be someone else for a while. No problem. Employment records on a NET Architecture get you the biometric data you need. Biosculpting does the rest. Now your client's a twin. Or maybe an only child if you help the original disappear.
- *Medtech/Tech* aka the **Bad Breaker**. Maybe you started out with good intentions. Maybe you just like making money. Either way, these days you're peddling street drugs as often as the medicinal kind. At least you know your shit's pure.
- *Medtech/Media* aka the **Secret Hunter**. People say all sorts of things while high on painkillers and anesthetic. And they won't even notice the microphone you implanted in their body during their last elective surgery. Once you have their dirty little secrets? You'll publish them in the screamsheets under a pen name.
- *Medtech/Exec* aka the **Clinic Operator**. Going patient by patient wasn't helping enough people, so you begged, borrowed, and stole to open your own free clinic. There's more paperwork, more trouble, and more responsibility this way but at least you're also helping more people than ever.

- *Medtech/Lawman* aka the **Emergency Responder**. You shrug on the armorjack. You holster your gun. You get in the rig. You drive out and you save lives. And when you need to, you call on backup to save your's. The Street ain't safe, even for someone in an ambulance.
- *Medtech/Fixer* aka **Doc Connection**. You're the sort of Doc who takes payment in favors instead of currency. Now, a friend needs a specific something and it all works out because the choom you treated last week has it. The more people you help, the more favors you're owed.
- *Medtech/Nomad* aka the **Family Doctor**. Nomads tradition goes back almost a century now: passing on knowledge from teacher to student. That's how you learned medicine. No, you didn't go to medical school, but you're better off without that Corporate-written drivel crammed inside your head.
- *Media/Medtech* aka **Storyteller**. Telling stories around the fire is a human occupation as old as time. And your stories can do so much. With individuals, they soothe and heal the soul. With groups, they change minds and inform. You're a therapist and a truth teller, all in one.
- *Media/Exec* aka the **Star Reporter**. You aren't just a Media. You're the best of the best and because of it, your publisher takes care of you. They pay your rent. They provide you with flunkies to serve your needs. Aren't you great?
- *Media/Lawman* aka the **Embed**. Look, you aren't proud of it, but a gig's a gig. You follow the cops around and make them look good and you get paid. Better yet, sometimes you get a lead you can follow for a real story.
- *Media/Fixer* aka the **Independent Journalist**. Going it alone isn't easy but you've learned who to talk to and who to bribe to get what you need: equipment, bodies, access. You don't have a fancy station to supply you. So, you've learned to do it for yourself.
- *Media/Nomad* aka the **Wandering Eye**. Sure, the city rats need Nomads now but that won't always be the case. So, you're here to make sure they know what real Nomad life is before the Corp controlled media can paint you as cannibal marauders. You document the road and you share it with the world so they'll know you aren't animals. You're humans. Just like them.

MEDIAS

- *Media/Rockerboy* aka the **Documentarian**. You don't just report on your subject. You document it from all angles and then edit it together, with you as narrator, to both entertain and inform the people.
- *Media/Solo* aka the **Thompson**. The reporter named Thompson started a tradition back in the 2010s when he covered the Arasaka Riot. Gonzo, front-line journalism to expose the sins of power. You follow his example. To get the story, you need to crack open the Corp shell, yank out the rancid meat, and show it to the world.
- *Media/Netrunner* aka the **Virtual Journalist**. Who needs a studio and a green screen when you have a NET Architecture you can customize to be whatever you want. You record inside the digital, using the power of the CPU to add pop and sizzle to your stories.
- *Media/Tech* aka the **Producer**. They might not know your face or even your voice but they know your work. You're behind the camera, editing the footage, and making sure the SFX rock. Someone else might get the glory but it's your work that gets out the story.

EXECS

- *Exec/Rockerboy* aka the **Club Owner**. You started playing clubs but somewhere along the way, you took on the challenge of running one, too. You leap up onto the stage regularly to keep your hand in but these days you're hiring staff, ordering booze, and booking other bands to play more than you're shredding the classics.
- *Exec/Solo* aka the **Gang Leader**. The difference between a gang and a Corp? Corps have enough cover to call what they do "legal". You organize your people to keep your place in the Combat Zone and you fight alongside them to grow your territory when you can.

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- *Exec/Netrunner* aka the **Corp Spy**. There's so much data out there and your employers will pay big eb to get their greedy paws on it. So, with the help of your team, you infiltrate, you steal, and you exfiltrate. Then you enjoy your nice soft bed in your nice big place.
- *Exec/Tech* aka the **Netwatch Agent**. You'd think a Netwatch Agent would be a Netrunner but a lot of them are Techs. You don't need to dive into NET Architectures. You just need to be able to shut it down and disconnect any links to the Old NET.
- *Exec/Medtech* aka the **Trauma Captain**. You've worked your way up the ranks. It used to be you took the orders and patched people up. Now you're the one giving the orders. You still patch people up but you're the one in charge when you do.
- *Exec/Media* aka the **Anchor**. You're the face everyone sees each night. You are the news. The network plugs you by name and by face, putting you out there as a brand you can trust. And they give you nice perks for it, too.
- *Exec/Lawman* aka the **Negotiator**. These days, the law makes a lot of deals. Deals with Corps for gear. Deals with gangs to keep the peace. Deals with Edgerunners to collect bounties. That's your job. Night City's like Europe right before a World War. Ready to explode. You're trying to keep that from happening.
- *Exec/Fixer* aka the **Buyer**. The supply chain's changed in the Time of the Red but your job hasn't. You get your org raw materials, parts, and labor and, sometimes, you make sure your org's rivals don't. You're the puppet master and you make that chain dance.
- *Exec/Nomad* aka the **Ambassador**. Nomads don't live in a vacuum. They deal with the rest of the world all the time: making deals, buying goods, selling services. You're the go between, codeswitching between Nomad and static to help make the deals go down smooth.

LAWMEN

- *Lawman/Rockerboy* aka the **Celebrity Bounty Hunter**. Everyone knows who you are. Your Garden Patch brings in tons of eyeballs as you broadcast your exploits, chasing down criminals and hauling them in. You're cleaning up The Street and looking damn good doing it.
- *Lawman/Solo* aka the **C-SWAT**. Cops handle crime. SWAT handles dangerous crime. You? You handle the most dangerous crime. The cyberpsychos who lash out by exploding the world around them in a hail of gunfire. You're the toughest of the tough and don't forget it.
- *Lawman/Netrunner* aka the **NET Cracker**. Serving a warrant's no easy task. If the squad goes in blind, they're likely to get a face full of turret-fired lead. You make sure the traps laid down by the bads are disarmed or, better yet, turned to your side.
- *Lawman/Tech* aka the **Quartermaster**. Someone's got to track the inventory and make sure the metric ton of armor, weapons, and gear stay in tip top shape. A station lives or dies by its weakest link and you'll be damned sure the weakest link isn't the tech or gear.



BY ADRIEN MARC

- *Lawman/Medtech* aka the **Social Worker**. You've got no budget and the other "civil servants" don't take you seriously but your job's important! You're there to calm down the situation and help people get the treatment they need. And protect them from the other cops, if necessary.
- *Lawman/Media* aka the **Psychic Detective**. Real psychic powers? No such thing. But you can cold read people and you clear cases so your agency's willing to buy your shtick. With enough clues, your big wrap up as the spirits "speak to you" while you lay out what just happened always catches the killer.
- *Lawman/Exec* aka the **Senior Security**. When you walk into the room, you're in charge. The other cops listen to you as much for your ability to take control of the situation as for your seniority but the higher rank never hurts.
- *Lawman/Fixer* aka the **Evidence Clerk**. You've got the key to the evidence room at the station and access to the inventory records. Seized goods, weapons, and drugs can't go missing if they weren't recorded as being there in the first place, right?
- *Lawman/Nomad* aka the **Ranger**. There's a lot of territory out there. Governments have to at least pretend they give a damn about the Reclaimers trying to build new lives and the settlements outside of the cities. So, you ride your bike. You patrol. You do what you can.
- *Fixer/Netrunner* aka the **Gamemaster**. You've set up your own NET Architecture full of traps and tricks and Black ICE. Netrunners from around Night City come to test themselves on it. You make it a race for sport. First to the bottom wins. Loser goes home on a stretcher or, if they're unlucky, a bodybag.
- *Fixer/Tech* aka the **Ultimate Mechanic**. You run your own shop. People come wanting their car upgraded with all sorts of tricks. You can always get the parts you need and if the customer can't pay? You can find a buyer for their former ride, too.
- *Fixer/Medtech* aka the **Dealer**. No, no. Not those kind of drugs. These days, every clinic, from the lowest ripperdoc to the biggest hospital, needs help sourcing their pharmacies and you're there to provide. After all, you're a doctor too, right? You know which pills will save lives and which pills are knockoff poison pretending to be medicine.
- *Fixer/Media* aka the **Gossip Monger**. There's a thousand stories on The Street and you're hungry for them all. You listen to all the whispers. Better yet, you know how to whisper back, telling just the right story to boost someone's rep or send it crashing to the ground.
- *Fixer/Exec* aka the **Bookie**. Need to place a bet on the Body Lotto? Make a wager on the game? Get some action on the next race? The Bookie's got you covered. And if you don't pay? The Bookie's enforcer will break your legs. Just business.

FIXER

- *Fixer/Rockerboy* aka the **Old Guard**. Most of the young pups think you're just an old fogey who can hook them up with a guitar or an amp. You know better. Back in the day, your name was up in lights and you shredded so hard you set the house on fire.
- *Fixer/Solo* aka the **Monarch**. Let other Fixers squabble to grow their territory. This is your neighborhood and it's all you need. You make sure it has water, electricity, and food. And if people cross you? You made sure it has plenty of bodybags, too.
- *Fixer/Lawman* aka the **Undercover**. You know how The Street works. How to blend in. How to speak the language. You get in where needed, you gain their trust, and you feed the info to your employers. You know everyone and everyone *thinks* they know you.
- *Fixer/Nomad* aka the **Organizer**. Nomads have been providing labor to statics for decades. Construction, demolition, couriers, entertainment... that's how the Nations survive. And you make sure they get that work, matching the right Pack members with the right employers.

COLLECTING THE RANDOM

NOMAD

- *Nomad/Rockerboy* aka the **Circus Performer**. Nomads aren't just wandering construction workers and cowboys. Many of them are performers, following the ancient traditions of the traveling circus. Acrobats! Animal tamers! Ringmasters! That's you. The greatest show on Earth.
- *Nomad/Solo* aka the **Scout**. Sometimes, being part of a Family means being apart from it. You travel head, checking the road for danger and cities for trouble. You're a Pack of one, fighting to make sure your people aren't ambushed or taken advantage of.
- *Nomad/Netrunner* aka the **Cargo Hacker**. The old cargo ships ran with small crews and AI controls. When your people find one, beached or floating, you connect to the system and disarm the defenses. Sometimes, the AI's still there, broken and ready to attack. That makes for a fun day's work.
- *Nomad/Tech* aka the **Acquisitions Specialist**. Nomads live or die by their vehicles and city folk aren't always willing to sell. That's where you come in. When your Pack can't pay for what they need, you stealth your way through security systems and drive out with it instead.
- *Nomad/Medtech* aka the **Barber**. Small Packs mean someone has to do it all: haircuts, shaves, tattoos, cyberware, and healing. You're not just a doc. You're an artist and you keep your Pack both feeling good and looking good.
- *Nomad/Media* aka the **Pirate**. On the road, you spin discs and keep the Pack's spirit up with music and chatter. Near a city, you set up a transmitter and make a temporary pirate radio station, giving the statics a taste of true freedom of information. Maybe you'll even throw them some good, non-sanitized tunes while you're at it.
- *Nomad/Exec* aka the **Teacher**. You've been around a while and the people in your Pack trust you. That's why you've got some of the younglings following you around. They help you out and, in exchange, you teach them the ways of the world.

- *Nomad/Lawman* aka the **Hunter**. Nomad camps need security. You can trust your own people but some outsiders try to break in. Try to steal. So, you patrol and, when a static crosses your Pack, you hunt them down. You can always trust your Family to back you up.
- *Nomad/Fixer* aka the **Clerk**. Every Family has someone like you. You've got contacts in every port and always know where to find what your people need. Car parts? Seeds? Booze? When Nomads need something, they come to you. You make it happen.

And with this, we end our look at multiclassing ideas in **Cyberpunk RED**. We've just listed 90 different Role combinations and there's plenty more to explore. Hopefully, this inspired you.

CYBERPUNK RED FASHION

The first rule of being cyberpunk (**SEE CP:R PAGE 28**) is "Style over Substance". Obviously, what you wear plays a big part in that. Fashion forms one of the pillars of self-expression (or cultural assimilation) in society.

There are ten fashion types listed in the **Cyberpunk RED** core rulebook (**SEE CP:R PAGE 356**). There are more fashion styles out there, of course, but these form a baseline of what's commonly worn in Night City in 2045. If need be, you can easily reskin them.

For example, Orbital Air (operating out of Kenya) is currently building a spaceport on Morro Rock. For the kids of the OA Execs, West African Pop might replace Asian Pop. Bright. Youthful. Energetic. Same prices despite the different flavors.

Here's a quick look at each of the ten styles.

BAG LADY CHIC

The houseless would call this "what I have to wear to survive". Superior jerks call it "bag lady chic". This isn't artfully torn jeans and purposefully worn clothing. These are real rags.

Why would an Edgerunner want bag lady chic clothes? Beyond low cost (if you don't care about style), they make for an excellent disguise. A houseless person on The Street hardly gets a second glance.

GANG COLORS

Most gangs in Night City have their own style. The clothes tend to be cheap & durable w/ specific patches, colors, or accessories. Wearing them can be dangerous. Gangs know their own. If you're wearing colors you haven't earned, you better be a damned good actor. Wear the wrong set of gang colors when passing through another gang's turf, and you might be asking for a beat down... depending on the relationship between the two gangs.

GENERIC CHIC

Off the rack, basic stuff. What the Screamsheets tell you is in. Easy to get, easy to wear, and easily tossed off. Need to be part of the faceless crowd? This is the clothing for the job.

BOHEMIAN

Every so often, the 1960s make a comeback. Flowing skirts. Oversized collars. Flower prints. Even in 2045, nothing says "artsy" like bohemian fashion. Even a touch of it, like big, round shades, can give you an eccentric vibe.

LEISUREWEAR

Tracksuits. Yoga pants. Workout clothes. Hoodies. Designed for comfort and for durability. Great for running in but also solid for showing off how you like style but also are super casual.

NOMAD LEATHERS

Not all of it is actually leather or suede. Jeans also fit into this category. So do cowboy boots and combat boots. One part Mad Max, one part Old West. Nomad leathers are tough and durable. If you can't pull off the look, though, expect actual Nomads to laugh at you. And inside the city, don't expect the best treatment. Sure, Nomads might be the lifeblood of travel and transport in the Time of the Red but they're also still subject to a lot of stereotypes and derogatory remarks.

ASIA POP

Bright, colorful, and the height of youth culture in Night City. Ironically, a lot of it is older American fashion seen through a distinctly Korean or Japanese lens.

Needless to say, the older you are, the less people might take you seriously in Asia Pop. Do it wrong and you'll get a "how sad" from the grown-ups and "narc" from the kids.

URBAN FLASH

Streetwear born from music videos, mixed with technology. Sneakers with lights. Coats with LCD screens. Gloves that glow neon. Urban Flash is great for showing off you're both modern and hip.

BUSINESSWEAR

Suit. Tie. Sure, the width of the collars have changed over the years but it isn't so far off from what they wore in 1845. Stuffy and boring if worn wrong. Sleek and powerful if worn right. And if you aren't wearing it when trying to pose as a Corp, chances are you won't make it past the front door.

HIGH FASHION

Anyone can wear generic chic. Only the truly elite can wear designer clothing from exclusive boutiques featured in the most trendy fashion Screamsheets. That's High Fashion. Wear this and you will get noticed. In the wrong part of town? It'll get you noticed as a potential mark. In the right part of town? Pull it off and people will be kissing up to you just because of the name on the label.

FASHION IN PLAY

Ten styles to suit any situation, especially with a bit of reskinning. But what about rules? Style over Substance, you say, but how does it play out in gameplay?

We'd like to direct you to **PAGE 130**. Specifically, the Modifying the Attempt section. Pay attention to this one: "Don't have the right tools or parts -2". When we say tools, chances are you're thinking of a wrench. Maybe a lockpick. But here's the trick. Clothing? Fashion? That's a tool.

If you try to pick a mechanical lock with a bit of wire, the GM might give you a -2 to the Check. You don't have the right tool for the job. Likewise, if you're trying to convince an Exec that you work for Rocklin Augmentics and you're wearing Gang Colors or Bohemian? The GM might give you a -2 to the Check. You don't have the right tool for the job.

COLLECTING THE RANDOM

We'll say it again. Fashion is a tool. It is the lockpick or wrench of social situations. Wearing the right outfit makes the job easier. Wearing the wrong outfit can make the job impossible.

Which is why there's a Wardrobe and Style Skill. Wearing an outfit isn't just about putting the clothes on. It is about being comfortable in them. Wardrobe and Style is based on wearing the right clothing with the right attitude and it makes a killer Complimentary Skill Check to augment Persuasion, Bribery, and Intimidation.

Hell, Wardrobe and Style isn't just about social. Bag Lady Chic can help with Stealth if you're incognito on The Street. Meanwhile, GMs, if an Edgerunner is trying to hurdle a table High Fashion they had to squeeze and buckle into ask yourself, does it make the task harder?

And that's how Fashion plays a part in the game. Wearing the right outfit can open doors. Wearing the wrong outfit means you're sneaking around to the back.

Always bring the right tool for the job.

TWENTY RANDOM KIBBLE FLAVORS

You know how it is. Your Players just flatlined a ganger and now they're searching the poor slob's pockets. You decide the new corpse has 10eb and a bag of Kibble on them. There. Now you're ready to move onto the next part of the Mission Right until someone asks the question. "What flavor is the Kibble?" Don't worry, choomba. We've got your back. Here's a table of twenty random Kibble flavors, straight from Balance Town.

1d100	Flavor	Description
1–5	Fizzy	<i>Don't worry. The bubbling on your tongue is normal.</i>
6–10	Chili Lime	<i>Acid and spice and everything nice.</i>
11–15	Protein Kibble	<i>Do you even lift, choomba?</i>
16–20	Kibble SportFlakes	<i>They'rrreeeeee great (at clogging up your bowels)!</i>
21–25	Extra Fluffy Pancake	<i>Just add Continental Brands maple syrup.</i>
26–30	Kibble SportMix	<i>The official Kibble of the Night City Heat.</i>
31–35	Fruit Fantasy	<i>The world's most solid fake fruit salad.</i>
36–40	Popcorn	<i>With original "butter" flavor.</i>
41–45	Caramel Crunch Popcorn	<i>If you squint it looks like the real thing!</i>
46–50	Bacon Cheddar Dumpburger	<i>Surprisingly popular!</i>
51–55	Kiwi	<i>Taste the tropics!</i>
56–60	Cheese	<i>Yes, they're supposed to glow in the dark like that.</i>
61–65	Lemon Ginger	<i>Don't need to spend fancy to eat fancy!</i>
66–70	Aromatic Beef	<i>We said it smelled. We didn't say like what.</i>
71–75	Paprika	<i>The reddest Kibble yet!</i>
76–80	Pineapple Pizza	<i>Does pineapple belong on pizza in a Kibble bag?</i>
81–85	Collagen Boost	<i>Give yourself a lift.</i>
86–90	Kibble XXL	<i>For when you wanna eat Kibble the size of a golf ball.</i>
91–95	Mystery	<i>What's the flavor? We don't know and you won't either!</i>
96–100	Adobo	<i>Let's pretend there's real garlic, vinegar, and salt on these things.</i>