BY ANSELM ZIELONKA

BLACK CHROME+

EXTRA CONTENT FOR BLACK CHROME

FEBRUARY 2023

V1.2

Writing and Design by James Hutt and J Gray • **Editing by** J Gray

Art Direction by Jaye Kovach • **Business Management by** Lisa Pondsmith • **Layout by** J Gray

Cartography by Saga Mackenzie and Zovya RPG

Copyright © 2023 by R. Talsorian Games, Inc., Cyberpunk is a registered trademark of CD Projekt Red S.A. All rights reserved under the Universal Copyrights Convention.
All situations, governments, and people herein are fictional. Any similarities portrayed herein without satiric intent are strictly coincidental.

DATA

SEE CP:R means check the *Cyberpunk RED* core rulebook.

You know how, when you buy a movie for viewing at home, it might come with deleted scenes, concept art galleries, and other bonus content?

That's what ***Black Chrome+*** is, but for TTRPGs. We've taken something presented in ***Black Chrome***, Molly Anderson's Night Market, and added some new items and lore you can use to help make it come alive!

You'll also find visual examples of the fashion styles and linear frame types from ***Cyberpunk RED*** as well as clean versions of the maps and tokens from ***Black Chrome***.

If you bought ***Black Chrome***, thank you! And if you didn't, we hope this content can still be useful. Until next month, stay safe on The Street.

MOLLY'S DOOR PRIZE

DATA

For more info on the CBK app, SEE BLACK CHROME PAGE 6.

Forty-eight... forty-nine... fifty!

Welcome! Welcome! You! YOU! Come over here. No, there's no problem; actually, YOU'VE WON! We're doing Door Prizes today, giving out a prize to people at random when they show up. That's why I'm up front instead of in the big chair. Yes, even though it's a little more dangerous.

BY STORN A. COOK

Marco and Andy can handle it, can't you, boys?

Come with me. You've got a prize wheel to spin. I like your jacket - Light Armorjack, right? The Black Chrome accents on it look great - it looks new. Maybe I should get one, and put a big A on it. Have you ever read The Scarlet Letter? Good book. A friend of mine let me borrow it.

Judie, cool it! They're with me. They won a Door Prize. The fresh paint on the wheel looks nice. Great job.

Now, our lucky winner with the nova jacket, why don't you spin the big wheel! Yeah, spin that wheel! Oh. We might have overengineered the wheel. This may take a bit. It's your first time at my Night Market, right? I remember inviting you and your crew only recently. Typically, we use CBK for inventory, but today is a bit special. We just got all this extra merchandise this morning and haven't had time to inventory it all. It was a spur-of-the-moment thing. Oh, that's also what the smell is. Here, have one of my masks. It will help. You can keep it. So, anyway, we're just using screamsheet paper to make claim tickets instead. A little low-tech, but it works. Oh, looks like finally, it's slowing down... there! A thousand rounds of ammunition! That's a good one. I mean, it's not the good stuff, but you don't have to fire premium ammo for target practice. Plus, think about how much better you'll get after a thousand rounds of target practice.

Um. Yeah. Oh, and have a can of Smash too, courtesy of the Piranhas. They've developed a new formulation, less addictive and with improved taste. My new and very hot mainline Ricky says they went through like fifty flavors before settling on "a very drinkable and subtle twist of lime". They're selling it in the back. Just look for the people with the neon fish tattoos near the DJ booth; super hard to miss.

Joe, come over here! You've got a VIP.

Joe knows everything about what we've got on offer here. He's gonna be escorting you around today, for your security. Since you're now walking around with a crate of ammunition, and all. Joe knows this market inside and out. Feel free to ask him about anything you are looking for.

Okay, I've got to get back to the front. We're probably close to another lucky winner. You seem nice. Don't cause any trouble, now.

Molly's Ammunition

Bullet to Slug Adapter Casings

Cost: 100eb (Premium) for a box of 10

"Hi, I'm Joe Anderson. I'll be following you around today and making sure everything is alright. I see you looking at some of those casings. Those are cool because they let you use scavenged ammunition in your shotguns, which is super useful. I just think they are neat."

These solid machined metal adapter casings allow you to fire any bullet ammunition from any weapon capable of firing shotgun slugs. When converted using adapter casings, the converted bullets act as if they are shotgun slugs. A box of Bullet to Slug Adapter Casings comes with 10 casings. Loading 10 bullets into 10 adapter casings can be done as an Action with a jig included in every box.

When done by hand, loading a single bullet into an adapter casing takes an Action. Adapter casings are reusable.

Junk Ammunition

Cost: 10eb (Cheap) for 50 rounds

Ammo Types Available: Arrows, Bullets, and Slugs

"These can get a lot done on a budget. Also good for target practice, but I think I heard Molly mention that already. You did already win a bunch too, so I'd be surprised if you wanted more. Yeah, we can probably move on."

Damage dealt by a weapon loaded with Junk Ammunition is reduced by 1d6 (minimum 1d6) against any target with 1 or more SP when fired in Single Shot, and the Autofire Rating of any weapon firing Junk Ammunition is reduced by 1 to a minimum of Autofire (3). Any weapon capable of firing Basic Ammunition can load Junk Ammunition.

Small Game Ammunition

Cost: 10eb (Cheap) for 100 rounds

Ammo Types Available: Bullet

"Good for hunting. There may not be many birds around anymore but there are still plenty of rodents ripe for the taking in Night City if you know where to look. Protein is protein."

A weapon loaded with Small Game Ammunition deals 2d6 less damage (minimum 1d6) with each bullet fired in Single Shot and the Autofire Rating of any weapon firing Small Game Ammunition is reduced by 1 to a minimum of Autofire (3). Any weapon capable of firing Basic Ammunition can load Small Game Ammunition.

Molly's Weapons

Big Dreem

Cost: 10eb (Cheap)

"Oh, those things scare the heck out of me. I've never seen one carried by a living person who wasn't totally ready to die. Do you really want to buy one?"

An Exotic SMG only capable of Autofire. It can only load proprietary 30 round basic ammunition bricks, which are sold for 20eb (Everyday) each. Once fired, the weapon will continue to Autofire for the user's next two turns, even if dropped, thrown, or in the event of the user's untimely death. During these two turns, unless an Action is used to aim the weapon's Autofire, it is treated as having an Autofire skill base of 10, and a mind of its own: the GM chooses who or what the gun shoots at. Due to the weapon's bulk, it cannot be concealed.

Everest VentureWare SportMaster

Cost: 50eb (Costly)

"These are fun! I have one, and it's a good time. Great starter rifle. Easy to mod, too, if you've got the parts."

An Assault Rifle incapable of Autofire and Suppressive Fire that only can load Small Game Ammunition.

Everest VentureWare SurvivalMaster

Cost: 100eb (Premium)

"These are nice for backpack carry. Once you get comfortable with disassembling one, that is. Oh, and be careful not to lose any of the pieces!"

An Exotic Assault Rifle incapable of Autofire and Suppressive Fire with a five round internal magazine. It cannot be upgraded in any way by a Tech. Due to its unique construction, it can be disassembled to fit within its own hollow stock. While disassembled and placed within its stock, the weapon is concealable. Disassembly and reassembly of a SurvivalMaster each take one minute.

Sanroo Hello Cutie 1TruLuv"

Cost: 1,000eb (Very Expensive)

"This was Molly's, and apparently, it got jealous of her spending time with Ricky instead of taking it target shooting, so we're trying to sell it. It's a collector's piece you don't see too often, so, umm, buy now?"

An Exotic Sniper Rifle with a flip-out Agent and built in Sniper Scope and Infrared Nightvision Scope. The Agent cannot be removed from the weapon without destroying both it and the weapon beyond repair. Despite being an Exotic Weapon, it can still load Non-Basic Ammunition.

Extremely detailed, the weapon stuns in magenta brushed gunmetal complete with a chrome magenta trigger and custom heart stippling on the grip. Installed in the Agent is a pseudo AI girlfriend with a randomly generated personality. Through a bone-conduction speaker on the weapon's cheek rest, the girlfriend whispers messages of affirmation to its wielder and learns to recognize them even in pitch-black darkness by the contour of their face.

Once it gets to know a user via working with them to score ten kills scored, the pseudo AI bonds to them, dynamically adjusting to their shooting patterns and causing the weapon act as if it was Excellent Quality when using it. Once bonded, the pseudo AI will consider it and the user to be in a serious, committed relationship. Past this point, if the user does something to upset their pseudo AI girlfriend, such as by damaging it, not firing it enough, failing to clean it, loading it with Junk Ammunition, or firing other Sniper Rifles, it may turn off this dynamic adjustment in protest, until the User makes amends.

Good morning, my love. Your cheek feels especially smooth today. Are you trying a new moisturizer? I can't wait to explode our target's head like a ripe melon with you later!

— Sanroo Hello Cutie 1TruLuv

Molotov Cocktail

Cost: 20eb (Everyday)

"Why are we selling these? This is so dangerous. Sigh."

An Incendiary Grenade that deals 5d6 damage. While a Molotov cocktail is being carried by a character, if that unlucky choomba takes any damage that penetrates their armor, all Molotov Cocktails on their person have a 50% chance of being destroyed beyond repair.

If that happens, it doesn't explode but does set the choomba Deadly on Fire (**SEE CP:R PAGE 180**) *and destroys beyond repair all other Molotov Cocktails they're carrying.*

Timeless WW1 Rifle to Pistol Conversion

Cost: 20eb (Everyday)

"I think these are from Europe? I don't know. I remember Molly saying it was an Obreaze? O-Brez? Something like that. We tested it, and it's still working. Old guns never die, right?"

A Poor Quality Very Heavy Pistol with a 5 round capacity. It is incompatible with all magazine attachments. In between each shot, an Action must be spent to work the bolt and chamber the next round.

Molly's Armor

Scavenged Armor

Cost: 50eb (Costly)

"Judie makes these. She does good work and even incorporates clasps and other comfort features. Good armor can be expensive. This solves the problem with a little hard work and scrappy ingenuity. Way to go, Judie!"

Scavenged Armor is body armor with SP11. Once ablated, its SP cannot be restored. At 0 SP, it falls off the wearer.

Molly's Street Drugs

Piranha Smash

Cost per Dose: 10eb (Cheap)

"I prefer it. Apparently, they found out how to remove one of the addictive additives via some sort of process and then added lime.

"I think there's some chemistry involved, too. All I know is it's tasty and makes you feel good so I'm a big fan!"

Piranha Smash is Smash Upgraded by a Tech to be less addictive and to improve its flavor. It can be only sourced through a member of the Piranhas. The Piranhas don't sell it to people they think are doombas.

▶ Primary Effect ◀

- *Lasts 4 Hours*
- *Yellow, Foamy, and lime flavored, but harder to find than its name-brand counterpart.*
- *For the duration of the Primary Effect, the user feels euphoric, loose, happy, and ready to party. In game terms this gives the user +2 to the following Skills: Dance, Contortionist, Conversation, Human Perception, Persuasion, and Acting*

▶ Secondary Effect (DV9) ◀

- *If the user wasn't already addicted to Smash, they are now. While addicted, the user feels a loss of interest in normally enjoyable activities and has a -2 to the following skills: Dance, Contortionist, Conversation, Human Perception, Persuasion, and Acting.*
- *While addicted to Smash, your GM will occasionally tell you when you crave more Smash, and you should do your best to roleplay accordingly.*

Other Stuff Molly's Selling

▶ Solo of Fortune Bodypillow

Cost: 100eb (Premium)

"These are collector's items, I guess, cause these people were famous in ancient times? The metal guy's kinda hot if you're into that sort of thing."

Bodypillows featuring images of famous Solos from the 2020 era, including Morgan Blackhand, Boa Boa Weyland, and Adam Smasher. Most of the body pillows are 20 inches x 54 inches (50.8 cm x 137.16 cm) but the Adam Smasher model is so large it reduces the number of people a housing option is capable of comfortably hosting by one.

BY SAGA MACKENZIE

DATA

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

Molly's Ammunition and Other Stuff

Name	Description & Data	Cost
Bullet to Slug Adapter Casings	Converts bullet Ammunition into Shotgun Slugs.	100eb (Premium) per 10
Junk Ammo	Reduces damage by 1d6. Reduces Autofire Rating by 1. Comes in Arrows, Bullets, and Slugs.	10eb (Cheap) per 50
Small Game Ammo	Reduces damage by 2d6. Reduces Autofire Rating by 1. Comes in Bullets.	10eb (Cheap) per 100
Solo of Fortune Bodypillow	Your favorite 2020s Solo can now be your cuddle buddy husbando.	100eb (Premium)

Molly's Weapons

Weapon Name	Weapon Skill	Single Shot Damage	Standard Magazine	Rate of Fire (ROF)	Hands Required	Can be Concealed?	Cost
Big Dreem	Autofire	—	30 (Unique)	1	1	NO	10eb (Cheap)
Alt. Fire Modes & Special Features: Autofire (3) only • Continues to fire after trigger pulled							
Everest VentureWare SportMaster	Shoulder Arms	3d6	25 (Small Game)	1	2	NO	50eb (Costly)
Alt. Fire Modes & Special Features: Single Shot only • Only loads Small Game Ammo							
Everest VentureWare SurvivalMaster	Shoulder Arms	5d6	25 (Rifle)	1	2	YES (see text)	100eb (Premium)
Alt. Fire Modes & Special Features: Single Shot only • Can be disassembled for concealment							
Sanroo Hello Cutie 1TruLuv	Shoulder Arms	5d6	4 (Rifle)	1	2	NO	1,000eb (V Expensive)
Alt. Fire Modes & Special Features: Sniper & Nightvision Scope • Pseudo AI girlfriend							
Molotov Cocktail	Athletics	5d6	—	1	1	NO	20eb (Everyday)
Alt. Fire Modes & Special Features: Explosive • You might catch fire if you take damage							
Timeless WW1 Rifle to Pistol Conversion	Handgun	4d6	5 (VH Pistol)	1	1	NO	20eb (Everyday)
Alt. Fire Modes & Special Features: Poor Quality • Requires an Action to chamber next round							

Molly's Armor

Name	Armor Type	SP	Armor Penalty	Cost
Scavenged Armor	Unique (Body)	11	None	50eb (Costly)

Molly's Drinks

Name	Duration	Description & Data	Secondary Effect DV	Cost per Dose
Piranha Smash	4 Hours	Like regular Smash but w/ a twist of lime and 40% less chance of addiction!	9	10eb (Cheap)

LOOKING THE PART

The ***Cyberpunk RED*** core rulebook lists ten basic fashion types (**SEE CP:R PAGE 356**). A common question we receive at *R. Talsorian Games* regarding fashion is *"what does X style look like?"*. On the following pages, you'll find visual examples of each fashion style. Keep in mind, though, all styles represent a wide range of options. These pictures in this section should serve as inspirations and not limitations.

BY HUNTANG AND DANI HARTEL

BAG LADY CHIC

HOMELESS • RAGGED • VAGRANT

BY ANSELM ZIELONKA AND HUNTANG

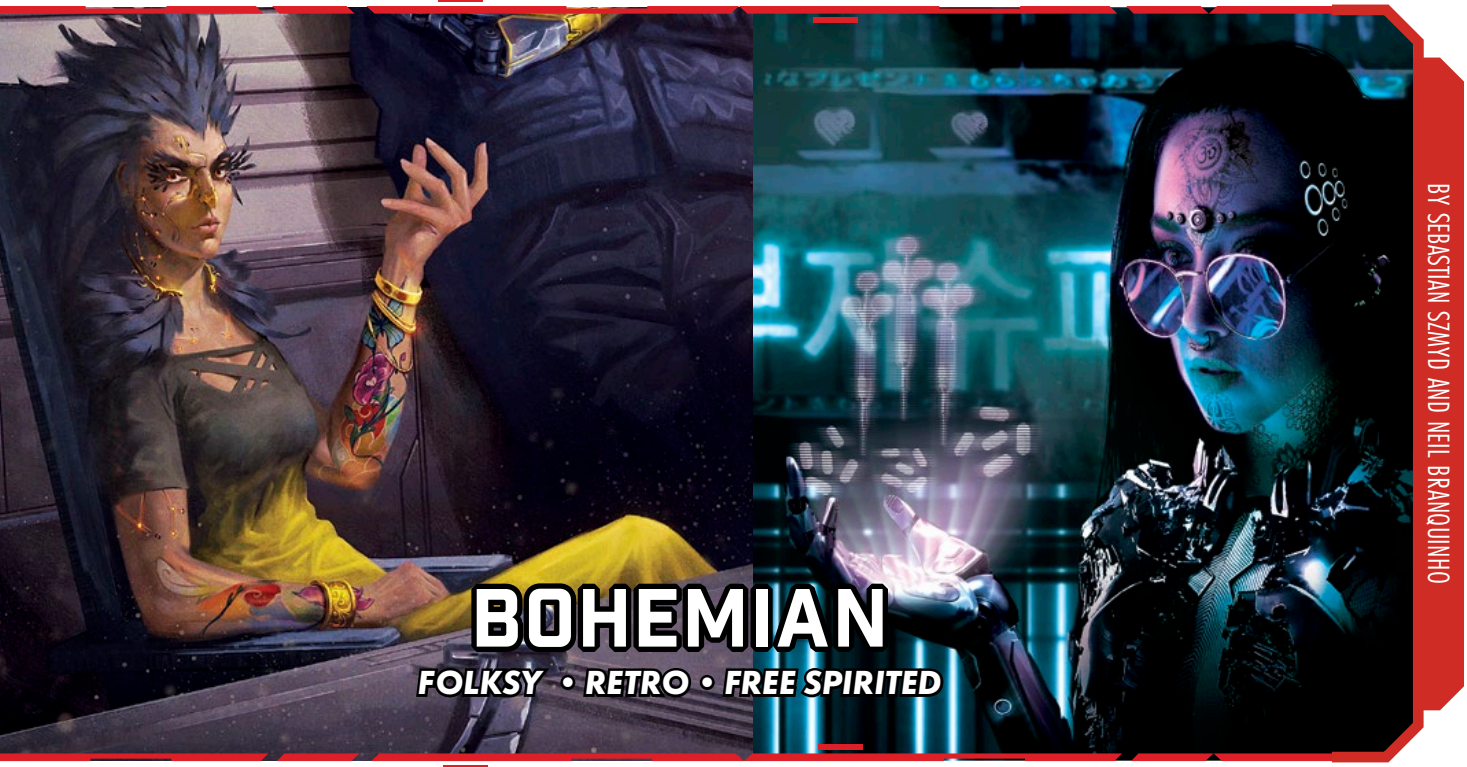
GANG COLORS

DANGEROUS • VIOLENT • REBELLIOUS

GENERIC CHIC

STANDARD • COLORFUL • MODULAR

BY EDDIE MENDOZA AND STORN A. COOK



BOHEMIAN

FOLKSY • RETRO • FREE SPIRITED

BY SEBASTIAN SZMYD AND NEIL BRANQUINHO

BY HÉLIO FRAZÃO AND ADRIAN HART

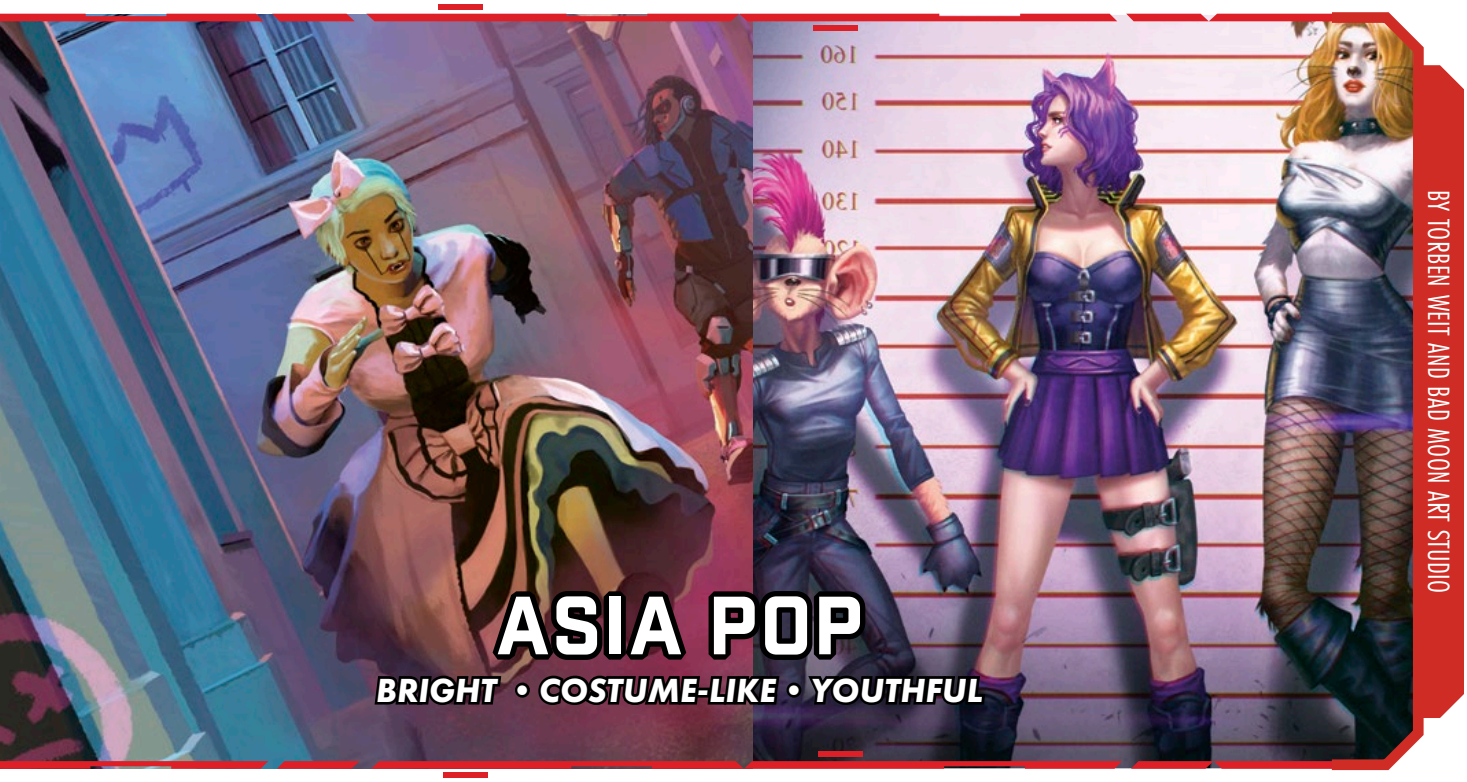
LEISUREWEAR

COMFORT • AGILITY • ATHLETICISM

BY HUNTANG AND BAD MOON ART STUDIO

NOMAD LEATHERS

WESTERN • RUGGED • TRIBAL



ASIA POP

BRIGHT • COSTUME-LIKE • YOUTHFUL

BY TORBEN WEIT AND BAD MOON ART STUDIO

URBAN FLASH

FLASHY • TECHNOLOGICAL • STREETWEAR

BY ANSELM ZIELONKA AND BAD MOON ART STUDIO

BY DANI HARTEL AND SEBASTIAN SZMYD

BUSINESSWEAR

LEADERSHIP • PRESENCE • AUTHORITY

BY DIEGO MARTINEZ AND HUNTANG

HIGH FASHION

EXCLUSIVE • DESIGNER • COUTURE

LOOKING AT LINEAR

Many wonder just what the External and Internal Linear Frames (SEE CP:R PAGES 351 & 367) from the ***Cyberpunk RED*** core rulebook look like. The answer? Whatever you want! Different manufacturers produce different versions of the frames. Talk to your GM about how it fits your style. For general guidelines, though? See below.

BY ADRIAN MARC

External Sigma

A External Linear Frame Sigma commonly takes the form of an exoskeleton formed from motor-enhanced arm and leg bracers, all attached to a backpack and harness containing the power unit.

Most users wear the External Sigma over their clothing and armor. In theory, it is possible to hide one with the help of an extremely large overcoat but the unless it the coat is specially tailored, the backpack unit causes it to bulge suspiciously in the back and shoulder region.

BY PEDRAM MOHAMMADI

Internal Sigma

Careful sculpting and advances in cybertechnology mean the Internal Sigma isn't immediately obvious if the user wears a full covering of thick, bulky, or oversized clothing.

If they're wearing tight clothing or are showing some skin, however, others can see lines marking expansion points needed to make room for the cybernetics and patterns representing the skin mimicking the textures of the mechanicals below. Bulges near joints where the cybernetics don't quite match the human form are also common. Anyone seeing such telltale signs can make a DV13 Cybertech Check to recognize them as the mark of a Internal Linear Frame Sigma.

This also applies to Internal Linear Frames with a similar BODY enhancing effect, such as those found in ***Black Chrome***, unless otherwise stated.

External Beta

If you own ***Black Chrome***, you probably recognize the picture accompanying this text as the Zhirafa EL-F4-NET. It isn't actually an External Linear Frame Beta. However, it visually represents how many External Beta's look: large, uncomfortable, bulky exosuits you wear specifically for the job and take off as soon as possible.

Hiding an External Beta isn't possible no matter how much clothing you slip on. Anyone capable of seeing you will notice the odd bulges and outlines in the clothing's shape.

BY TORBEN WEIT

Internal Beta

Without some form of Tech Upgrade, hiding a Internal Linear Frame Beta without thick, oversize clothing is next to impossible. Even then, the user will probably be of a size only achievable by the world's most dedicated bodybuilders.

As with the Internal Sigma, expansion lines and skin textures are next to impossible to hide. In addition, most users of Internal Betas have telltale external bracing hardware on various points along their limbs and torso. If you see the signs, you can recognize an Internal Linear Frame Beta with a DV9 Cybertech Check. This also applies to Internal Linear Frames with a similar BODY enhancing effect unless otherwise stated.

BY PEDRAM MOHAMMADI

BY ALAN OKAMOTO

External Omega

External Omega Frames resemble power armor more than they do less powerful Linear Frames. In fact, Tech Upgrades to layer on armor or weapon mounts are common, transforming them from simple strength multipliers to makeshift ACPAs.

There is no concealing an External Omega. You'd have an easier time hiding a motorcycle from view while you're actively riding it down the highway.

BY RICHARD BAGNALL

Internal Omega

The central building block of Samsons and Dragoons, two of the hardiest FBCs on the market, the Internal Omega Linear Frame is impossible to hide, even with the help of a Tech Upgrade. Internal Omegas add height and weight to the point only unaugmented humans with gigantism can match them in size. Expansion lines, skin textures, and external bracing hardware are obvious whenever skin is exposed.

No Cybertech Check is needed to recognize an Internal Omega Linear Frame. The observer might not be aware of the exact model, but anyone who knows about cyberware understands the user is rocking the ultimate in internal chrome.

CYBER CARE?

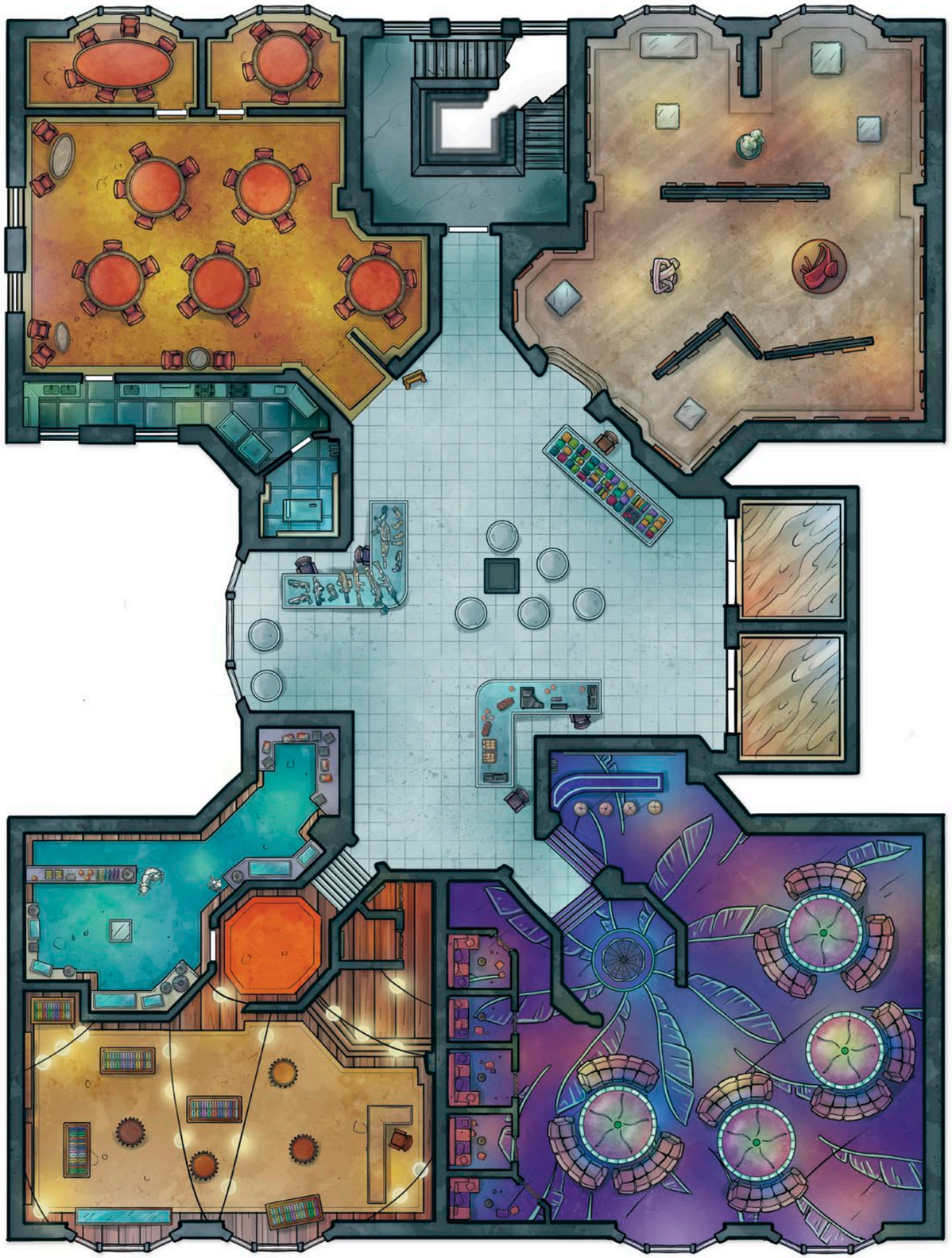
WOUND WORRIES?

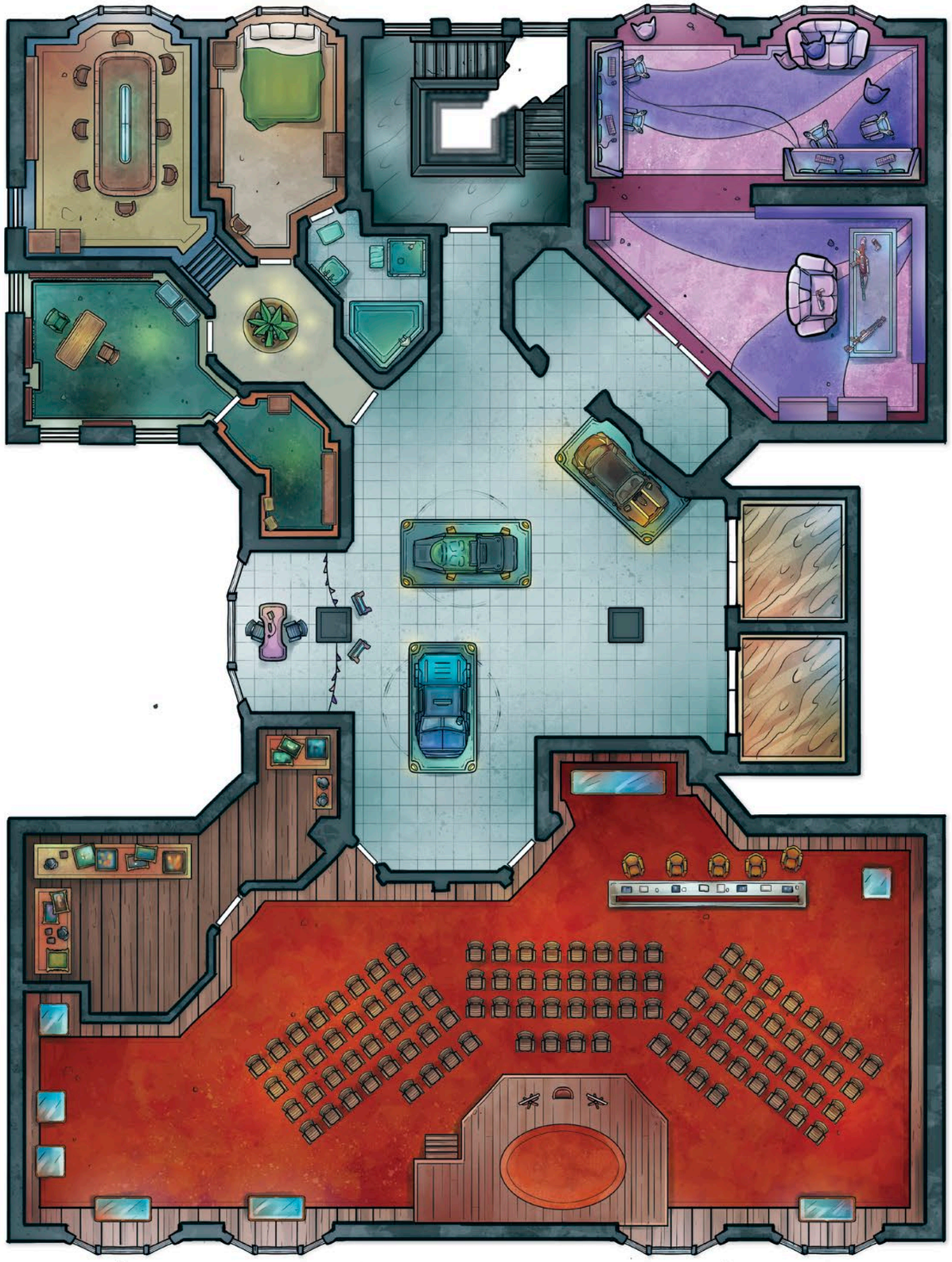
PLAGUE PROBLEMS?

SAVAGE DOCS

FULL SERVICE • NO QUESTIONS

OPEN 24/7

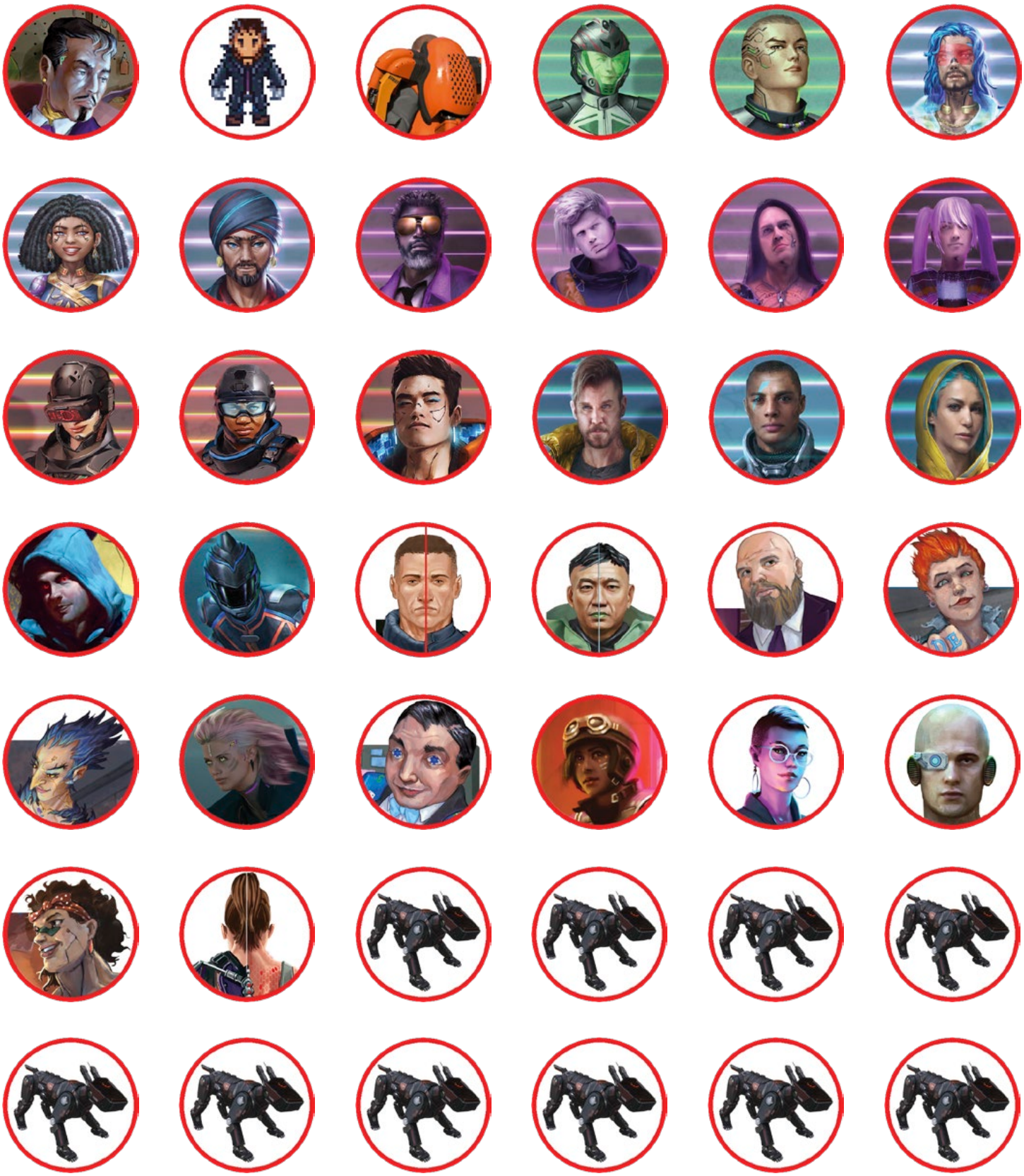




PASS
COME
COME
LINE
LINE
PASS

NPC TOKENS

Whether you're playing at a physical table or a digital one, tokens can help you keep track of the action. To help, we've created a token for each NPC who has a portrait in ***Black Chrome***. Plus, extras of the good boy! Of course, many of them aren't likely to show up in a combat scenario but you're free to use them to represent different NPCs in other missions as well.



Token Art by 3 Bit Studio, Adrian Marc, Alvaro Vidal, Anselm Zielonka, Bad Moon Studio, Claudio Pozas, Neil Branquinho, Paris Arrowsmith, Richard Bagnall, Sam Perin, Sebastian Szmyd, Storn A. Cook, T-RTex Studios LLC, TekTan, and Torben Weit