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CYBERPUNK RED X FOSSILIZED VIOLENCE

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ARIZONA TALONS

"This is *Night City Midnight Radio* on 88.9 NoPR. You're on the air with Chuck Powders."

DATA

This isn't Byteman's first Cyberpunk appearance! Can you track down his origin story?

"Hi Chuck. Long time listener, first time caller. My name is Byteman, and I'm something of a digital archivist. I've got a nomad story for you, perfect for the campfire."

"Far out, Byte ... man, thank you for calling in. Now what's this campfire story you've got? Go on and spark up that tinder and bring it to the people."

DATA

Nomad Presents Radio debuted in the DLC of the same title. Check it out for free at the RTG website!

"I heard it out in Arizona, traveling with the Jodes. A dust storm had forced us to cancel a party we had planned, so we all hid out in one of the larger kombis, drank our rations, and passed the time. One nomad, who I remember was bald as a cue ball and covered his scalp in light tattoos that repeated the words "HAIR GOES HERE" ... name now escapes me ... anyway, he spoke, quietly at first, but eventually, clear as a summer's day. This was the story:

"I heard of a man traveling through this land that barely escaped with his life, who went by the handle Wildman. Now, Wildman was a nomad just like us, a forward scout for his pack, riding days ahead to clear the way for a large convoy. The story goes that he was traveling across the Coconino plateau, just south of the Grand Canyon, when he spied a plume of smoke. He peeled off the road to scout it out, coming to a cliff, under which an overturned Tetracorp Megahauler lay in a deep gorge, its cargo untouched by the flames that had led him to the site. He inflated a WorldSat balloon to try and get a signal back to his pack, but something had jammed the airwaves.

"Now he could have left this thing alone, and he could have left unscathed, but that's not how the story goes. Wildman spiked a rope to a boulder, and rappelled down. In the narrow rocky passage below, the air was cooler, and the shadows were refreshing to a man that had ridden all day in the Arizona sun.

"The metal of the Megahauler's chassis was cool to the touch. He kept low as he searched it for markings, coming around to the other side of the wreck. He saw a pile of glass tubes, electronics, and molded plastic housings, all melted together in a pile, and in the pile he also saw bones. Human skulls, limbs, the rest of

them, some still in rubber cleansuits, but all of them, baked black by the fire, no, a pyre, one which had only recently smoldered out. He drew his shotgun, and stalked around the vehicle, toward the engine."

"A loud noise smashed down into the gorge, so Wildman activated his Sandevistan as he rushed to investigate. Turns out his roadbike had fallen into the gorge, but it wasn't an accident. Someone had also cut down the rope. A horrifying metallic slam echoed through the passage, this time from the inside of the Megahauler's containers, followed by a screeching of metal.

"Wildman rushed to his destroyed bike, reconnecting snapped gas lines and untwisting hydraulics with a speed that would make a wrench jokey blush. He needed to be mobile and he needed it fast! Wildman abused the choke, and, slamming down his foot, miraculously, the mangled bike began to growl to life. That's when the metal container sheared open, unleashing its angry contents into the narrow gorge.

"Honest truth, I think fumes from the pyre may have been involved in what he saw, but I Wildman insists the container was full of dinosaurs. Raptors, supposedly, feathers and all! Wildman found himself in the middle of a pack of them, curved razor sharp claws and all, before he managed to ride away. They tore at his flesh, ripping the Realskinn right off his cyberarms.

"Wildman rode as fast as his mangled bike would allow to get the hell away. Just as he came out the natural end, he heard an explosion far behind him. Whoever it was that cleaned up their mess, they finished the job. But maybe a few of those reptiles from long ago slipped away, like Wildman did. Maybe they're still out there lurking in the cold dark that follows every beautiful Arizona sunset."

"Wow, that's a hell of a story, Byteman. Thank you for calling in."



CYBERPUNK RED X FOSSILIZED VIOLENCE

FOSSILIZED CRITICALS & FOSSILIZED SUPER CRITICALS

Whenever a dinosaur scores a randomly rolled Critical Injury skip the table in the **Cyberpunk RED** core rulebook and refer to the Fossilized Critical Injury table to determine which crit they inflict on their target instead. Targeted Critical Injuries made by dinosaurs, such as those inflicted by Aimed Shots or Martial Arts Special Moves, are unaffected.

Fossilized Criticals should **not** be inflicted by *modern* humans during typical gameplay, unless the GM wants them to be more ... caveman-like ... in which case it is suggested that non-dinosaurs characters score Fossilized Critical Injuries whenever three or more dice rolled for the damage of a Melee Attack come up 6. If you're also using the Night City Tarot subsystem, you'll want to draw a card for the first 666 Critical Injury of a game session – no matter the source – and roll on the Fossilized Critical Injury table for any further 666 damage rolls that come from Melee Attacks.

Fossilized Super Criticals occur due to extremely lucky rolls on the Fossilized Critical Injuries table.

▶ FOSSILIZED CRITICAL INJURIES

Roll (2d6)	Injury	Injury Effect	Quick Fix	Treatment
2	Deft Dismemberment	Choose one of the victim's arms or legs to sever. That limb is dismembered as per the relevant Body Critical Injury.	N/A	Surgery DV17
3	Collapsed Chest	-3 to MOVE (Minimum 1). Base Death Save Penalty is increased by 2.	Paramedic DV17	Surgery DV17
4	Rattle Brain	Aimed Shots to your head multiply the damage that gets through your SP by 3 instead of 2. Melee attacks made against you cause Critical Injuries when one less 6 than usual shows up on damage dice.	First Aid or Paramedic DV17	Surgery DV17
5	Fractured Frame	You cannot make Aimed Shots or dodge attacks. Base Death Save Penalty is increased by 2.	Paramedic DV15	Quick Fix removes Injury Effect permanently
6	Break Body	Choose one of the victim's arms or legs to break. That limb is dismembered as per the relevant Body Critical Injury.	Paramedic DV13	Paramedic DV15 or Surgery DV13
7	ESCALATE	Roll on the Super Fossilized Criticals table instead.	N/A	N/A
8	Tear Ligaments	-1 to MOVE, REF, DEX (Min 1). Base Death Save Penalty is increased by 2.	First Aid or Paramedic DV13	Quick Fix removes Injury Effect permanently
9	Shock System	Next Turn, you cannot take a Move Action. Whenever you move further than 4 m/yds on foot in a Turn, you cannot take a Move Action on your next Turn.	Paramedic DV13	Surgery DV13
10	Gaping Wound	Next turn, you cannot take an Action, but you can still take a Move Action. -2 to MOVE (Min 1). Base Death Save Penalty is increased by 2.	First Aid or Paramedic DV15	Quick Fix removes Injury Effect permanently
11	Caved Clavicle	-2 REF, -2 DEX (Min 1).	First Aid or Paramedic DV15	Quick Fix removes Injury Effect permanently
12	Jagged Wound	Next turn, you cannot take an Action or a Move Action. You cannot dodge attacks. Base Death Save Penalty is increased by 2.	First Aid or Paramedic DV15	Quick Fix removes Injury Effect permanently

CYBERPUNK RED X FOSSILIZED VIOLENCE

NAME	ALLOSAURUS	SERIOUSLY WOUNDED	33	HP	65												
LEVEL	HARDENED BOSS	DEATH SAVE	15														
STATS																	
INT	5	REF	4	DEX	5	TECH	2	COOL	1	WILL	6	MOVE	6	BODY	15	EMP	0
ATTACKS						ARMOR											
CHOMP (C# 14)			ROF2	4d6	HEAD		ALLOSAURUS HIDE		SP9								
BRAWLING ATTACK (C# 16)			ROF2	4d6	BODY		ALLOSAURUS HIDE		SP11								
SKILL BASES																	
Athletics 14 • Brawling 16 • Concentration 13 • Endurance 8 • Evasion 10 • Human Perception 10 • Melee Weapon 14 Perception 12 • Resist Torture/Drugs 12 • Stealth 8 • Tactics 11 • Tracking 12 • Wilderness Survival 10																	
ABILITIES																	
Natural Weapons: An Allosaurus' Chomp cannot be disarmed.																	
Primal Might: Once per round, an Allosaurus may choose to roll a d20 whenever they would roll a d10.																	
Primal Speed: An Allosaurus takes an additional Turn at the end of each Round.																	

**Yes, this introduces d20s to Cyberpunk RED gameplay.
We know you own a few. Don't worry, we won't tell anyone.**

NAME	ANKYLOSAURUS	SERIOUSLY WOUNDED	—	HP	65												
LEVEL	HARDENED MINI BOSS	DEATH SAVE	14														
STATS																	
INT	3	REF	3	DEX	6	TECH	1	COOL	1	WILL	8	MOVE	4	BODY	14	EMP	0
ATTACKS						ARMOR											
TAIL (C# 14)			ROF1	5d6	HEAD		ANKYLOSAURUS HIDE		SP13								
BRAWLING ATTACK (C# 15)			ROF2	4d6	BODY		ANKYLOSAURUS HIDE		SP15								
SKILL BASES																	
Athletics 13 • Brawling 15 • Concentration 15 • Endurance 15 • Evasion 8 • Human Perception 10 • Melee Weapon 14 Perception 10 • Resist Torture/Drugs 14 • Stealth 8 • Tactics 8 • Tracking 10 • Wilderness Survival 12																	
ABILITIES																	
Natural Weapons: An Ankylosaurus' Tail cannot be disarmed.																	
Primal Protection: An Ankylosaurus is immune to the effects of non-mortal Wound States and it's SP cannot be ablated.																	

ALLOSAURUS: A LARGE BIPEDAL PREDATOR DISCOVERED DURING THE BONE WARS OF OF THE LATE 1800s.

ANKYLOSAURUS: AN ARMORED DINOSAUR WITH A LARGE CLUB ON THE END OF ITS TAIL.

CYBERPUNK RED X FOSSILIZED VIOLENCE

NAME	PACHYCEPHALOSAURUS			SERIOUSLY WOUNDED	25	HP	50										
LEVEL	HARDENED LIEUTENANT			DEATH SAVE	8												
STATS																	
INT	3	REF	5	DEX	5	TECH	2	COOL	1	WILL	8	MOVE	6	BODY	8	EMP	0
ATTACKS								ARMOR									
SKULL (C# 12)				ROF1	4D6	HEAD	ARMORED HIDE	SP15									
BRAWLING ATTACK (C# 13)				ROF2	3D6	BODY	ARMORED HIDE	SP11									
SKILL BASES																	
Athletics 10 • Brawling 13 • Concentration 15 • Contortionist 8 • Endurance 15 • Evasion 13 • Human Perception 8																	
Melee Weapon 12 • Perception 8 • Resist Torture/Drugs 8 • Stealth 8 • Tactics 8 • Tracking 10 • Wilderness Survival 12																	
ABILITIES																	
Natural Weapons: A Pachycephalosaur's Skull cannot be disarmed.																	

*Take your time pronouncing some of these names.
They can be quite the tongue-twisters!*

NAME	THERIZINOSAURUS			SERIOUSLY WOUNDED	28	HP	55										
LEVEL	HARDENED MINI BOSS			DEATH SAVE	11												
STATS																	
INT	6	REF	8	DEX	9	TECH	5	COOL	1	WILL	6	MOVE	7	BODY	11	EMP	0
ATTACKS								ARMOR									
CLAW (C# 14)				ROF3	3D6	HEAD	FEATHERED HIDE	SP8									
BRAWLING ATTACK (C# 13)				ROF2	4D6	BODY	FEATHERED HIDE	SP8									
SKILL BASES																	
Athletics 13 • Brawling 13 • Concentration 8 • Contortionist 12 • Endurance 10 • Evasion 14 • Human Perception 8																	
Melee Weapon 14 • Perception 12 • Resist Torture/Drugs 8 • Stealth 14 • Tactics 13 • Tracking 14 • Wilderness Survival 12																	
ABILITIES																	
Natural Weapons: A Therizinosaurus' Claw cannot be disarmed.																	
Primal Speed: A Therizinosaurus takes an additional Turn at the end of each Round.																	

PACHYCEPHALOSAURUS: A BIPEDAL DINOSAUR WITH A THICK, BONY DOME ON TOP OF ITS SKULL.

THERIZINOSAURUS: A TALL DINOSAUR WITH ELONGATED HAND CLAWS. ITS ARMS WERE HIGHLY RESISTANT TO STRESS.

CYBERPUNK RED X FOSSILIZED VIOLENCE

NAME	TRICERATOPS	SERIOUSLY WOUNDED	35	HP	70
LEVEL	HARDENED MINI BOSS	DEATH SAVE	15		

STATS

INT 4 REF 6 DEX 4 TECH 1 COOL 1 WILL 8 MOVE 6 BODY 15 EMP 0

ATTACKS			ARMOR		
HORN (C# 13)	ROF1	6d6	HEAD	TRICERATOPS HIDE	SP15
BRAWLING ATTACK (C# 15)	ROF2	4d6	BODY	TRICERATOPS HIDE	SP10

SKILL BASES

Athletics 13 • Brawling 15 • Concentration 14 • Endurance 14 • Evasion 8 • Human Perception 8 • Melee Weapon 13
 Perception 10 • Resist Torture/Drugs 14 • Stealth 8 • Tactics 10 • Tracking 12 • Wilderness Survival 13

ABILITIES

Natural Weapons: A Triceratops' Horn cannot be disarmed.
Primal Might: Once per round, a Triceratops may choose to roll a d20 whenever they would roll a d10.

**Can your Edgerunner keep a dinosaur as a pet?
 That's up to your GM. Sounds like a fun conversation!**

NAME	UTAHRAPTOR	SERIOUSLY WOUNDED	18	HP	35
LEVEL	HARDENED MOOK	DEATH SAVE	5		

STATS

INT 6 REF 7 DEX 6 TECH 7 COOL 1 WILL 5 MOVE 7 BODY 5 EMP 0

ATTACKS			ARMOR		
CLAW (C# 14)	ROF2	3d6	HEAD	RAPTOR HIDE	SP9
BRAWLING ATTACK (C# 10)	ROF2	2d6	BODY	RAPTOR HIDE	SP9

SKILL BASES

Athletics 10 • Brawling 10 • Concentration 8 • Contortionist 14 • Endurance 8 • Evasion 12 • Human Perception 10
 Melee Weapon 14 • Perception 12 • Resist Torture/Drugs 8 • Stealth 14 • Tactics 12 • Tracking 14 • Wilderness Survival 14

ABILITIES

Natural Weapons: A Utahraptor's Claw cannot be disarmed.

**TRICERATOPS: A THREE HORNED HERBIVORE AND ONE OF THE MOST
 RECOGNIZABLE DINOSAURS IN THE WORLD.**

**UTAHRAPTOR: A FEATHERED BIPEDAL CARNIVORE WITH
 A LARGE KILLING CLAW ON ITS SECOND TOE.**