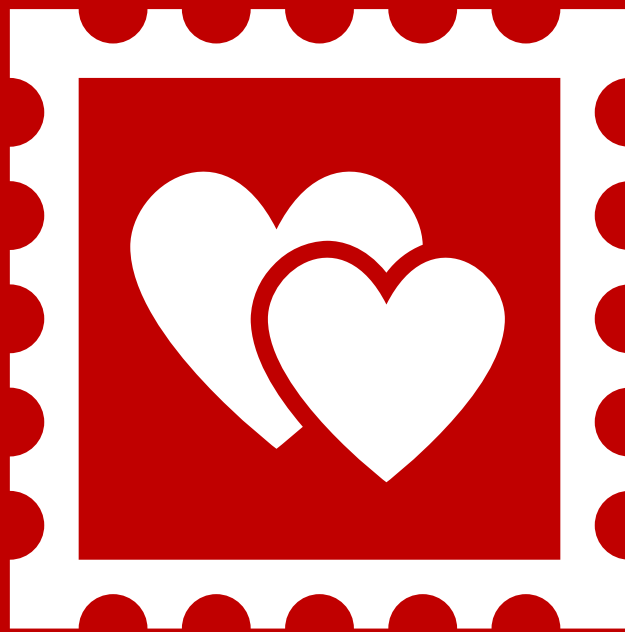


I really wanna stay at your house

A comprehensive sex supplement for Cyberpunk RED games.



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With the help of „Behind The Blackwall“ Discord server

Your PC got himself an input and is about to make this night unforgettable. But will he manage to do that? What happens will be decided with a simple roll of dice.

Disclaimer: for the sake of simplicity, this supplement treats “man”, “male”, “penetrator”, “top”, “with a penis” etc. as synonyms, same with their antonyms. That is correct in most cases, but not always. And in the world of Cyberpunk, where people can sculpt their bodies into any combination imaginable, it’s good to keep an open mind. If it fits your character better feel free to mix and match rules, skills, descriptions, pronouns etc.

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Basic Rules for Men:

In nature lion's share of human males enter a "refractory" period after they come during which they can't achieve orgasm again. It's scientifically proven!¹ And a basis for the **Table 1. MX encounters** below, which is meant for male PCs spending a night with an NPC whose role, gender, or prowess is irrelevant. It's for quick check on how well the PC performs. If it matters with whom he spends the night, go to the advanced rules.

Your character's performance is decided with an Endurance (WILL) skill check. Add your PC's WILL + Endurance skill + 1d10, then consult the **Table 1. MX encounters** to see how many "rounds" he could go before tapping out. These aren't the 3-seconds-long combat rounds.

Result	Difficulty beaten	Number of "rounds"	Description
less than 0	None	—	Oh dear, maybe it's better to not even try.
0 to 9	Almost Adequate	0	You blew your load before your partner got undressed, you couldn't get it up, or broke down crying in the middle of the deed.
10 to 13	Simple	1	You managed to seal the deal but were too exhausted for a longer experience. Acceptable, but could be better.
14 to 15	Everyday	2	The minimum for a <i>satisfying</i> night. Could be better, but also could be much worse.
16 to 17	Difficult	3	Nice.
18 to 21	Professional	4	You performed well and made his partner's night.
22 to 24	Heroic	5	Your sexual prowess is extraordinary, that night won't be forgotten.
25 to 29	Incredible	6	You are a veritable sexual marathoner. Such feats of sexual stamina are usually dismissed as an urban legend.
30 and more	Legendary	7+	If the word ever got out about this night, you would be cordially invited by Mr Studd's Research and Development team to serve as the basis for their next model.

Table 1. MX encounters

You may ask "But what about female PCs?" Then I invite you to consult the

More than Basic Rules for Women:

According to Wikipedia:

*It is generally reported that **women do not experience a refractory period** and **can thus experience an additional orgasm** (or multiple orgasms) soon after the first one [...]*

Endurance skill checks therefore make sense for male characters, but not much for female ones. Generally, when a female PC wants to roll for a sexual prowess check, she must first choose if she

¹ [Refractory period \(sex\). \(2023-06-02\). Wikipedia.](#)

wants to take a passive role, an active role, or if she uses the sex for some other objective. The skills for those three roles are respectively Concentration (WILL), Athletics (DEX), and Acting (COOL).

You may ask “Why can’t men roll for Acting?” Because even an Oscar-worthy performance won’t help you if you tap out after mere three minutes.

Once you choose which type of sex your PC has, roll appropriate STAT + appropriate Skill + 1d10, then consult the **Table 2. FX encounters**. Similarly to **THE TABLE 1. MX ENCOUNTERS**, this is meant for quick checks for a PC spending a night with an NPC whose gender, role, and prowess are irrelevant.

Result	Difficulty beaten	Concentration	Athletics	Acting
less than 0	None	Oh dear, maybe it’s better to not talk about it.		
0 to 9	Almost Adequate	Despite your lofty plans, you got “a headache” and simply couldn’t do it.	You got exhausted after few moves. Maybe you should get more fit?	Your game has been seen through by your target. Whatever you hoped to accomplish here won’t come to fruition.
10 to 15	Simple	You let your partner take the reins.	You performed adequately.	Your performance stroked your partner’s ego, but don’t expect anything grand in return.
16 to 21	Difficult	You have spent a wonderful night.	Nice.	You managed to make your partner think you’ve had a night of your life. You can hope for a proper reward.
22 to 29	Heroic	Don’t let the word “passive” fool you, you were the true queen of that night.	You rocked your partner’s world with your sexual prowess.	You wrapped your partner around your little finger. Anticipate a generous reciprocation.
30 and more	Legendary	You were treated like an empress and you reciprocated in kind.	If the developers of the <i>Midnight Lady</i> knew about your performance, they’d do everything to gather the data.	Neither body nor mind of your partner hid any secrets from you. Don’t just expect gifts, demand a tribute.

Table 2. FX encounters

If your character is a man who assumed the penetrated/passive role during the sexual encounter — i.e. he bottomed — it does make sense to use the **Table 2. FX encounters** if it wasn’t *his* endurance being tested. It’s up to you.

You may ask “What if I do want to roll for the NPC? Or what if both are PCS?” Then I recommend you hop right into the advanced rules.

Advanced Rules: Couples

The MX and FX encounter tables are designed for PCs who spend a night with an NPC that plays along PC’s plans, you roll once and then either brag about it or become a source of merriment for other players. But when it’s two PCs hooking up or the NPC is important enough to warrant proper character sheet, you may prefer to have more substantial and elaborate rules.

The first thing to do is to decide whether the encounter is of lovers wanting to share a loving experience or two rivals trying to decide who's better at sex and romance. There are different rules for the two situations.

It takes two to tango

When the characters work together, they each make an appropriate skill check (Endurance, Concentration, Athletics, or Acting) and then the results are added together. The sum, known as **Couple Performance**, is then compared to the DV in the **Table 3. Cordial couple result**.

Couple Performance	Difficulty beaten	Description
less than 0	None	An unspeakable catastrophe.
0 to 9	Almost Adequate	A comedy of errors.
10 to 19	Simple	A rather pleasant, if not amazing, evening
20 to 29	Everyday	A satisfying night.
30 to 39	Difficult	A very passionate coitus.
40 to 49	Professional	An unforgettably good sex.
50 to 59	Heroic	A jaw-dropping, amazing fornication.
60 and more	Legendary	An awe-inspiring legendary lovemaking!

Table 3. Cordial couple result

This way, if one lover has some bad luck, the other is there to help them out. But if both fail, the result is catastrophic, and to achieve the greatest heights, everybody needs to do their best.

Contested Checks

Sometimes sex is not harmonious dance of two bodies and souls but a vicious competition that's about making sure there's a clear winner and loser. For situations like that you want **Love Rivalry Score**; each character makes a check for their appropriate skill, except this time it's the difference between the results that matters rather than the sum. Subtract the lower score from the higher and compare it with the **Table 4. Competitive couple result**. Remember that subtracting a negative number is like adding a positive, so if the results are for example 4 and -1, the Love Rivalry Score is 5.

Love Rivalry Score	Description of the winner	Description of the loser
0	You've met your match, there's no winners or losers here.	
1 to 3	Your skill is marginally better.	A hardly noticeable shortcoming.
4 to 6	You're a bit better at sex than your partner.	You're a little worse at sex than your partner.
7 to 9	Your sexual prowess is superior.	Your sexual prowess is inferior.
10 to 14	You've won at sex.	You've lost at sex.
15 to 19	You've dominated your partner.	You've been dominated.
20 to 29	A stunning show of sexual skill.	A dreadful, despondent defeat.
30 and more	Congratulations. You've won sex. There has been no equal to you and there never will be.	You got utterly conquered with no hope of ever truly recovering. There will be no coming back from this.

Table 4. Competitive couple result

Fateful Nights

This subsection is about a mechanic with consequences that affect non-sex stuff and should be consulted with your Referee before the dice are rolled.

Your character doesn't just want to make love, they have great plans for that relationship, they want to impress their partner, they yearn for some true romance, or they just had such great sex that they need to make sure everybody knows it. Or they screwed their partner to the point of them walking funny for the next day or not being able to stand up at all. If you want all of that to be reflected with rules, then Fateful Nights are a mechanic just for you!

The result of a Fateful Night is not just fluff, but a COOL stat modifier that affects the rest of the session. Great lovemaking is rewarded with a bonus, while terrible lovers get hit with a penalty. The severity and the duration depend on how well the couple spent the night together.

Couple Performance	COOL Modifier	Duration
less than 0	-2	A week.
0 to 9	-1	Three days.
10 to 19	+0	N/A
20 to 29	+1	Three days.
30 to 39	+1	A week.
40 to 49	+2	A week.
50 to 59	+2	Two weeks.
60 and more	+3	Two weeks.

Table 5. Fateful Night COOL modifiers

In addition to that, couples can **Match** if the individual rolls of the lovers are very close. Matching provides a bonus regardless of overall Couple Performance. After all, if they're both terrible at sex, aren't they made for each other? As the *Cyberpunk: Edgerunners* anime has taught us, true love can even bring someone back from the edge for cyberpsychosis, therefore **if a couple Matches, each lover regains some Humanity**. The exact amount depends on the difference between the lovers' rolls and is rolled individually for each character.

Difference	Regained Humanity
0	3d6
1 to 3	2d6
4 to 6	1d6
7 to 10	1d3 (1d6/2 rounded up)
11 and more	None.

Table 6. Fateful Night Humanity bonus

To have a Fateful Night a PC must take a whole day off to make the necessary preparations like buying scented candles, booking a table at an expensive restaurant, getting some new experimental lube, or killing the jealous ex threatening to disrupt the love story. This counts as Taking Extra Time (**Corebook pg. 130**) and therefore grants a +1 bonus to the sex skill check, but that day can't be spent on healing, hustling, attending therapy, salvaging, or upgrading, repairing or fabricating items. Only one Fateful Night per month can be prepared this way.

If the couple consists of two PCs, it can be prepared by one of them or both. The Fateful Night will happen either way, but only the PC that took the day off will receive the +1 bonus. If the couple consists of a PC and an important NPC, it must be prepared by the PC.

Fateful Night for contested checks

Fateful Nights can also be used for contested checks to assert one's dominance even further with mechanically important bonuses and penalties. These last the number of days equal to Love Rivalry score. However, couples who spent a Fateful Night on competing against each other cannot Match and therefore won't regain Humanity even if the Lover Rivalry Score is 0.

Love Rivalry Score	Winner's Bonus	Loser's Penalty
0	None.	
1 to 9	+1 COOL	-1 COOL
10 to 19	+1 COOL +1 to each Action against the loser (including sex skill checks)	-1 COOL -1 to each Action against the loser (including sex skill checks)
20 to 29	+2 COOL +1 to each Action against the loser (including sex skill checks)	-2 COOL -1 to each Action against the loser (including sex skill checks)
30 and more	+2 COOL +2 to each Action against the loser (including sex skill checks)	-2 COOL -2 to each Action against the loser (including sex skill checks)

Table 7. Fateful Night contested check consequences

In addition to those bonuses, if Love Rivalry score is greater than the loser's Endurance skill base, that character is **fatigued** for the number of days equal to the difference. A fatigued character has a -2 penalty applied to **all** rolls (**Corebook pg. 377**).

For example, if John's Endurance base is 8 and he rolled 13 while Betty rolled 25 on her Athletics check. The Lover Rivalry score is 12 which is higher than John's base Endurance and he'll be fatigued for 4 days.

Contested Fateful Nights also are a limited to one per month, but an exceptionally good roll can allow a preparation for another Fateful Night while the bonuses from the previous one still apply. In such case the modifiers are applied to the sex skill checks but are overwritten by the consequences of the new roll as soon as the result is known. That is to say, they do not stack with each other, only the newest bonus or penalty applies.

You may ask "What about threesomes? Or foursomes?" Read about them in the next section.

Advanced Rules: Coitus Complications

Challenging Sex

Inviting a third person to the bed may be fun and exciting but also poses a bit of a logistics problem if you want everybody to have a good time. Threesomes are therefore an example of Challenging Sex, a situation where a penalty to the sex skill check is applied unless someone Remedies the issue, most often by passing a complementary skill check or having specific piece of cyberware installed.

- If a character participates in Mildly Challenging sex, they receive a -1 penalty to any sexual skill check unless the issue is remedied.
- If a character participates in Challenging sex, they receive a -2 penalty to any sexual skill check unless the issue is remedied.
- If a character participates in Extremely Challenging sex, they receive a -4 penalty to any sexual skill check unless the issue is remedied.
- If more than one issue happens, only the harshest penalty is applied, but each one needs its own appropriate means to be remedied.
- If a remedy depends on a skill check, only a PC can attempt it.

The list of challenges can be seen in the **Table 8. Sexual challenges** below. Your Referee can add some other issues and remedies that make sense in the context.

Issue	Challenge level	When it's applied	Remedy
Third wheel	Mild	During a threesome.	Beat a DV 9 Tactics check. Only one character needs to beat it to negate the penalty for all three.
Stink	Mild	During sex in an environment with a foul odour or full of filth.	Beat a DV 9 Resist Torture/Drugs or Concentration check; or have Nasal Filters installed.
Drunk	Mild	When the character is inebriated.	Beat a DV 9 Resist Torture/Drugs check; or have Toxin Binders installed.
Sneaky	Mild	When the characters try to hide that they have sex.	All participants must beat a DV 9 Stealth check.
Unsafe sex	Mild	During a casual sex without protection; or when a couple that can have children but doesn't want to have sex without contraceptives.	Beat a DV 9 Gamble check; or fail a DV 9 Education check.
Foreigners	Mild	When the characters don't understand each other's language.	Beat a DV 9 Human Perception check.
Distraction	Mild	When an external factor keeps attention of the character.	Beat a DV 9 Concentration check.
Dog in the manger	Challenging	When someone tries to prevent or stop the intercourse.	Win a Facedown (Corebook pg. 194) against the interloper.
Orgy	Challenging	During sex with four or more people in total.	Beat a DV 13 Tactics check. The penalty is negated only for those who succeed.
Lack of lube	Challenging	During penetrative anal sex.	Use a lubricant like for example SovOil Personal Lubricant (10 €\$).
Pain	Challenging	When the character assumes the masochistic role during an S/M play; or when the character gets hurt during the encounter.	Beat a DV 13 Resist Torture/Drugs check; or have a Pain Editor chipped in.
Wilderness	Challenging	During sex in an open wilderness.	Beat a DV 13 Wilderness Survival check; or use Camping Equipment.
Car sex	Challenging	During a sex in a vehicle without Housing Capacity upgrade.	Beat a DV 13 Contortionist check.
Drugs	Challenging	When the character is addicted and affected by a drug's secondary effect.	Beat a DV 13 Resist Torture/Drugs; or have Toxin Binders installed.
Seasick	Challenging	When the character is on a ship and not accustomed to it. Only Mildly Challenging for Nomads other than Sea Nomads.	Beat a DV 13 Concentration check; or be a Sea Nomad.

Calamity	Extreme	When the character has sex during a natural disaster.	Beat a DV 17 Wilderness Survival check.
Under fire	Extreme	When someone poses a direct threat to the character's life.	Beat a DV 17 Concentration check.
Horseback	Extreme	When the characters have sex while riding an animal.	Beat a DV 17 Riding check.
Serious Wounds	Extreme	When the character has Serious Wounds status.	Beat a DV 17 Endurance or Concentration check.

Table 8. Sexual challenges

Ménage à trois or more

Sex in a threesome is Mildly Challenging, each sexual skill check made in a threesome is made with a negative -1 modifier. Orgy here is defined as four or more people having sex. Sex during an orgy is Challenging (see the **Table 8. Sexual challenges table**) and each sexual skill check made during an orgy is made with a negative -2 modifier.

In a threesome, all three characters roll their appropriate sex skill check, and pick the highest and the lowest result, ignoring the middle one. Those two are either added together then compared to the **Table 3. Cordial couple result**, or subtracted from each other and compared to the **Table 4. Competitive couple result**. In the former case the description applies to all participants while in the latter — only to the character who scored the highest and the character who scored the lowest.

Fateful Night mechanics can be applied to threesomes. The consequences listed in the **Table 5. Fateful Night COOL modifiers** and the **Table 6. Fateful Night Humanity bonus** apply to all three participants despite ignoring a result of one. The consequences in the **Table 7. Fateful Night contested check consequences** apply only to participants with the highest and the lowest score. Usually that means one lover won't get any bonus or penalty, but in case there's a tie, the appropriate consequence applies to two people. If all three got the same result... then the contested check does nothing anyway.

Fateful Night mechanics don't apply to orgies. Each participant makes just one sex skill check according to the **Table 1. MX encounters** and **Table 2. FX encounters**. However, if you divide the participants into two "teams" and then compare the totals, you can apply the consequences in the **Table 7.** to everyone in the winning and losing teams.

Advanced Rules: Other Skills

Don't forget to use Complementary Skill Checks! Before you roll your appropriate sexual skill check, you can first make a check for a related skill. If you beat DV 15, add a +1 to the Endurance/Concentration/Athletics/Acting check. You can also swap one of the four Skills mentioned at the beginning with others if you feel they're a better fit.

Here's a list of some skills that can be interpreted in a lewd way: Conceal/Reveal Object (INT), Dance (DEX), Riding (REF) Tactics (INT), Language (INT), Brawling (DEX), Martial Arts (DEX), Melee Weapon (DEX), Heavy Weapons (REF), Conversation (EMP), Human Perception (EMP), Persuasion (COOL), Personal Grooming (COOL), Wardrobe & Style (COOL), Basic Tech (TECH), Cybertech (TECH), First Aid (TECH), Paint/Draw/Sculpt (TECH), Pickpocket (TECH).

You may ask "But what about the chrome? I'm here for some freaky sex chrome!" If you just want to use cyberware from official R. Talsorian content in new sexy ways, go to the Advanced Rules: Sex & Drugs & Rock & Chrome section. If you want to see something new, go to the Homebrew: Sexware section.

Advanced Rules: Sex & Drugs & Rock & Chrome

Sex Enhancing Cyberware

What's a Cyberpunk homebrew without some cyberware rules. The table below shows the list of cyberware from Cyberpunk RED Corebook and various that affect sex skill checks. The exact rules of the listed chrome can be found on the pages given in the Data source column.

Any bonuses or penalties listed as "**Additional effects**" apply only when they are related to sexual activities. You may notice it's very easy to improve Acting skill checks compared to other skills, that's intentional to help make femme fatale characters. If a description mentions negating a penalty, it means one of the problems listed in the **Table 8. Sexual challenges table**. Some of the cyberware has a different effect when used during a cordial encounter as opposed to competitive one.

Name	Install	Data source, type	Additional effects	Cost in €\$	Humanity Loss
Biomonitor	Mall	Fashionware. Corebook pg. 358	Unless turned off, -1 to Acting (COOL) checks.	100 (Premium)	0 (N/A)
Shift Tacts	Mall	Fashionware. Corebook pg. 358	Unless turned off, -1 to Acting (COOL) checks.	100 (Premium)	0 (N/A)
Kill Display	Mall	Fashionware. Must Have Cyberware Deals pg. 3.	Can be tweaked to show the number of sexual partners instead of victims. Competitive: From -1 to +1 to any sex skill checks, depending on what impresses the partner.	100 (Premium)	0 (N/A)
Mood Eye	Mall	Fashionware. Must Have Cyberware Deals pg. 3.	Unless turned off, -1 to Acting (COOL) checks	100 (Premium)	0 (N/A)
Kerenzikov	Clinic	Neuralware. Speedware. Corebook pg. 358	-1 to Endurance (WILL) checks or Concentration (WILL) checks.	500 (Expensive)	14 (4d6)
Sandevistan	Clinic	Neuralware. Speedware. Corebook pg. 358	When activated -2 to Endurance (WILL) or Concentration (WILL) checks.	500 (Expensive)	7 (7d6)
Pain Editor	N/A	Chipware. Corebook pg. 360.	Negates the pain penalty.	1000 (Very Expensive)	14 (4d6)
Skill Chip	N/A	Chipware. Corebook pg. 360.	Depends on the Skill.	500 (Expensive)	7 (2d6)
Tactile Boost	N/A	Chipware. Corebook pg. 360.	Cordial: +1 Couple Performance. Competitive: +1 to Acting (COOL) checks, -1 to Endurance (WILL) or Concentration (WILL) checks.	100 (Premium)	7 (2d6)
Poser Chip	N/A	Chipware. Twelve Days of Cybermas pg. 4.	+1 Acting (COOL) checks if the partner is attracted to the person the Poser's mimicking.	500 (Expensive); Or 1000 (Very Expensive)	14 (4d6)

Olfactory Boost	N/A	Chipware. Corebook pg. 359.	Increases the penalty of a stinky environment from Mildly Challenging (-1) to Challenging (-2).	100 (Premium)	7 (2d6)
Colour Shift	Mall	Cyberoptics. Corebook pg. 360.	+1 to Acting (COOL) checks.	100 (Premium)	2 (1d6/2 round up)
Voice Stress Analyser	Mall	Cyberaudio. Corebook pg. 362.	+1 to Acting (COOL) checks.	100 (Premium)	3 (1d6)
AudioVox	Clinic	Internal cyberware. Corebook pg. 362.	+1 to Acting (COOL) checks. (Doesn't stack with the +2 bonus to Acting while singing.)	500 (Expensive)	3 (1d6)
Grafted Muscle and Bone Lace	Hospital	Internal cyberware. Corebook pg. 363.	Cordial: +1 Couple Performance. Competitive: +1 to Athletics (DEX) checks for each installation.	1000 (Very Expensive)	14 (4d6)
Midnight Lady™	Clinic	Internal cyberware. <i>Be a Venus, be the fire, be desire.</i> Corebook pg. 363.	+3 to Athletics (DEX) and to Acting (COOL) checks. +2 to Concentration (WILL) checks.	100 (Premium)	7 (2d6)
Mr. Studd™	Clinic	Internal cyberware. <i>All night, every night, and they'll never know.</i> Corebook pg. 363.	+4 to Endurance (WILL) checks.	100 (Premium)	7 (2d6)
Nasal Filters	Clinic	Internal cyberware. Corebook pg. 363.	Negates the penalty of a stinky environment.	100 (Premium)	2 (1d6/2 round up)
Toxin Binders	Clinic	Internal cyberware. Corebook pg. 363.	Negates the penalty of being intoxicated or drugged.	100 (Premium)	2 (1d6/2 round up)
Contraceptive Implant	Mall	Internal cyberware. Corebook pg. 362.	+1 to Concentration (WILL) checks.	10 (Cheap)	0 N/A
NeuTongue	Hospital	Internal cyberware. Must Have Cyberware Deals pg. 3.	+1 to Acting (COOL) checks.	100 (Premium)	7 (2d6)
Skin Weave (body), Sycust Fleshweave (body)	Hospital	External cyberware. Corebook pg. 364., Twelve Days of Cybermas pg. 5.	Lowers the penalty of pain from Challenging (-2) to Mildly Challenging (-1).	500 (Expensive)	7 (2d6)
Subdermal Armour (body)	Hospital	External cyberware. Corebook pg. 364.	Lowers the penalty of pain from Challenging (-2) to Mildly Challenging (-1). Lowers the penalty from being under fire from Extremely Challenging (-4) to Challenging (-2).	1000 (Very Expensive)	14 (4d6)
External Vidscreen	Hospital	External cyberware. Must Have Cyberware Deals pg. 3.	Cordial: If the presented video or photo sets the mood, +1 to Couple Performance.	100 (Premium)	7 (2d6)

Extra-Jointed Cyberlimb Upgrade	Clinic	Cyberlimb option. Black Chrome pg. 18.	+1 to Athletics (DEX) checks for each installation	500 (Expensive)	3 (1d6)
Sponsored Covering	Mall	Cyberlimb option. Must Have Cyberware deals pg. 4.	-1 to Acting (COOL) checks.	50 (Costly)	0 N/A
Scratchers	Mall	Cyberarm option.	Competitive: Lower the partner's check by 1.	100 (Premium)	2 (1d6/2 round up)
Cyberpillow	Clinic	Cyberarm option. Must Have Cyberware Deals pg. 2.	+1 to Concentration (WILL) checks. Lowers the fatigue penalty during sex from -2 to -1.	100 (Premium)	0 N/A
Tool Hand	Clinic	Cyberarm option. Corebook pg. 366.	Negates the penalty of lack of lubricant.	100 (Premium)	3 (1d6)
Holo Projector Palm	Clinic	Cyberarm option. Must Have Cyberware Deals pg. 3.	Cordial: If the presented hologram sets the mood, +1 to Couple Performance.	100 (Premium)	2 (1d6/2 round up)
Σ (Sigma)	Hospital	Borgware. Linear frame. Corebook pg. 367.	+1 to Endurance (WILL) or Athletics (DEX) checks. -1 to Acting (COOL) checks.	1000 (Very Expensive)	14 (4d6)
β (Beta)	Hospital	Borgware. Linear frame. Corebook pg. 367.	+2 to Endurance (WILL) or Athletics (DEX) checks. -2 to Acting (COOL) checks.	5000 (Luxury)	14 (4d6)
Fūma Kotarō, LF-001 SWAT, Vermillion	Hospital	Borgware. Linear frame. Black Chrome pg. 52-53.	+1 to Endurance (WILL) or Athletics (DEX) checks.	5000 (Luxury)	14 (4d6)

Table 9. Sex enhancing chrome table

You may ask “But what about sex drugs?” Read the following rules then.

Sex Enhancing Drugs and Gear

If a character is addicted to a drug and aren't currently affected by the drug's primary effect, they take a -2 penalty (see **Table 6. Sexual challenges table**). Primary effects of some drugs may affect character's sexual performance; bonuses and penalties from the same drug don't stack.

Name	Data source	Primary effect duration	Additional primary effects	Secondary effect DV	Cost in €\$
Black Lace	Corebook pg. 357.	24 hours.	+1 to Endurance (WILL) checks.	17	50 (Costly)
Blue Glass	Corebook pg. 357.	4 hours.	-1 to any sex skill checks.	15	20 (Everyday)
Boost	Corebook pg. 357.	24 hours.	Competitive: +1 to Acting (COOL) checks.	17	50 (Costly)
Smash	Corebook pg. 357.	4 hours.	+1 to any sex skill checks that the partner makes.	15	10 (Cheap)
Synthcoke	Corebook pg. 357.	4 hours.	-1 to Endurance (WILL) and Concentration (WILL) checks.	15	20 (Everyday)
Piranha Smash	Black Chrome+ pg. 5.	4 hours.	+1 to any sex skill checks that the partner makes.	9	10 (Cheap)

Berserker	Hornet's Pharmacy pg. 2.	10 minutes.	+1 to Endurance (WILL) checks. The Endurance bonus can stack with itself up to +3 if the user takes an additional dose <i>right after</i> the primary effect duration expires. +2 to Athletics (DEX) checks.	17	100 (Premium)
Prime Time	Hornet's Pharmacy pg. 3.	4 hours.	None, but drug increases COOL and WILL by 2 points with its primary effect.	17	50 (Costly)
Time Warp	Hornet's Pharmacy pg. 3.	1 minute.	-1 to Endurance (WILL) and Concentration (WILL) checks.	17	100 (Premium)
Emerald City	Jumpstart Kit Conversion Guide pg. 4.	8 hours.	+1 to Endurance (WILL) checks. -1 to Acting (COOL) checks.	15	100 (Premium)

Table 10. Street drugs table

You may protest: "Hey, that's not Viagra!" True, I left the stuff that didn't appear in the Corebook and the splatbooks for the last section featuring homebrewed items.

Homebrew: Domestic Gear

Here is the list of various sex related equipment one can purchase in Night City. As they don't appear in any official content by R. Talsorian games, they get their own section. The items here are grouped into few categories, some of which have shared rules: **Sex drugs, Safe sex, Sex toys, Heavy Sexquipment, Miscellaneous.**

Sex drugs

Sex drugs work similarly to street drugs, the user will be affected by the primary effect immediately after taking a dose for a set duration. When the primary effect expires, the user rolls WILL + Resist Torture/Drugs + 1d10 against the DV of the sex drug's Secondary Effect; if they succeed, they suffer no consequences. Taking multiple doses of a drug extends the primary effect of a drug by its full duration but doesn't stack its modifiers.

► VIAGRA

Cost: 5 €\$ (Dirt Cheap) per pill.

Availability: Bodegas.

Sildenafil, sometimes known by other brand names. Basic drug used to prevent erectile disfunctions.

Primary effect:

Lasts 8 hours.

+2 to Endurance (WILL) checks.

Secondary effect (DV 13):

-1 to Endurance (WILL) checks unless the user is experiencing the primary effect. This effect lasts a week.

► CATTLE VIAGRA

Cost: 500 €\$ (Expensive) per pill.

Availability: Night Market.

Erection drug used to force male farm animals to inseminate females. Not for human consumption.

Primary effect:

User takes 2d6 Humanity Loss upon taking a dose.

Lasts 4 hours.

+5 to Endurance (WILL) checks.

Secondary effect (DV 24):

The user is dealt 2d6 damage directly to their HP right after the primary effect expires.

Every 6 hours after that the user is dealt an additional 1d6 damage directly to their HP again. This effect lasts until the user is hospitalised.

-3 to Endurance (WILL) checks unless the user is experiencing the primary effect. This effect lasts until the user is hospitalised.

► POPPERS

Cost: 10 €\$ (Cheap) per bottle.

Availability: Vendits, bodegas.

Smooth muscle relaxant used primarily to facilitate anal sex. Also gives a feeling of a hot rush. One “sniff” only lasts for a few minutes, so unless it’s a “quickie”, a whole bottle is used per encounter.

Primary effect:

Lasts 3 minutes.

+1 to Concentration (WILL) checks.

+1 Couple Performance (independent of the Concentration bonus).

Secondary effect (DV 13):

If the user drinks alcohol or Smash, they fall unconscious for half an hour. This effect lasts 4 hours.

► APHRODISIAC

Cost: 10 €\$ (Cheap) per pill.

Availability: Vendits, bodegas.

Basic libido enhancing drug. Works mostly because of placebo effect.

Primary effect:

Lasts 4 hours.

+1 Couple Performance.

Secondary effect (DV 9):

-1 to Endurance (WILL) and Concentration (WILL) checks. This effect lasts 4 hours.

► SEXTASY

Cost: 20 €\$ (Everyday) per pill.

Availability: Vendits, bodegas in Moderate and Combat Zones; friendly Fixers.

A combination of sildenafil and MDMA allowing the user to experience Extasy’s highs while not suffering erectile problems caused by it.

Primary effect:

Lasts 4 hours.

+1 to any sex skill check.

+1 to Human Perception.

Secondary effect (DV 15):

If the user isn’t addicted to Sextasy, they are now. While addicted they get -1 to Human Perception. This effect lasts until an addiction therapy is conducted in a hospital or by a Medtech.

Being addicted and not under the primary effect of the drug counts as Challenging Sex and incurs -2 penalty to any skill check.

► RAINBOW GLASS

Cost: 50 €\$ (Costly) per pill.

Availability: Vendits, bodegas in Moderate and Combat zones; friendly Fixers.

Released during 2037 Pride Month as a marketing gimmick, this enhanced, and garishly coloured variant of Blue Glass lets the user retain control when aroused and quickly spread to all demographics.

Primary effect:

Lasts 4 hours.

+2 to any sex skill check.

For the duration of the primary effect, the user is “flashing out” seeing colourful vibrant hallucinations that enhance sexual experience but preclude the user from doing anything else. The user cannot make any Action unless it’s a sex activity.

Secondary effect (DV 15):

If the user wasn’t addicted to Blue Glass or Rainbow Glass, they are now. Taking a dose of either stops the secondary effect of either. Being addicted and not under the primary effect of the drug counts as Challenging Sex and incurs -2 penalty to any skill check.

While addicted the user is “flashing out” seeing burst of technicolour swirls every once an hour at time of the Referee’s choice. When the user “flashes out” they lose the ability to do an Action that’s not related to sex, Actions related to sex are done as usual.

The secondary effect lasts until an addiction therapy is conducted in a hospital or by a Medtech.

Safe sex

This section is about methods and items preventing spread of STDs or unwanted pregnancy. Sex without protection is treated as Mildly Challenging incurring a -1 penalty (see **Table 8. Sexual challenges**). If a male character rolls an Endurance (WILL) check which results in the number of “rounds” higher than the number of available condoms, a -1 penalty is applied to Couple Performance instead of that character’s Endurance.

Only one type of condom can be used per encounter. On a Critical Failure condoms break; they still provide bonuses to sex skill checks but no longer prevent STDs and pregnancy. Ask your Referee what’ll happen.

► CONDOM

Cost: 5 €\$ (Dirt cheap) per a pack of five.

Availability: Vendits, bodegas, friends, neighbours, suspicious bushes. Practically everywhere except extreme wilderness.

Basic latex contraceptive item mounted on a penis. The layer of plastic slightly decreases sensitivity. Single-use, sold in packs, available in many artificial flavours, some even glow in the dark.

+1 to Endurance (WILL) checks.

► NUMBING CONDOM

Cost: 5 €\$ (Dirt cheap) per one, or 20 €\$ (Everyday) per a pack of five.

Availability: Vendits, bodegas.

Latex contraceptive item mounted on a penis and covered with a numbing gel on the inside. Substantially decreases sensitivity making it possible to last even longer. Single-use item, sold

separately or in packs, available in many artificial flavours.
+2 to Endurance (WILL) checks.

► RIBBED CONDOM

Cost: 10 €\$ (Cheap) per a pack of five.
Availability: Vendits, bodegas.

Latex contraceptive item mounted on a penis with the ribbed outer layer enhancing experience of the penetrated one while slightly decreasing the sensitivity of the penetrating one. Single-use item, sold separately or in packs, available in few artificial flavours.

+1 to Endurance (WILL) checks.

Cordial: +1 Couple Performance (independent of the Endurance bonus).

Competitive: -1 to partner's Endurance (WILL) and Concentration (WILL) checks.

► INTERNAL CONDOM

Cost: 5 €\$ (Dirt cheap) per a pack of five.
Availability: Vendits, bodegas.

Also called "female condom". A latex barrier that is put inside vagina or anus. Doesn't decrease sensitivity of the penetrating penis. Single-use, sold in packs, no artificial flavour variations available.

+1 to Concentration (WILL) and Acting (COOL) checks.

Competitive: -1 to partner's Endurance (WILL) checks.

► DENTAL DAM CONDOM

Cost: 5 €\$ (Dirt cheap) per a pack of ten.
Availability: Some bodegas, female prisons.

Also called an "internal condom" this latex sheet forms a barrier allowing for a safe cunnilingus and anilingus. Since they are a poor choice for penetrative sex, they are quite rare outside of prison complexes for women. Single-use, sold in packs, available either without any added flavour, or with an unappetising artificial strawberry.

+1 to Concentration (WILL) and Acting (COOL) checks.

Sex Toys

Sex toys may be a contentious issue, they can set up a proper mood, but they can also ruin. During Cordial sex they provide bonuses to Couple Performance only if all participants agreed on using them, otherwise they give a penalty of equal magnitude as the supposed bonus. However, this doesn't apply during Competitive sex, when they always have the listed effects. Although one cannot be forced to use sex toys and can always call the night off, that counts as losing that encounter with Love Rivalry Score set to 10.

Unless specified otherwise, using the same kind of sex toy doesn't do anything.

► DILDO

Cost: 10 €\$ (Cheap).
Availability: Vendits, bodegas.

Basic fake penis made from plastic with no fancy add-ons or functions.

Cordial: +1 Couple Performance.

Competitive: -1 to partner's Endurance (WILL), Concentration (WILL), or Acting (SKILL) checks.

► VIBRATOR

Cost: 20 €\$ (Everyday).

Availability: Vendits, bodegas.

A long electronic device with built-in vibration mode. Can, but doesn't have to, resemble a penis.

If the user rolls a Critical Failure, they are dealt 1d6 damage directly to their HP and the item is destroyed.

Cordial: +2 Couple Performance.

Competitive: -2 to partner's Endurance (WILL), Concentration (WILL), or Acting (SKILL) checks.

► EXCELLENT QUALITY VIBRATOR

Cost: 100 €\$ (Premium).

Availability: Bodegas, Night Markets.

Ergonomically designed, versatile toy with plenty of protrusions and vibration settings able to please anybody. Can, but doesn't have to, resemble a penis.

If the user rolls a Critical Failure, the item is destroyed.

Cordial: +3 Couple Performance.

Competitive: -2 to partner's Endurance (WILL), Concentration (WILL), or Acting (SKILL) checks. -1 to partner's Athletics (DEX).

► BUTTPLUG

Cost: 10 €\$ (Cheap).

Availability: Vendits, bodegas.

Basic anal plug.

If the user rolls a Critical Failure the item is stuck until taken out by beating a DV13 Paramedic or First Aid check or by going to a professional. While the item is stuck, it gives -2 MOVE penalty.

Cordial: +1 Couple Performance.

Competitive: -1 to partner's Endurance (WILL) and Concentration (WILL) checks.

► PROSTATE MASSAGER

Cost: 50 €\$ (Costly).

Availability: Bodegas.

An anal toy specifically designed to stimulate prostate and caressing the perineum erogenous zone. Doesn't work well on people lacking the organ.

Cordial: +1 Couple Performance.

Competitive: -3 to partner's Endurance (WILL) checks, -1 to Concentration (WILL) or Acting (SKILL) checks.

► ANAL BEADS

Cost: 20 €\$ (Everyday).

Availability: Vendits, bodegas.

A set of plastic balls connected with a string to put into a vagina or anus and then take out either slowly or very fast.

If the user rolls a Critical Failure, they get -2 MOVE penalty until the end of the next day.

Cordial: +1 Couple Performance.

Competitive: -1 to partner's Endurance (WILL) checks, -1 to Concentration (WILL) or Acting (SKILL) checks.

► COCK RING

Cost: 10 €\$ (Cheap).

Availability: Vendits, bodegas.

Simple plastic ring keeping the blood in the penis making it hard for longer. Reckless use may cause problems with blood circulation in the future.

If the user rolls a Critical Failure, the item is destroyed beyond repair and the user is dealt 1d6 damage directly to their HP. Until that damage heals, they suffer -1 WILL penalty.

+1 to Endurance (WILL) checks.

► FLESHLIGHT

Cost: 20 €\$ (Everyday).

Availability: Vendits, bodegas.

Masturbation toy in a shape of a tube with an inner sleeve resembling a vagina, mouth, or anus.

If the user rolls a Critical Failure, the item is destroyed beyond repair.

Cordial: +1 Couple Performance.

Competitive: -1 to partner's Endurance (WILL) checks.

If no cleaned after each use, the filth inside starts affecting the participants with the stinky environment penalty (-1).

► EXCELLENT QUALITY FLESHLIGHT

Cost: 50 €\$ (Costly).

Availability: Bodegas, friendly Fixers.

A well-made masturbation toy in a shape of a tube with the inside texture specifically designed to provide the maximum pleasure to any penis.

If the user rolls a Critical Failure, the item is destroyed.

Cordial: +2 Couple Performance.

Competitive: -2 to partner's Endurance (WILL) checks.

If no cleaned after each use, the filth inside starts affecting the participants with the stinky environment penalty (-1).

► LIGHT BDSM EQUIPMENT

Cost: From 20 €\$ (Everyday) to 100 €\$ (Premium)

Availability: Bodegas, friendly Fixers.

Rope, handcuffs, gags, blindfolds, whips, wax candles, clothespins, etc.

A BDSM session without necessary equipment accrues the "Don't have right tools or parts" -2 penalty (Corebook pg. 377).

Heavy Sexequipment

► HEAVY BDSM EQUIPMENT & FURNITURE

Cost: From 500 €\$ (Expensive) to 5000 €\$ (Luxury).

Availability: Night Markets.

A-frames, sex swings, X-crosses, stocks, massage tables, etc. Anything that you can't bring home in a shopping bag.

A BDSM session without necessary equipment accrues the "Don't have right tools or parts" -2 penalty (Corebook pg. 377).

Cordial: +1 Couple Performance.

Competitive: -2 to partner's Athletics (DEX) checks and Acting (COOL) checks, -1 to partner's Endurance (WILL) and Concentration (WILL) checks.

► BUTT BURGLAR™ FUCKMACHINE

Cost: 500 €\$ (Expensive).

Availability: Night Markets.

A restless motor machine allowing unceasing back-and-forth motion of a shaft ended with a dildo. Available in cord and cordless variation, a replaceable 20 €\$ battery lasts for 4 hours. The dildo may be swapped for an Excellent Quality Vibrator to double the Couple Performance bonus.

If the person operating Butt Burglar™ rolls a Critical Failure, the person it's used on is dealt 3d6 damage directly to their HP and gets -4 MOVE penalty until that damage heals.

Cordial: +2 Couple Performance.

Competitive: -4 to any of partner's sex skill checks.

Miscellaneous

► EDIBLE LUBRICANT

Cost: 5 €\$ (Dirt cheap) per bottle.

Availability: Vendits, bodegas.

Body lubricant available in many flavours. One bottle lasts for ten uses.

Negates the penalty for lack of lube. If used by a couple during a Fateful Night, Matching provides additional 1d3 (1d6/2 rounded up) Humanity; this effect doesn't stack.

► AUGMENTED REALITY APP

Cost: 20 €\$ (Everyday) for Chyron version, 50 €\$ (Costly) for Virtuality version.

Availability: Ziggurat via CitiNET.

Don't let the reality prevent you from having a good time! With UR's AR you can finally fulfil all your fantasies. Your partner's face is not to your liking? Not enough candles and rose petals to set the mood? Want a beach view from your window instead of the filthy neighbouring megastructure residential? Change it all with just a thought!

Needs Chyron (**Corebook pg. 360**) or Virtuality cyberware (**Corebook pg. 361**) to work. The Virtuality version has more functions and better visual effects but is more expensive. There's a 2-for-1 special offer for couples on each Valentine's Day.

App. The bonuses are doubled when using the Virtuality version.

Cordial: +1 Couple Performance.

Competitive: +1 to Concentration (WILL) and Acting (COOL) checks.

Homebrew: Specialised Sexware

Cybergenitalia

► POOR QUALITY MR STUDD™

Cost: 50 €\$ (Costly); 3 (1d6) HL

Installation: Clinic.

Internal cyberware. Cybernetically enhanced genitalia procured from shady sources. There's no guarantee the colouration will match the skin colour of the user.

+2 to Endurance (WILL) checks.

If the user rolls a Critical Failure, the implant is disabled until fixed at a Clinic or a Hospital. The repair costs the same as the installation.

► NEO-SOVIET KASANOVA™

Cost: 50 €\$ (Costly); 7 (2d6) HL

Installation: Clinic.

Internal cyberware. Oversized and powerful cyberpenis imported "from Moscow with love". Unlike Mr Studd™ line of cyberware it's obviously not natural origin is visible to the naked eye; most of the models don't even try to pretend to be organic and instead include a big red star tattoo as a sign of brand quality. Available in various skin-like colours, chromed, gilded, porcelain, technicolour, and vantablack.

+3 to Endurance (WILL) checks.

Competitive: +1 to partner's Acting (COOL) check.

► EXCELLENT QUALITY MR STUDD™

Cost: 500 €\$ (Expensive); 7 (2d6) HL

Installation: Hospital.

Internal cyberware. State of the art cyberpenis integrated into user's neural system. The erections can be thought-controlled, going up or down as desired. Several layers of anti-viral and anti-bacterial material protect the user from 95% of known STDs; EMP shielding protects it from Microwavers.

When installed, the user may decide to change their default sex skill from Endurance (WILL) to either Concentration (WILL), Athletics (DEX) or Acting (COOL). That choice can be changed later after a 30 min recalibration which can be done by the user on their own if they've got Neural Link, by a professional in a Clinic or Hospital, or by a Medtech beating a DV 13 Cybertech check.

+5 to Endurance (WILL) checks.

+1 to Concentration (WILL) checks.

+2 to Athletics (DEX) checks.

+3 to Acting (COOL) checks.

Negates the penalty for unsafe sex for the user.

Cannot be rendered inoperable by EMP effects, like Microwaver pulses, or Non-Black ICE Program effects.

► MR STUDD™ MODEL: SCYLLA

Cost: 1000 €\$ (Expensive); 14 (4d6) HL

Installation: Hospital.

Borgware. Heavily modified, telescopically extending, tentacle-like cyberpenis with specialised glans penis that can convert into a prehensile grabber. Just like in your Japanese cartoons!

+4 to Endurance (WILL) checks.

Cordial: -4 Couple Performance if the partner is not into that stuff. Random people have a 10% chance to be excited and 10% of being ambivalent to it, the penalty is ignored in those cases. Roll a d10 to determine that.

Has one Option Slot for Cyberarm or Cyberlimb Options (**Corebook pg. 364**). At the Referee's discretion, a Character may use their Model: Scylla for a task other than otherworldly sex with a -4 penalty. Since it's Borgware, it ignores the 7 Option Slots limit for Internal Cyberware.

► CYPHIRE DONGLE

Cost: 100 €\$ (Premium); 7 (2d6) HL

Installation: Hospital.

Internal cyberware. Neuralware. Modified cyberpenis with the shaft containing concealed cables allowing user to jack into machinery or weapons; the cables are long enough to hide their origin on a fully clothed person. However, the presence of those in a heavily innervated erogenous zone makes the control difficult unless the Dongle is specifically fitted to the user.

+3 to Endurance (WILL) checks.

Can be used the same way as Interface Plugs, however the user suffers -2 penalty to any action done using the Dongle this way. This penalty can be lifted if the user goes through customised calibration which costs an additional 500 €\$ and takes 4 hours.

If the user is fully clothed, it takes a DV 17 Conceal/Reveal or Cybertech skill check to identify the plugs currently in use as Cyphire Dongle, DV 9 if the user is topless or bottomless.

When the cables are unused and hidden, it takes a DV 17 Cybertech skill check to tell the Dongle apart from a cyberpenis lacking the plugs.

Requires Neural Link and takes up a Neuralware Option Slot.

► CYPHIRE LOVE DART

Cost: 100 €\$ (Premium); 14 (4d6) HL

Installation: Hospital.

Internal cyberware. Modified cyberpenis with a concealed extendable blade inside. A failed product of Cyphire Cybernetics recalled from the shelves just a week after its release due to enormous public outrage. Don't let anyone know you've got this installed if you ever want to show your face in the polite society again. It's not prohibitively expensive if you know where to get it, but you won't obtain it through legal means.

+2 to Endurance (WILL) checks.

Can act as a Light Melee Weapon. A surprise attack counts as an Ambush (**Corebook pg. 399, FAQ DLC pg. 3**). It takes a DV 17 Cybertech skill check to tell apart Love Dart from an unarmed cyberpenis.

Despite being in the Premium price tier, it requires a Fixer with Operator rank 3 or higher to obtain.

► POOR QUALITY MIDNIGHT LADY™

Cost: 50 €\$ (Costly); 3 (1d6) HL

Installation: Clinic.

Internal cyberware. Cybernetically enhanced genitalia procured from shady sources. There's no guarantee the colouration will match the skin colour of the user.

+2 to Concentration (WILL), Athletics (DEX) and Acting (COOL) checks.

If the user rolls a Critical Failure, the implant is disabled until fixed at a Clinic or a Hospital. The repair costs the same as the installation.

► **NEO-SOVIET RUSALKA™**

Cost: 50 €\$ (Costly); 7 (2d6) HL

Installation: Clinic.

Internal cyberware. Durable and strong cybervagina imported “from Moscow with love”. Unlike Midnight Lady™ line of cyberware its cybernetic origin is obvious to anyone with basic understanding of how female genitalia look. Available in various skin-like colours, chromed, gilded, porcelain, technicolour, and vantablack.

+3 to Concentration (WILL) and Athletics (DEX) checks.

-1 to Acting (COOL) checks.

If the user rolls a Critical Failure, their partner either suffers 1d6 damage directly to their HP, or suffers Crushed Fingers Critical Injury (-4 to all Actions involving that hand) but does not take the Injury's Bonus Damage.

► **EXCELLENT QUALITY MIDNIGHT LADY™**

Cost: 500 €\$ (Expensive); 7 (2d6) HL

Installation: Hospital.

Internal cyberware. State of the art cybervagina integrated into user's neural system. The wetness and muscle tension can be thought-controlled, giving the total control to the user. Several layers of anti-viral and anti-bacterial material protect the user from 95% of known STDs; EMP shielding protects it from Microwavers.

+3 to Concentration (WILL) and Athletics (DEX) checks.

+4 to Acting (COOL) checks.

Negates the penalty for unsafe sex for the user.

Cannot be rendered inoperable by EMP effects, like Microwaver pulses, or Non-Black ICE Program effects.

Halves any damage taken during sex because of Critical Failures (round up).

► **MIDNIGHT LADY™ MODEL: CHARYBDIS**

Cost: 1000 €\$ (Very Expensive); 14 (4d6) HL

Installation: Hospital.

Borgware. Heavily modified, accordion folding cybervagina made with myomer muscles integrated with an internal body remodelling. Have you ever wondered how it'd feel to use all your dildoes at once? No? Well, now you can!

+4 to Concentration (WILL) and Athletics (DEX) checks.

+2 to Acting (COOL) checks.

Allows bonuses from multiples items of the same type to stack (for example four dildoes will now provide +4 Couple Performance). The limit is the user's bodyweight worth of sex toys or equipment.

*Can be used as Hidden Holster (**Corebook pg. 364**); items hidden this way cannot be rendered inoperable by EMP effects, like Microwaver pulses, or Non-Black ICE Program effects. Putting in and taking out items from it takes two Actions during combat.*

Unlike Mr Studd™ Model: Scylla it can be installed only once.

► CYPHIRE POCKET PUSSY

Cost: 100 €\$ (Premium); 7 (2d6) HL

Installation: Clinic.

External cyberware. A shallow cybervulva mounted in a location rather unusual for the organ, palm of the hand being the most popular choice. Concealed with a zip-like slider when not in use. “Quickies” have never been so convenient before!

+3 to *Athletics (DEX)* checks and *Acting (COOL)* checks.

+2 to *Concentration (WILL)*.

Negates the penalty for *Sneaky sex* and *Car sex* (see **Table 6. Sexual challenges table**).

It takes a DV 15 *Conceal/Reveal* skill check to spot the zipper and DV 15 *Cybertech* skill check to not mistake it for a *Subdermal Pocket* (**Corebook pg. 364**).

► CYPHIRE VAGINA DENTATA

Cost: 500 €\$ (Expensive); 14 (4d6) HL

Installation: Hospital.

Internal cyberware. A Freudian nightmare embodied in a cybernetic form. Initially developed in tandem together with *Love Dart*, the project was forcefully ended by a terrified male executive, never to reach the stores. Un/fortunately a shipment of the product was intercepted by *Nomads* from *Blood Nation*. Most of it is still in their hand, but a handful found their way to *Night City*.

+2 to *Athletics (DEX)* checks.

+1 to *Concentration (WILL)* and *Acting (COOL)* checks.

Can act as a *Heavy Melee Weapon*, but it's usually too unwieldy to use that way, unless as a surprise attack which counts as an *Ambush* (**Corebook pg. 399, FAQ DLC pg. 3**). If that attack would cause a *Critical Injury*, it cuts off a body part of the defender instead; the bonus 5 damage is still dealt.

It takes a DV 17 *Cybertech* skill check to tell apart *Vagina Dentata* from a typical cybervulva.

Requires a *Fixer* with *Operator* rank 5 or higher, or a friendly contact with *Blood Nation* to obtain.

► MX SHIFTY™

Cost: 500 €\$ (Expensive); 7 (2d6) HL

Installation: Hospital.

Internal Cyberware. Impossibly intricate with biomechanical origami-like design multipurpose genitalia that can transform into a penis, a vulva, or anything in-between. Requires integration with neural system to be thought-controlled. Just be careful with converting in the middle of the deed!

The user has 4 points to distribute as they choose among *Endurance (WILL)*, *Concentration (WILL)*, *Athletics (DEX)*, and *Acting (COOL)* except they can't allocate more than 3 to one skill.

If the user has *Neural Link* installed, the allocation can be changed after a 10-minute-long conversion process. Otherwise it must be done by a professional in a *Clinic* or *Hospital*, or a *Medtech* beating DV 13 *Cybertech* check.

The user can change their gonads from testes to ovaries and vice versa as well, but the hormonal conversion process takes a full week. In the meantime, their physical appearance and placement can be changed as desired.

Orifices

► FORT BUTTOX™

Cost: 100 €\$ (Premium); 7 (2d6) HL

Installation: Clinic.

Internal Cyberware. Reinforced, supernaturally elastic, self-lubricating anus and rectum lined with several anti-viral and anti-bacterial layers. Also prevents some unfortunate “surprises”. In some circles known as the “yaoi hole”.

+1 to Concentration (WILL) and Acting (COOL) checks.

Cordial: +1 Couple Performance (independently of skill bonuses).

Negates the penalty for the lack of lube or unsafe sex. Halves the damage taken because of Critical Failures (round up).

► ABYSSAL THROAT

Cost: 100 €\$ (Premium); 7 (2D6) HL

Installation: Clinic.

Internal Cyberware. Cybernetically modified throat area allowing the user to swallow anything and satisfy all kinds of sex organs. Prevents gag reflex or tearing and allows for stable breathing although the user can still pretend to choke at will.

Cordial: +2 Couple Performance.

Competitive: -1 to partner's Endurance (WILL) checks.

Can be used as Hidden Holster (**Corebook pg. 364**); items hidden this way cannot be rendered inoperable by EMP effects, like Microwaver pulses, or Non-Black ICE Program effects. Putting in and taking out items from it takes two Actions during combat.

Cyberfingers

► VIBE FINGER

Cost: 50 €\$ (Costly); 2 (1D6/2) HL

Installation: Clinic.

Cyberfinger. A cybernetic finger that can vibrate. For the folks who travel a lot but must pack light or for the ones wanting to do naughty things at places where you can bring your usual friend. It's small but can pack a punch!

Cordial: +1 Couple Performance.

Requires a Cyberhand.

Can be used for 2 hours of continuous vibrations after which it must recharge for 24 hours.

► ADVANCED VIBE FINGER

Cost: 100 €\$ (Premium); 3 (1D6) HL

Installation: Clinic.

Cyberfinger. A cybernetic finger that not only can vibrate, but can move, jerk, pulsate or jiggle in over sixteen patterns. The fingerprint area can convert into five differently textured surfaces and the whole finger can extend to twice its usual length.

Cordial: +2 Couple Performance.

Competitive: -1 to partner's Endurance (WILL) and Concentration (WILL) checks.

Requires a Modular Finger Cyberhand

Can be used for 4 hours of continuous vibrations after which it must recharge for 24 hours.

► INFLATABLE FINGER

Cost: 50 €\$ (Costly); 2 (1D6/2) HL

Installation: Clinic.

Cyberfinger. A cybernetic finger that can quadruple its size but lacks other functions.

Cordial: +1 Couple Performance.

Competitive: -1 to partner's Endurance (WILL), Concentration (WILL), or Acting (SKILL) checks.

Requires a Cyberhand.

► E-STIM FINGER

Cost: 100 €\$ (Premium); 3 (1D6) HL

Installation: Clinic.

Cyberfinger. A cybernetic finger that can send weak to mild electric shocks to skin. Not everyone is into that in which case, the finger ruins the mood. There are talks of illegal modifications that can transform the finger into a weapon which are firmly denied by Dynalar.

Cordial: +1 Couple Performance if the participants are into it.

If the participants aren't into it, the Challenging (-2) pain penalty is applied. Random people have a 10% chance to be excited and 10% of being ambivalent to it, in which case neither the bonus nor the penalty are applied. Roll a d10 to determine that.

Competitive: -1 to partner's Endurance (WILL) and Concentration (WILL) checks.

Requires a Modular Finger Cyberhand

Can be used for 2 hours of frequent shocking or 30 minutes of continuous applying of the current after which it must recharge for 24 hours.

Can be converted into a weapon by a Techie. If that happens, the item loses all sex related bonuses and instead is a concealed trap that can be fired off as an Action when it directly touches the skin of the target. When fired off, the finger is destroyed beyond repair, both the user and the target are electrocuted and immediately take 6d6 damage (rolled once by the user). This damage is dealt only once, it's soaked by armour as normal, can ablate armour, but cannot cause Critical Injuries. If damage dealt by this weapon would reduce a target or the user to under 1 HP, they are instead Unconscious at 1HP.

Other

► SUBDERMAL SENSITIVITY BOOSTERS

Cost: 100 €\$ (Premium); 2 (1d6/2) HL

Installation: Clinic.

External Cyberware. Special plates hidden under skin and integrated into the touch receptors increase the sensitivity up to tenfold to turn any patch of skin into an erogenous zone. Can be turned on and off manually or set automatically depending on the hormonal blood levels. Incompatible with Subdermal Armour, Skin Weave, Sycust Fleshweave, Subdermal Grip, or similar implants.

Cordial: +1 Couple Performance per installation.

Installing seven of these incurs -1 to Endurance (WILL) and Concentration (WILL) checks, but also additional +1 to Acting (COOL) checks.

► MERIDIAN FINDER

Cost: 100 €\$ (Premium); 3 (1d6) HL

Installation: N/A

Chipware. Originally known as “Predator” it was used by cyborg soldiers during Lat-Am wars to find weak spots of organic beings, hostile or not. This chip was introduced to civilian market after being repurposed to pinpoint erogenous zones with tremendous accuracy. Turns out, they’re often the same places! Its previous code sometimes resurfaces causing the users who forgot to turn it off to jump at random passers-by who triggered its Fight-or-Fuck response.

Competitive: +3 to any sex skill checks.

Aggravates symptoms of cyberpsychosis as if the user’s EMP was 1 lower. Do your best to roleplay accordingly.

► TURBO TWERK

Cost: 50 €\$ (Costly); 0 (N/A) HL

Installation: Mall

Cyberleg Option. Specialised vibrators mounted on the cyberleg that cause the buttock above to vibrate and facilitate dance moves involving shaking one’s butt. Works only on cyberlegs installed above the knee.

+2 to Dance which can be used as a Complementary Check to any sex skill check.

Must be paired.

Requires a Cyberleg but does not take an Option Slot.

Homebrew: NET

Hardware

TBA

Programmes

TBA

Black ICE

TBA

Grandpa’s stash: 2020 Sexware

Chrome sex wasn’t invented yesterday, choomba, and your elders got some tricks you’d like to know about. This section contains various stuff from Cyberpunk 2020 that weren’t officially ported to RED by R. Talsorian yet. The prices, Humanity costs have been all standardised to fit RED system

Gear

► SHOWER-IN-A-CAN

Cost: 5 €\$ (Dirt Cheap).

Availability: Vendits, bodegas.

Source: Chromebook 1, pg. 16.

Spray yourself with its special foam, rinse it, and you’re cleaned in an instant.

Negates the penalty for being stinky.

Cyberware

► FORKED TONGUE

Cost: 500 €\$ (Expensive); 2 (1D/6) HL

Installation: Clinic.

Source: Chromebook 1, pg. 35.

Internal cyberware. The name is a reference to an idiom, not the actual shape, although you can always split yours in the middle. Utilises ultrasounds to convey subliminal messages.

+2 to Persuasion checks.

Requires AudioVox (**Corebook pg. 364**).

+1 to Acting (COOL) checks.

► VOICE PATTERN

Cost: 500 €\$ (Expensive); 2 (1D/6) HL

Installation: Clinic.

Source: Chromebook 1, pg. 35.

Internal cyberware. Allows to perfectly replicate someone else's voice. Fools people and voiceprint locks.

Requires AudioVox (**Corebook pg. 364**).

+1 to Acting (COOL) checks.

► PACESETTER® SPORT HEART

Cost: 1000 €\$ (Very Expensive); 3 (1D6) HL

Installation: Hospital.

Source: Chromebook 1, pg. 37.

Internal cyberware. Modified cyberheart that can go overdrive for a few minutes, but otherwise acts like a normal heart. Going overdrive can be made as an Action or automatically when the user suffers a Critical Injury or enters Seriously Wounded or Mortally Wounded state.

Can be upgraded by a Medtech by passing a DV 24 Cybertech check to double the bonuses with halved duration of the **Overdrive** state. The duration of the **Exhausted** state stays the same.

Overdrive: The user gets +1 MOVE, +1 DEX and +1 BODY for **4 minutes**. If PACESETTER® is not deactivated after the time limit passes, for each minute after that the user receives a -1 BODY malus and then rolls a d10. If the result is equal or higher than their BODY, the Overdrive state is forcibly ended, the accumulated BODY maluses are cleared and the user takes 1d6 damage and enters the **Exhausted** state for **4 minutes**.

Exhausted: The user's BODY and DEX are halved rounded up. PACESETTER® cannot be activated in this state.

The key to proper usage of PACESETTER® Sport Heart in bed is being mindful of the time limit despite throes of passion. The user must make a Complementary Skill check of Concentration against DV 13. If successful, PACESETTER provides +2 to Endurance (WILL) and Athletics (DEX) sex checks. If failed, it instead gives a nasty -2 penalty to Endurance/Athletics. Doesn't do anything Acting (COOL) or non-complementary Concentration (WILL) sex skill checks.

Upgraded heart provides respectively +3 bonus or -3 penalty to Endurance/Athletics depending on the result of DV 13 Complementary Concentration check.

Chipware

TBA

I really wanna stay at your house: A comprehensive sex supplement for Cyberpunk RED games is unofficial content provided under the Homebrew Content Policy of R. Talsorian Games and is not approved or endorsed by RTG. This content references materials that are the property of R. Talsorian Games and its licensees.