

ELFEN LIED CYBERPUNK RED

EASTER EGG

IMPORTANT INFORMATION

This is an easter egg encounter that you can incorporate into your Cyberpunk Red campaigns that references the anime/manga Elfen Lied. This has currently not been playtested.

WARNING:

If you have not watched/read Elfen Lied it handles very serious and often traumatic themes, this encounter is designed to essentially take a big sharpie to 80-90% of Elfen Lied's plot to avoid those themes, leaving gore and science fiction elements. If you plan on using this to springboard an Elfen Lied-themed campaign, it's **HIGHLY RECOMMENDED** that you use artistic liberty to remove things that will make your players uncomfortable and **use RPG Consent Forms and X-Cards to facilitate a campaign inspired by Elfen-Lied.**

Having an understanding of certain Cyberpunk Red combat rules and GM tools will further help with incorporating this encounter into an existing game. Because this is intended as an easter egg, there are two ways you can introduce the following material to players.

The below Screamsheet entries can be used to insert an Elfen Lied easter egg anytime players are browsing through the net or info boards. While the **"An Easy Elfen Job"** encounter can be attached to a lab raid mission or used as a standalone mission in between the main missions of the campaign.

SCREAMSHEET ENTRIES

Cyberpsychos Attack Biotechnica Lab

Night City Today News

Category: Local

by Kay Rin

Reports are in from N54 News that a group of Cyberpsycho's attacked a Biotechnica lab leaving

dozens of Biotechnica employees and guards injured or presumed dead. The rampage has shaken the local community and left many wondering what could have motivated this attack.

A spokesperson from Biotechnica stated "The department that was attacked, oversaw cultivating seed strains that were thought to be extinct. The research would have helped rebuild Night City and let us grow crops near the badlands once again. It's truly tragic that someone would result to these tactics that only harm the citizens of Night City."

When asked if Biotechnica was working with the authorities to find the culprits, the spokesperson stated, "We at Biotechnica have everything under control and are fully cooperating with NCPD investigators."

We spoke with an NCPD spokesperson who graciously offered some words for the local community, "The NCPD plans on doubling patrols, to help track down the monsters who did this. We already have several leads and request that the people of Night City fully cooperate and report any suspicious individuals and activity. Cooperation is the only way we can keep Night City safe."

Biotechnica Lab Massacre

Category: Gossip

By NotBiotechIT

Did you hear about that Biotechnica lab attack, I know a guy, who knows a guy, who knows a dog whose owner worked at Biotechnica. That lab was up to some sketchy human experiments, some evolutionary techno-necromancy.

The Cyberpsycho angle is a cover-up for NCPD to crack down on Nomad travel and businesses. They said one person or thing, massacred most of the lab staff and escaped. Now Biotechnica is trying to cover it up because they had some government contracts tied to it.

Get this they said it was supposed to be the new

stage in human evolution with some strange powers, and get this pink hair. I know another person, who knows a Trauma Team intern, and they said it looked like most of the bodies had been torn apart by Wolverers and Mantis Blades. Plus all the bullets the guards sprayed at it, don't have any blood on them, almost like they hit a wall.

Now I'm no expert but I know techno-necromancy when I see it. Biotechnica found something and now it's our problem until they catch it if they can catch it. So be on the lookout for some pink-haired techno-wizard.

AN EASY ELFEN JOB ENCOUNTER OVERVIEW

The player characters are called in to sneak into a Biotechnica lab and steal a data bank from the Director's office. The contents of the data bank will not be given to the players, they can attempt to steal the information for themselves when the job is complete. The data bank can have any information that is relevant to the campaign's main plot or be a simple side quest.

INFORMATION ON THE DATA BANK OPTIONS (ROLL D8)

- 1-2 The Director's banking information
- 3-4 The location of a Biotechnica-owned fighting ring
- 5-6 A grocery list (or other completely useless information)
- 7-8 Research material for a top-secret project titled - **Project Diclonius**

The players are led to believe it will be an easy job, with a payout of **5,000 eb**. The conditions of the payment are **1,000 eb** up front and the rest once the job is complete and the data bank is delivered to the fixer. Once the players accept the job they will be sent a map of the exterior of the lab, detailing where they can sneak in. The entrance will be facing a cliff side at the back of the building.

The players will then leave their location and arrive at the lab at 9:00 PM. On the way to the lab, players can discuss the details of the job and a plan of action, or any actions they choose.

OUTSIDE BIOTECHNICA LAB

Once they arrive at the lab the players will need to sneak into the building. If they choose to attempt to conceal weapons have them perform a **Conceal/Reveal Object check (DV 10)**.

They will need to get over, under, or through a wire gate to reach the door marked on the map. There will be two guards stationed outside the door, **use the stat block for Security Operative in Cyberpunk Red core book**. The door can only be opened with a biometric scan, which either guard can open from the outside using their hand and retina scan.

Players can choose to attempt to bribe, persuade, or overpower the guards. If players are unsure if they can handle two Security Operatives, have one of the guards answer a call on a communication device and hurriedly draw their weapon and run inside leaving the other guard to guard the door alone.

In the event of the players killing both or one of the guards, in a way that does not leave anything for the bio-scanner to open, they can hack the device using an **Electronic Security Tech skill check (DV 15)** or blow up or knock down the door, use the **Metal Door HP from the Cyberpunk Red core book (20 SP)**.

INSIDE THE LAB

Once inside players will need to sneak through the building halls until they reach the Director's office on the third floor. This will require using a series of individual or group **Stealth checks (DV 9)**. Sneaking through the building uninterrupted should be extremely easy, as the guards will be preoccupied with attempting to subdue the escaped experiment, Lucy.

Players may notice the lack of guard presence, and with a **Perception check (DV13)** players will hear automatic gunshots and screaming going off throughout the building.

Investigating the Commotion

If players choose to find the source of the gunfire, they will head towards the sounds and notice the occasional guard corpses (these look completely shredded and torn apart) near bio-scanners and bloody handprints on walls and bio-scanners. Bullet casing will also be on the ground. **A Weapons Tech skill check (DV 11)** will reveal that the bullets look like they made contact with a strong immovable force, but did not pierce flesh (*i.e. it looks like they hit heavy armor or metal walls*), however, there are no bullet holes or indentations on the walls near them.

Should players wish to continue forward they will encounter Security Officers, **use the Security Officer stat block in the Cyberpunk Red core book**. The guards (a number equal to half of the party) will have weapons drawn and will aim at the party, and demand to know how they got in.

The guards will initiate a **Facedown** with the party. The officers (equal to half the party) have a **cool of 6 + 1d10 per officer**. Take the higher of the officers and the highest of the party to decide the winner of the Facedown.

- 1. If the players win**, the guards will notice they're hired mercs and will state, "We don't have time for this, our objective is to subdue the experiment not deal with mercs."
- 2. If the guards win**, they will state, "Beat it, we don't have time for this. Consider yourselves lucky, get out of here while you have the chance. If you're still alive by the time we get back then we'll deal with you."

Regardless of the outcome, the guards will try to leave down a hall only to be eviscerated by an unseen force. A successful Facedown will provide players with additional context of what is going on in the building.

IN CASE OF COMBAT

If players initiate combat with the guards they will have 3 rounds of combat to attempt to defeat the guards. After three rounds of combat, any remaining guards will notice a figure down the hall. They will

begin focusing fire on it, and one will be torn apart by an unseen force. The rest of the guards will then entirely focus on firing at Lucy instead of the party.

Guards may yell out additional information to each other players can overhear, such as:

- "Remain 30 feet away from the subject at all times."
- "Don't let it get close."
- "The bullets aren't touching it."
- The guards will quickly be torn apart leaving nothing but corpses and blood all over the hall.

ENCOUNTERING LUCY

If players encounter Lucy after the guards, they will **begin 100 feet or more away from her**. Keeping them out of range of her vectors. Depending on the player's next choices the following may happen:

RUN AWAY

The party chooses to avoid conflict with Lucy, and turn around and run in the opposite direction. Lucy will not follow them, as they are not wearing the same uniforms the guards are wearing and do not appear to work in the lab.

Players can choose to continue searching for the data bank, which will be in the unguarded office of the Director, on their desk. They can complete the original objective of their mission uninterrupted and receive their reward.

INITIATE COMBAT

Lucy is very powerful and therefore it is recommended that lower leveled parties do not attempt to engage in combat. Some higher-level players may even find combat extremely difficult. There is a very likely chance initiating combat with Lucy will result in character deaths.

If players insist on combat, **use the character sheet for Lucy in the Additional Information Section**.

If players become overwhelmed they can attempt to run away, and will not be stopped by guards on their way out. Lucy may also notice an open door, leading out of the building and may leave the party alone.

If players manage to defeat Lucy, if players attempt to loot the corpse, there will be nothing, no cyberware, nothing as far as they can tell it's just a regular human. More guards will enter the corridor and attempt to kill the party, under the Director's orders. The Director will state that the party has cost them an invaluable subject and set back humanity's evolutionary progress.

HELP LUCY

Players can choose to help Lucy, by pointing her in the direction of the nearest exit. She will proceed to leave the party alone and walk away.

COMPLETING THE JOB

If players manage to get the data bank and survive encountering this easter egg, they can turn the data bank into the fixer and receive **their reward (5,000 eb)**. The Fixer may elude to seeing Screamsheets

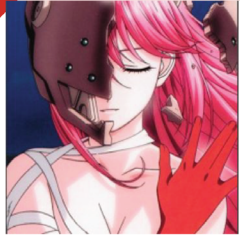
about a raid on the Biotechnica lab. Otherwise, the job is complete as soon as the players hand over the data bank.

If the data bank is part of a bigger plot in the campaign world, once the players retrieve the data bank the easter egg Elfen Lied encounter ends and the GM can resume the regular campaign.

ADDITIONAL INFORMATION

A character sheet for Lucy is included below and on the next page. The stats are designed for a boss encounter.

CYBERPUNK



HANDLE Lucy

ROLE Solo

ROLE ABILITY Combat Awareness **RANK** 6

NOTES
Treat Vectors as grapple hands and wolvers for mechanical purposes, however describe them through role-play as invisible telekinetic energy weapons (in the form of human arms) with a range of 30 feet. Likewise subdermal armor is just the vectors blocking projectiles.

HUMANITY
? **OUT OF** 80

HIT POINTS
40 **OUT OF** 40

SERIOUSLY WOUNDED 20

-2 TO ALL ACTIONS WHEN SERIOUSLY WOUNDED

DEATH SAVE 3

CRITICAL INJURIES

ADDICTIONS

INT 10

REF 9

DEX 8

TECH 3

COOL 8

WILL 8

LUCK 8 **OUT OF** 8

MOVE 8

BODY 3

EMP ? **OUT OF** 8

Awareness Skills	LVL	STAT	BASE
Concentration (WILL)		8	0
Conceal/Reveal Object (INT)		10	0
Lip Reading (INT)		10	0
Perception (INT)		10	0
Tracking (INT)		10	0
Body Skills	LVL	STAT	BASE
Athletics (DEX)		8	0
Contortionist (DEX)		8	0
Dance (DEX)		8	0
Endurance (WILL)		8	0
Resist Torture/Drugs (WILL)	16	8	0
Stealth (DEX)		8	0
Control Skills	LVL	STAT	BASE
Drive Land Vehicle (REF)		9	0
Pilot Air Vehicle (x2) (REF)		9	0
Pilot Sea Vehicle (REF)		9	0
Riding (REF)		9	0
Education Skills	LVL	STAT	BASE
Accounting (INT)		10	0
Animal Handling (INT)	14	10	0
Bureaucracy (INT)		10	0
Business (INT)		10	0
Composition (INT)		10	0
Criminology (INT)		10	0
Cryptography (INT)		10	0
Deduction (INT)		10	0
Education (INT)		10	0
Gambler (INT)		10	0

Education Skills	LVL	STAT	BASE
Language (INT)			
→ Streetslang		10	0
→		10	0
→		10	0
Library Search (INT)		10	0
Local Expert (INT)			
→ Your Home		10	0
→		10	0
→		10	0
Science (INT)			
→		10	0
→		10	0
Tactics (INT)		10	0
Wilderness Survival (INT)		10	0
Fighting Skill	LVL	STAT	BASE
Brawling (DEX)	14	8	0
Evasion (DEX)	18	8	0
Marital Arts (x2) (DEX)		8	0
Melee Weapon (DEX)	18	8	0
Performance Skills	LVL	STAT	BASE
Acting (COOL)		8	0
Play Instrument (TECH)			
→		3	0
→		3	0
Ranged Weapon Skills	LVL	STAT	BASE
Archery (REF)		9	0
Autofire (x2) (REF)		9	0
Handgun (REF)		9	0

Ranged Weapon Skills	LVL	STAT	BASE
Heavy Weapons (x2) (REF)		9	0
Shoulder Arms (REF)		9	0
Social Skills	LVL	STAT	BASE
Bribery (COOL)		8	0
Conversation (EMP)		?	0
Human Perception (EMP)	14	?	0
Interrogation (COOL)	14	8	0
Persuasion (COOL)		8	0
Personal Grooming (COOL)		8	0
Streetwise (COOL)		8	0
Trading (COOL)		8	0
Wardrobe & Style (COOL)		8	0
Technique Skills	LVL	STAT	BASE
Air Vehicle Tech (TECH)		3	0
Basic Tech (TECH)		3	0
Cybertech (TECH)		3	0
Demolitions (x2) (TECH)		3	0
Electronics/Security Tech (x2) (TECH)		3	0
First Aid (TECH)		3	0
Forgery (TECH)		3	0
Land Vehicle Tech (TECH)		3	0
Paint/Draw/Sculpt (TECH)		3	0
Paramedic (x2) (TECH)		3	0
Photography/Film (TECH)		3	0
Pick Lock (TECH)		3	0
Pick Pocket (TECH)		3	0
Sea Vehicle Tech (TECH)		3	0
Weaponstch (TECH)		3	0

WEAPONS AND ARMOR

WEAPON	DMG	AMMO	ROF	NOTES
Wolvers (x4)	3d6		2	Range 30 feet invisible

ARMOR	SP	PENALTY
Head subdermal armor	12	
Body subdermal armor	12	
Shield		

PENALTY APPLIES TO REF, DEX & MOVE

CYBERWARE

Cyberaudio Suite	Data

Right Cybereye	Data

Left Cybereye	Data

Internal Cyberware	Data
synth skin	

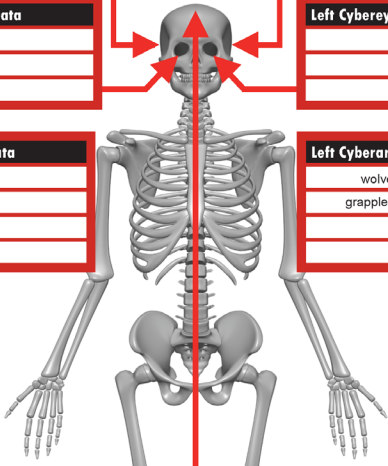
Right Cyberarm	Data
wolvers x2	
grapple hand x2	

Left Cyberarm	Data
wolvers x2	
grapple hand x2	

External Cyberware	Data

For cyberware with a foundational requirement (i.e. a Cybereye) check the box to indicate you have it. Options go in the slots below.

For cyberware without a foundational requirement (i.e. Internal Cyberware) just note each piece in the slots below the category name.



Neural Link	Data
toxin binders	+2 to resist torture/drugs
pain editor	ignore seriously wounded
sandeviston	+3 to initiative

Fashionware	Data

Right Cyberleg	Data

Left Cyberleg	Data

Borgware	Data
Artificial shoulder mount	