

## THE SEVENTH ANNUAL LITTLE EUROPE POST CHRISTMAS GIFT EXCHANGE

*We're back, and ready to save the holidays once again. Bring whatever auntie Mildred got you and you're never going to use, someone will want it.*

*The exchange will be open between the 26th and 31st of December. Swapping is preferred, but we can exchange cash for most items.*

**Harpyiness Exotic Package.** 6600eb. Humanity Loss: 18. *I am beyond done with my husband's bird fetish. He got me a voucher so I could change everything about myself. FOR CHRISTMAS!?! My mother was right.*

Requires a 31 day stay at The Zoo. Package contains: Cyberleg x2, Talon Foot x2, Neural Link, Grafted Muscles, and back mounted Wings.

### Wings

Borgware, Hospital Installation, 5000eb, 4d6 Humanity Loss. Mounts a pair of wings on the user's back or hips. Functions as a pair Jump Boosters. If the user already has a pair of Jump Boosters installed, Wings instead double their maximum jump distances.

**Militech Military Motivation.** 1000eb each. *I actually love these, but I'm pretty sure they fell off the back of a corpo wagon, so getting rid before whoever owns them comes looking. Fair warning.*

Educational braindances designed to impart training directly into a new recruit's brain. Studying each BD requires a week's usage, causes 2d6 humanity loss, and unlocks a new way for a Solo to spend their Combat Awareness points.

### Officer Experience

For each point in Officer Experience, the user gains +1 to Tactics rolls. For each point in Officer Experience, the user can grant a single other person within command range a single Combat Awareness point to spend as if they were a solo. This effect does not stack with itself.

### Stealth Warfare

For each point in Stealth Warfare, the user gains +1 to Stealth rolls.

**Homestead Defender Compact.** 500eb. *My grandma thinks I should have this because of the block I live on and I didn't want to tell her I'm the guy people around here worry about, so I just smiled and took it.*

A sawn-off shotgun. An Exotic Shotgun that adds +2 to hit rolls when firing Shells or when firing Slugs at a target within 7m range. Subtracts -2 to from attack rolls made to hit targets at 7m or beyond.

**NovelTech Industrial Humidifier.** 500eb. *I woke up, there was a frog in my apartment, and a message from my landlord asking what was happening and why water was spilling from under my door.*

When hooked up to a water supply, the humidifier will slowly fill a room or other enclosed space with fog, obscuring anything inside as if it was within the area of a smoke grenade. Any object on fire in the room will be automatically extinguished the first time it takes damage.

**NovelTech Industrial Dehumidifier.** 500eb. *I left it on overnight, and I was so thirsty in the morning I thought I was going to die. I don't even know where my pet frog got to.*

When powered on, the dehumidifier will slowly extract all moisture from a room or other enclosed space, including counteracting the effects of a NovelTech Industrial Humidifier.

After an hour in the room, any living creature that requires water must pass a DV9 Resist/Torture Drugs roll or suffer the effects of fatigue. Creatures that are already fatigued instead suffer 1d3 damage directly to HP. This DV increases by 2 for every consecutive hour spent in the room.