

ECLIPSE PHASE

transhuman



The Eclipse Phase Player's Guide

transhuman

Transhuman is the expanded guide for both players and gamemasters:

- Package-based character creation
- Random life path character creation
- Get more out of flexbots, swarmanoids, asyns, and infomorphs with expanded rules and options
- Make better Firewall agents with advice on investigation, combat tactics, espionage, and infiltration
- Over 30 new morphs, new traits, and new character backgrounds



ECLIPSE PHASE

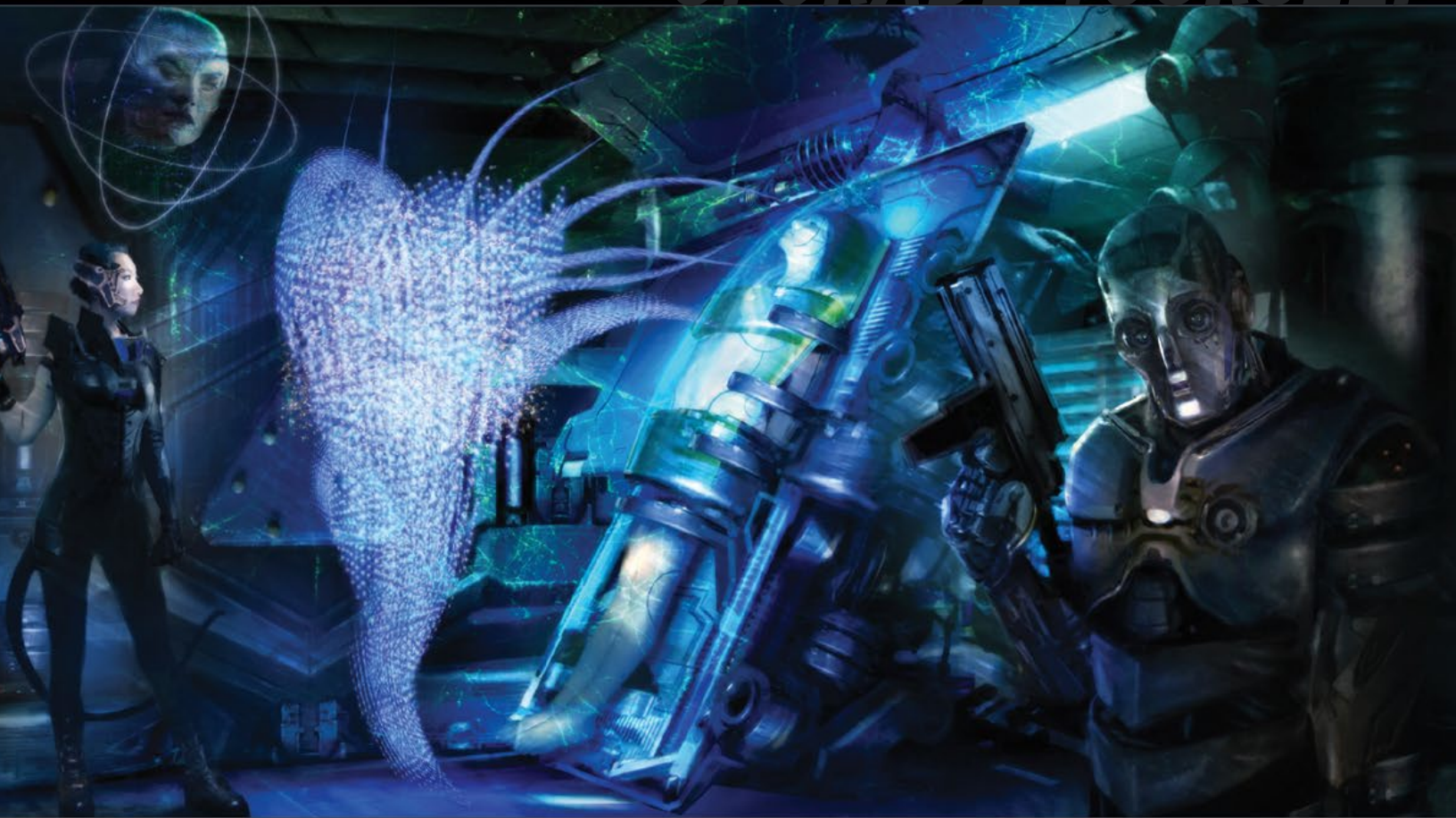
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UPGRADE YOURSELF



INTERFERENCE	4	CHARACTER CREATION: PACKAGES	10	CHARACTER OPTIONS	76	BRINGING A CHARACTER TO LIFE	118
CHARACTER CONCEPT	12	CHARACTER CONCEPT	12	NEW BACKGROUNDS	78	Handling Death	
CHOOSE APTITUDE TEMPLATE	12	CHOOSE APTITUDE TEMPLATE	12	Ape Uplift	78	and Resleeving	118
Aptitude Templates	12	Aptitude Templates	12	Bonobo Uplift	78	Roleplaying Death and Resleeving	118
Tweaking Aptitudes	12	Tweaking Aptitudes	12	Cetacean Uplift	78	Staying Lucid	120
CHOOSE NATIVE TONGUE	12	CHOOSE NATIVE TONGUE	12	Chimp Uplift	78	Roleplaying Insanity	120
CHOOSE PACKAGES	13	CHOOSE PACKAGES	13	Corvid Uplift	78	Random Derangements	121
Package List	15	Package List	15	Emergent AGI Uplift	78	THE MORE YOU KNOW	122
BACKGROUND PACKAGES	15	BACKGROUND PACKAGES	15	Feral Uplift	79	Getting the	
FACTION PACKAGES	23	FACTION PACKAGES	23	Humanities Infolife	79	Most Out of Knowledge Skills	122
FOCUS PACKAGES	29	FOCUS PACKAGES	29	Indenture	79	PLAYING AGIs AND INFOMORPHS	125
CUSTOMIZATION PACKAGES	37	CUSTOMIZATION PACKAGES	37	Machine Infolife	79	AGI Origin Stories	125
PURCHASE MORPH AND GEAR	38	PURCHASE MORPH AND GEAR	38	Maker Nomad	79	Codelines	127
Morph	38	Morph	38	Neanderthal Uplift	79	Infomorph Origin Stories	128
Credits and Gear	38	Credits and Gear	38	Octopus Uplift	79	How Do Infomorphs Work?	129
COMBINE EVERYTHING	38	COMBINE EVERYTHING	38	Parrot Uplift	80	Infomorph Cognition	130
Skills	38	Skills	38	Pig Uplift	80	Living as an AGI	131
Field Skills	38	Field Skills	38	Research Infolife	80	Living as an Upload	133
Aptitudes and Skills	38	Aptitudes and Skills	38	Sufi Nomad	80	Slices of Digital Life	134
Morph Aptitude Bonuses	38	Morph Aptitude Bonuses	38	Titanian Hulder	80	Complications	135
Rep	38	Rep	38	NEW FACTIONS	80	AGI AND INFOMORPH RULES	138
Motivations	39	Motivations	39	Belter	80	Infomorph Software	138
Multiple Traits	39	Multiple Traits	39	Bioconservative	80	Software Plug-Ins	139
Sleights	39	Sleights	39	European	81	Upgrades	140
CUSTOMIZE	39	CUSTOMIZE	39	Exhuman	81	Eidolons	141
Aptitude Points	39	Aptitude Points	39	Orbital	81	Running on Devices	143
Moxie	39	Moxie	39	Out'ster	81	Infomorph Actions	147
Modifying Skills	39	Modifying Skills	39	Precautionist	81	Attacking Infomorphs	148
Specializations	39	Specializations	39	Reclaimer	81	PLAYING ASYNCS	150
Psi Sleights	39	Psi Sleights	39	Ringer	81	Becoming an Async	150
Rep	39	Rep	39	Sapient	81	Relationship with the Virus	152
Traits	39	Traits	39	Sifter	81	Relationship with Other Asyncs	152
Disorders	39	Disorders	39	Singularity Seeker	82	How Infection Changes Them As People	153
Leftover CP	39	Leftover CP	39	Skimmer	82	New Sleights	154
CALCULATE REMAINING STATS	39	CALCULATE REMAINING STATS	39	Solarian	82	Watts-MacLeod Disorders	154
DETAIL THE CHARACTER	39	DETAIL THE CHARACTER	39	NEW TRAITS	82	USER'S GUIDE TO FORKS	155
CHARACTER CREATION: LIFE PATH	53	CHARACTER CREATION: LIFE PATH	53	Positive Traits	82	Multiplicity: Being One Among Many	157
OVERVIEW	54	OVERVIEW	54	Negative Traits	87	Stored Forks	159
A Word of Warning	54	A Word of Warning	54	Neutral Traits	94	Long-Term Merging	159
This is Your Life	54	This is Your Life	54	Size and Knockdown/Knockback	96	Experimental Ego Mapping Techniques	160
Motivations	54	Motivations	54	Size and Melee Damage	96	INDENTURES AND INFUGEES:	
Altering the Power Level	54	Altering the Power Level	54	Size and Brute Force	96	THE RETURN TO BONDAGE	161
Using Moxie On Your Life Path	54	Using Moxie On Your Life Path	54	Lifting and Carrying	96	IndEX	162
STEP 1: APTITUDE TEMPLATE	55	STEP 1: APTITUDE TEMPLATE	55	SPEED CLARIFICATIONS	96	Coming to Terms	163
STEP 2: CHOOSE/ROLL NATIVE TONGUE	55	STEP 2: CHOOSE/ROLL NATIVE TONGUE	55	Speed and Mental Actions	96	Indentured Life	165
STEP 3: YOUTH PATH	55	STEP 3: YOUTH PATH	55	Speed and Task Actions	97	<i>Meet Your Muse</i>	<i>166</i>
STEP 4: BACKGROUND EVENT	59	STEP 4: BACKGROUND EVENT	59	PLAYING WITH SPEED	98	MAXIMIZING YOUR MUSE	167
STEP 5: STARTING AGE	60	STEP 5: STARTING AGE	60	Speed as Initiative Groups	98	Muse Skills	167
STEP 6: ADULT PRE-FALL PATH	60	STEP 6: ADULT PRE-FALL PATH	60	Speed as Extra Dice	98	Muses Know Best	167
STEP 7: PRE-FALL LIFE EVENT	62	STEP 7: PRE-FALL LIFE EVENT	62	Depreciating Speed	98	Conflict with Muses	168
STEP 8: THE FALL	63	STEP 8: THE FALL	63	MOXIE ALTERNATIVES	98	Tips for Roleplaying Muses	169
STEP 9: ADULT POST-FALL PATHS	65	STEP 9: ADULT POST-FALL PATHS	65	Moxie as Luck	98	ROLEPLAYING PSYCHOSURGERY	170
STEP 10: FINAL PACKAGES	67	STEP 10: FINAL PACKAGES	67	Investigative Moxie	99	New Psychosurgery Procedures	170
STEP 11:		STEP 11:		Moxie as Narrative Control	100	PLAYING UPLIFTS	171
ROLL POST-FALL LIFE EVENT	67	ROLL POST-FALL LIFE EVENT	67	Moxie Track (Green Dice)	100	Through Wild Eyes	171
STEP 12: FIREWALL EVENT	70	STEP 12: FIREWALL EVENT	70	MOTIVATION ALTERNATIVES	102	Running the	
STEP 13: GEAR	73	STEP 13: GEAR	73	Group Motivations and Group Moxie	102	Zoo: Uplifts in Campaigns	172
STEP 14: COMBINE EVERYTHING	73	STEP 14: COMBINE EVERYTHING	73	Relationships and Shared Motivations	102	Feral Uplifts	173
Starting Faction	73	Starting Faction	73	CHARACTER LIFESTYLE AND INCOME	104	NANOFABRICATION	174
STEP 15:		STEP 15:		Buying Lifestyle	104	How To Give Them The World,	
FINAL STATS AND DETAILS	73	FINAL STATS AND DETAILS	73	Making Money	105	Without Giving Them Everything	174
STEP 16: STORY EVENT (OPTIONAL)	73	STEP 16: STORY EVENT (OPTIONAL)	73	PLAYING WITH REPUTATION	105	Acquiring Rare Materials	175
				Currying Rep	105	MAKING IT UP	176
				Simplified Networking	105	<i>The Basics</i>	<i>176</i>
				PLAYING CHARACTERS	106	<i>Fabricators</i>	<i>177</i>
				POST-SCARCITY CHARACTERS	108	<i>The Blueprint</i>	<i>178</i>
				OPTIMIZING CHARACTERS	108	<i>Feedstock</i>	<i>179</i>
				Surviving Combat	109	<i>How Smart is the Fab?</i>	<i>179</i>
				Transhuman Tradecraft	111	<i>Wet-Fab</i>	<i>180</i>
				Sentinel Playbook	112	<i>The Ugly Side</i>	<i>180</i>
				Combat Hacking	113	<i>How To Get What You Want</i>	<i>181</i>
				Travel Agents	116	<i>Opulence in a Society of Poverty</i>	<i>181</i>
						<i>How I Learned To Stop Hoarding</i>	
						<i>And Love My Fabber</i>	<i>181</i>

MORPHS	182
IDENTIFYING MORPHS	184
Visual ID	184
Examination	184
MORPH VARIANT RULES	184
Knock-offs	184
Variants	185
Limited-Edition Morphs	186
NEW MORPHS	188
Ariel (Biomorph)	188
Ayah (Pod Biomorph)	188
Basic Pod (Pod biomorph)	188
Biocore (Synthmorph)	188
Blackbird (Synthmorph)	189
Bruiser (Biomorph)	189
Cloud Skate (Biomorph)	189
Cloud Skimmer (Synthmorph)	189
Critter (Pod Biomorph)	190
Daitya (Synthmorph)	190
Faust (Biomorph)	190
Fighting Kite (Synthmorph)	190
Flying Squid (Pod Biomorph)	191
Freeman (Biomorph)	191
Galatea (Synthmorph)	192
Grey (Biomorph)	192
Griever (Synthmorph)	192
Guard (Synthmorph)	192
Jenkin (Pod Biomorph)	193
Mimic (Synthmorph)	193
Nautiloid (Synthmorph)	193

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Nomad (Biomorph)	194	Flexbot Egos	206
Observer (Biomorph)	194	Shape Adjusting	208
Opteryx (Synthmorph)	194	Modular Design Tricks	210
Rover (Synthmorph)	194	Flexbot Upgrades	210
Samsa (Pod Biomorph)	195	SWARMANIDS	211
Security Pod (Pod Biomorph)	195	Swarmanoid Characteristics	211
Smart Swarm (Synthmorph)	196	Microbots	212
Specialist Pod (Pod Biomorph)	196	Swarmanoid Enhancements	213
Sphere (Synthmorph)	196	Swarmanoid Attacks	214
Synthtaur (Synthmorph)	196	Threats to Swarms	214
Theseus (Biomorph)	196	EXOTIC MORPHOLOGIES	215
Vacuum Pod (Pod Biomorph)	197	Aquatic Life	215
NEW MORPH ENHANCEMENTS	197	Exotic Life	216
Bioware	197	Habitats as Morphs	216
Cyberware	197	Pod People	216
Nanoware	198	Robots and Vehicles as Morphs	217
Robotic Enhancements	198	Stigmatized Morphs	217
Software	199	Vacuum Life	218
UPGRADING MORPHS	199	MOBILITY SYSTEMS	218
Pre-Ordering Modifications	199	Cruising Speed	219
Biomorph Bodyshop Mods	199	REMOTE CONTROL AND JAMMING	219
DIY Biomorph Mods	200	Shell Aptitude Maximums	219
Modifying Existing Synthmorphs	200	Shell AIs	219
FLEXBOTS	200	Control Modes	219
Flexbot Terminology	200	MORPH CREATION SYSTEM	221
Flexible Design	200	Morph-Gen Concepts	221
Flexbot Modules	201	Before You Start	221
Adding/Removing Modules	203	Step-By-Step Morph Creation	221
Flexbot Characteristics	204	SAMPLE CHARACTERS	224
Flexbot Damage and Wounds	205		

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INTERFERENCE



It's settled, but even with the little stream of serotonin running to keep me relaxed, my gut was clenching. I pulled out my necklace and released the smart linkage that held the coin. Though it had worn down considerably, I could still feel the small bumps of the cherry blossoms under my thumb and the faint edges of the raised 100 on the other side. Even in the soft ambient glow of the room, it caught the light and held it, hard.

We sat there for a moment, eyeing it between us like a trap.

"So we'll flip for it?"

"Of course." This wasn't being done offline idly. Neither of us trusted the alleged anonymity of the hab's randomness feed.

"Your call."

The moment was long and elastic, watching it glitter and spin slowly in the low g; then, at the last second, it's called: "Blossoms."

I plucked the coin from the air and pressed the cool metal to the back of my wrist. Exhaling, I slowly withdrew my hand to reveal the 100 showing.

We both smiled.



Many people visit Extropia, farcasting in and out to conduct the type of deals that the uniquely free-wheeling nature of the habitat allows—deals thought

to be impossible or non-binding elsewhere. Unsurprisingly, the Exchange, the central market of Extropia, is a chaos of motion and consumption. All the traffic creates a high demand for morphs. As a result, Extropia has some of the finest sleeving facilities in the system. Body by Czerny is one of them. Framed in its entrance is a taut and lean exalt, newly sleeved. With a kick, the exalt vectors off into the crowd to begin a slow traversal of the market.

[I'm here, Nyuki.]

[<Nyuki02> Hello, Ro!]

[Everything is set at the body shop. The switch has been made, and the body's tagged so I can keep track of its location.]

[<Nyuki05> Lovely. What are you going to do until it's time to get started?]

[I have a bit of shopping to get done. I'll talk to you soon.]

There is no trouble getting the knife or the restraints—both are acquired within five minutes. The EMP grenade is only slightly more difficult, and it comes down to a matter of price rather than availability. The only cleaner nanohive immediately available is more expensive than it should be, and the nanobot specialist selling it is concerned over the sale. Even though the hive isn't illegal, it will almost certainly be used to violate

RO ■ FORK OF PROFESSOR ROKUZAWA, TITANIAN RESEARCHER

NYUKI ■ EXTROPIAN TECHIE: HIVE PERSONALITY

someone's contracts, somewhere. After more haggling, Ro buys it, inflated price and all, as outside backing is paying for much of the operational expenses.

Over the course of two hours, the final elements are gathered, and it becomes time to wait and watch. Hiding in the public anonymity of the Exchange crowds, Ro settles in at a small tea shop and orders a drink bulb of a mild white, for focus and calm. Having something to hold will make it easier to avoid fidgeting with the knife. Raising suspicions is hardly the best way to start a murder.



“What do you mean, this is the only sleeve available? This is not what I reserved.” Dear god, the voice on this thing is terrible ... whoever designed the pharo-nasal on this model was incompetent.

“Our apologies, Professor Rokuzawa. Although your reservation was confirmed, our final pre-sleeving scan detected an abnormality in the medicine function that would have resulted in severe anaphylaxis. The morph required a nanobot flush. Peak physical performance and mental comfort is of the highest concern to Body by Czerny and—”

“Why wasn't I notified before I cast in? I'm on a tight timeline to get ready for the conference. I should have been consulted for a new model, not put into this. I didn't pay for the extra mods to that exalt morph to end up in a bouncer, let alone one with a voice from some fandub kimchee western.” The attendant AI's interface stills for a moment as it finally starts catching on that I'm not going to just nod along and pretend everything is fine because I'm already in the body.

“Our operations do not allow for non pre-approved qu-communication expenses for notice given, as is outlined in the statement of service—” an AR overlay comes up with the relevant section highlighted and I quickly wipe it away.

I'm done with this. “I'm not going to have you fob off an old test-drive sleeve on me due to contractual minutiae. I've sent a lot of business and rep plusses here. I'm taking this up with Ilyana.” At least the interface was programmed with the good grace to shut up.

[Yesterday, ping her, and get past her muse, please, this is something I want resolved.]

[Already on it.]

At times like this, I'm particularly happy I use a copy of myself instead of a program for my muse. I can fume self-indulgently and not have to worry about getting shit done.

Blinking a bit, I check out the morph. It's not even close to my order—not even gendered to spec. It's in good shape, though Ilyana would never stock something that wasn't. The mods are sparse but decent. From the looks of it, this is the last release from Trine; extra articulation in the foot thumbs and the change

in metatarsal length. I give my left ankle a squeeze with my right foot. The strength and flexibility are there. The grip is much finer than the previous version. If they keep at it like this, Skinaesthesia's going to start losing market share.

As the implants and accessories come online, I notice it has the extravagant XP suite that Ilyana installs on her testers. Not an accessory I want right now. She always says it's for “perfectly matching motility for clients' final orders,” when they buy a morph through her, but I know she has a nice sideline trading gait and kinesic profiles. I fiddle with the XP controls to no avail; they're locked on. I have to start working on overrides on top of everything else. This is not how I wanted to start off the trip.

[Yesterday, where are we in negotiations?]

[Ilyana's making all the right sympathetic noises, Chi, but she's tapped on stock, given the high demand from other attendees.]

[Understatement.]

[Quite. Anything else we'd be interested in is already walking around. We're stuck with this one for at least the next 50 hours or so. Since that's outside our timeline, I'll see what we can work out for our pain and suffering.]

Several minutes later, I've stretched and started re-acclimating to micrograv. Ilyana agrees to comp me this sleeve, as well as my costs for casting to and from Extropia. I commit to an in-the-flesh visit—hopefully flesh that I actually order—to her new shop in Shackle for the grand opening and a full writeup review of a limited-release Lunar flyer she's working on. She promises to make the trip worth my while with a few introductions and kind words to interesting people while I'm there. I hate going to Luna—too much social friction, given some of my published opinions—but Ilyana and I owe each other too many favors for my momentary pique and her shopkeep AI's sloppiness to matter much in the long run. With a sigh, I run through some quick coordination exercises and rifle through their fabber's wardrobe choices, since there's no point printing off the outfit I was planning to wear. At least with a bouncer I don't have to worry about picking the right shoes.

My first order of business is meeting with my friends, the Nyukis. They've expressed some interest in sending a few forks to the Plurality for a bit and wanted my thoughts about the local views on hive personalities before committing to a group visit. I feel badly that the sleeving delay has left me less time to visit before getting to the conference, but I'm sure Nyuki will understand.

[I'm on my way, darlings.]

[<Nyuki08> Looking forward to seeing you!]

[Sadly, I'll have to be brief and won't be looking my best. There was a problem at the body shop. I'll make it up to you by finding a boring symposium to skip out on, so I can play hooky with at least one of you.]

[<Nyuki05> No worries, Chi. Brief will be time enough. We appreciate you making time to stop by to see us before you attend to the rest of your visit. We owe you one.]



Chi glides out from the soft-lit aperture of Body by Czerny and into the plaza space, blinking and acclimating to the surroundings. With a few languid pushes, Chi begins maneuvering through the crowds, gaining more comfort and control in the bouncer morph.

Once in the public mesh channels, the piggyback signal from the taggant nanobots triggers a display in Ro's field of vision; a bright red string extending towards Chi. As Chi moves through the main open space of the Exchange, remaining focused on dodging through the Brownian motion of the crowds, Ro disposes of the now-empty drink bulb and begins following at a distance. Skirting the crowds, moving quickly through the clear spaces at the edges of and between groups, the athletic exalt moves with a predator's grace. Reflexively, seemingly incidental to other motion, Ro's hands flutter briefly over pockets and sheaths. Knife, cuffs, and EMP, all where they should be.

[Is everything clear for me?]

[<Nyuki04> No worries, Ro. Everything is going as expected, and the unusual arrival is being downplayed.]

[I'll need overlay for at least a minute once things start and for you to keep an eye on things while the deed gets done ... maybe another 20 minutes. Are you certain you can cover the feeds for that long without being spotted?]

[<Nyuki02> Now is a particularly poor time to decide you don't trust us. Our best are on it, and we are all the neighbors anyway, so no one will be interfering. Don't do anything big enough to ping on overall systems performance for the tunnel, and no one will notice your little game.]

[This needs to be intimate. Meaningful. I hope you'll help keep it that way, as any interruption will seriously risk failure for the whole endeavor and I won't have this chance again any time soon.]

[<Nyuki04> You sound tense, but that's to be expected. Don't get so wound up you spoil the moment ... it will be hard to replicate]

[<Nyuki05> We worry. Don't get carried away just because of who it is.]

[It's nice to know you care.]



Stepping into the open space of the hab from the bodyshop is like walking into a wall of advertising. Food, AR games, prostitutes, drug dealers, XP shows. Ilyana must be making a few credits from advertising residuals now, too, given how much is getting past the security settings on the mesh implants. It takes Yesterday a moment to filter out all the overlays and get some updated interior navigation up. I plot which grabloop route will be quickest.

[I really should get out here more. It's been too long, and it's nice to be out of the Plurality and someplace with a little more entertainment.]

[We have some time in three weeks.]

[Maybe. Check the profile of that singer. I bet they're cetacean. Grab any of their music that's accessible.]

[Dolphin originally. Getting both official and four bootleg releases, but one is an operetta and has pretty mixed reviews.]

[Check that one out later then. Put on something mellow. This sleeve doesn't even have full hormonal control and I need to even out. I'm still a bit concerned over the situation with my sleeving and don't want to be off-center for dealing with Nyuki or the briefing afterwards.]

[Still checking on the sleeving issue. It is unsettling that it occurred, as it's inconsistent brand experience with her, and she caved on the comp atypically fast. Haven't found anything actionable to worry about, though. The previous occupant of that sleeve posted negative feedback about feeling ill, and the local vat's activity records show the body was dropped off to get scrubbed hours ago.]

[Keep at it. Something still seems off.]

[Of course. Our stop's coming up. We should transition over for a dismount.]



Chi swings over to the slower lanes, bleeding inertia before flipping towards an anchor bar, catching it with one foot, and pivoting in a right angle to orient down an arterial tunnel. A few moments and a dozen meters farther on, Ro swings off the line, angling hard toward the wall. Ro makes a jarring but no less effective landing at the expense of some shoulder strain and odd glances from others riding the loops. Turning back towards the tunnel's mouth, Chi's location shows crimson in Ro's vision. The taggant nanobots' string of breadcrumb markers are devoured meter by meter as Ro closes in.



The tunnel is only a short stub that dead-ends twenty meters in, where it connects to the cavern that houses Nyuki's shop, the Droneworks. The store's name is spelled out in dozens of languages, forming a design of concentric circles around the large access doors. Aided by subtle AR enhancements, it creates a sense of falling, of depth, upon approach. As Chi moves towards it, though, there's nothing to fall in to: the doors are closed.

[I'm here, darlings, but you don't seem to be?]

[Hello?]

[Anybody home?]

Facing the unexpected silence, Chi grabs an anchor bar to come to a stop outside the door. Looking about, there's no sign of Nyuki, not even a post indicating the shop was closed. Tentatively, almost mockingly, Chi crosses the last few meters to the door and knocks. No response

[Nyuki, are you alright?]

Suddenly, the opening of the tunnel sprouts a thicket of luminous AR warnings and garish pictograms, all proclaiming that the tunnel is closed for critical maintenance and a variety of terrible things will happen to anyone foolish enough to enter.

[Is something wrong with the tunnel? Warnings just went up locally, but nothing is showing from the habitat's notification feed.]

[I don't know what's going on, but I'm leaving for now.]

[I'll ping you later, and we'll find a better time to get together.]

Foot-hands moving nimbly along the rungs set into the tunnel wall, Chi travels towards the tunnel mouth, but stops short. A tall, lean figure detaches from the entrance. Their voice, heavy with tension and anticipation, cuts through the air. "You're not leaving, Chi. We have work to do." With that, Ro leers and draws the knife with one hand. Chi unholsters an agonizer.



[Yesterday, are you sure those vat records are legit? That looks like the body I reserved.]

[They're in heavy privacy mode. No public identifiers up. Solid encryption.]

[Public channels are starting to shut down. Getting on Nyuki's guest VPN.]

[Nyuki, something's up, need a hand now!]

Agonizer's armed ... be steady. One assailant, get past them and out of the tunnel and hopefully the fuck away from here.

[Nyuki, where are you?]

What.

Oh.

[We lost connection. Active jamming.]

They have a grenade

[We're getting fucked.]

With a tight, sidarm throw, the attacker hurls the grenade towards me and I leap backwards to try to escape the blast. I assume it works when I'm not blown into bloody pieces. There's a brief flash that dazzles me, but no apparent injury. Most of what mods and equipment I have on me are shut down.

[Yesterday? Yesterday! Get on any channel you can and call for help!]

[Trying, connectivity is zeroed right now. Mesh implants down. Only mods running are the medichines and XP suite.]

In the second it takes to blink the afterimages out of my eyes and see what's going on, the attacker is already flying down the corridor towards me. I kick off the decking towards the opposite side of the tunnel, agonizer out and thankfully still firing. The exalt glides through the space I just vacated as the first pulse of the microwave beam slides over their back. They don't care. With disheartening ease, the stalker re-orient, caroms off the wall and launches at me. We collide and spin free of the decking, turning an awkward somersault in the micrograv. I jab the agonizer into the attacker's side and open up on lethal. Clothes melt and skin blisters, but it's not enough to get them off me. I see a flash and start screaming as I feel a blade stab through my thigh and dig into the bone. There's a surge of pressure in my leg and the limb immediately stiffens. My cry stutters and quickly chokes off as I'm wracked by muscle spasms to the point of seizure as whatever neuro-agent the knife injected begins taking hold.

We crash into the hab wall like graceless dancers. The larger, stronger exalt pins me, as the worst of the flailing passes and the helpless shaking sets in. The

agonizer is pulled out of my grip with distressing ease and left to float away. My eyes lose focus and roll. I feel one hand turn my face back towards my attacker. I somehow manage to meet their gaze and imagine I see terror and love co-mingled there. Before I can even consider what that might mean, I'm punched in the face. I feel my lips burst. I lose myself for a moment. The reek of charred skin, smoke, and melted plastic waft and stir in the churning air. Blood and spittle arc and shimmer from my split lips and bit tongue to spatter against the smooth cheek of the assailant. More drops blossom and float in constellations around their face, the center of the universe. I struggle back to myself.

[If I black out, get the farcaster up and pop it ... I don't like where this is going.]

[K. Mild hypoxia's starting from reduced breathing and blood loss. Medichines still active. Should be able to stabilize.]

[Grand.]



Almost reverently, Ro strokes the cheek of Chi's rapidly swelling face and brushes back the hair floating loosely around it. The barest hint of distraction, of concern, slides over Ro's features, but is quashed. Resting the heel of the palm just below the victim's eye socket, Ro begins to push down on the delicate arch of bone. Chi's head turns aside, further restricting air flow, triggering new spasms in the struggle for breath. Eyes flutter and try to focus.

Leaning in close, Ro whispers, "You understand, don't you? I have to be the one that gets remembered."

Chi's feeble resistance is ignored, and with a quiet crack and stuttering gasp, the cheekbone gives to the pressure.

"Chi?"

Two sets of eyes turn towards the leech-shaped flexbots clustered in the doorframe, each a perfect copy of the others. The only difference between them is the barely perceptible etching in the top center of the otherwise-empty faceplates. Their faces are hidden, as if in shame.

"I didn't notice you watching, Nyuki." Ro's hand comes away, leaving the stricken professor desperately sucking in air. "It's done."

"We were ... keeping our eyes out for you. You should clean up and get inside."

For a long moment, Ro searches for some hint of thought or feeling from Nyuki, and is faced with a distorted reflection: Chi and Ro and blood. Ro gestures at the body. "Yes, let's."

Ro produces a nanohive, and a moment later a barely perceptible busyness extends out into the air, as cleaners scramble to sanitize the scene. Red is removed, DNA undone. Ro takes a brief look around to be sure there are no other witnesses before the AR warnings at the mouth of the tunnel subside. Two Nyukis scuttle up the wall to retrieve the gray box running the spoof on the security feeds while two



others gently restrain Chi's twitching body and help Ro move it into the workshop. Inside, the productive clutter of the machine shop has been cleared away. The only features that matter are a bare table in the center of the room, a utilitool, and a large smart material bag. Chi is tethered to the table quickly and without cruelty, as much to control the twitching as to restrain.

As the Nyukis file out, one of them hesitates on the threshold. "As your friend, we—"

"I'll be fine. Really, Nyuki. I want to keep going."

"Be careful, Professor Rokuzawa, and remember why you're doing this. We'd hate to lose you." Stepping back, the door closes, leaving Ro to sort things out alone.



It seems unfitting that the fate of my recent work, and quite possibly my academic future, is going to be decided in as drab a setting as this dull little meeting room in the Titan Autonomous University faculty offices. I while away a few minutes, imagining the judges of my fate in the school's Forum, with dozens of onlookers expressing outrage at my disregard for taboo. I imagine those few of like mind finally standing up publicly for their beliefs and students looking to one another in shock. I clear my head of such fantasy and call for the tiniest spurt of serotonin to even me out. I halfheartedly flick through the VR presentation I've prepped until the review board

finally comes in. Noomi enters with a scowl and a sharp glance over the frames of her glasses. They're an idiot affectation I can't believe I ever found charming. Jonas is here as well, and greets me with his usual faint smile and a friendly "Hello, Chi." The only indication I have of Trieste arriving is the faint tone that sings through the room to let us know he's localized his attention with us.

I don't give them a chance to get settled. I need to get through this calmly and quickly.

"Thank you all for meeting with me so quickly after I got back. You all have a sense of my prior work, so I'll spare you a re-iteration and come right to my latest effort. Based on the success of re-integration with my fork without the necessity of psychosurgical correction and only short-term, incidental stress responses to knives, the endeavor should be viewed as not only successful, but repeatable." I can't help but smile slightly.

"Additional ego back-up states were taken before the trial was performed and can be made available for use with our academic peers under other controlled scenarios where alternately signified constructions of the experience can be explored. For example, the assignment of different combinations of physical gender(s) to the aggressor and victim instances and/or the introduction of ideological or sexual components—"

"Yes, yes, Professor Rokuzawa, do give us some credit for coming into this meeting prepared," Noomi scowls. "We all read the proposal, and you think that



just because you killed your own fork and merged with it afterwards—without coming out an emotional disaster or schizophrenic—that we should bless your egotistic nihilism with special support so you can do it again. With sexual components.”

“There’s nothing to bless, Noomi, because there aren’t any disorders. That’s rather the point. I have no interest in play-acting a snuff scene for my own gratification.” Though I might make an exception for you. “Changes to context change the impressions and memories made, and that lets us study how that impacts the merger.”

“Both of you, please, let’s keep this a civil discourse,” Jonas rubs his eyes. “There’s no need to be so confrontational, Dr. Chowdhury. Now then, all matters of tone aside, we’ve read it Chi, and it’s ... challenging work. We want to talk to you because, frankly, we’re concerned about what you’ve already done.”

As expected, Dr. Samuelsson is here to play peacemaker. If I can keep calm and let Noomi look overly aggressive, Jonas might side with me out of his own reflex to help the underdog. “You’ll see I’ve included quite detailed information from the psychosurgeon who oversaw the reintegration, so if you’re questioning the accuracy of my claims about a stable outcome I’ve—”

“The only ‘stable outcome’ from this is the certainty it will be condemned by damn near every serious academic in the field!” Noomi interrupts. “This is a sado-masochistic farce at best, and there’s no reason we should facilitate it happening again. I’ve seen your neural map, and there’s nothing going on that can’t be modeled cold in VR. It’s memory grafting, and it’s been covered before. If you were still in my department I wouldn’t even let you waste the board’s time with this nonsense.”

“Well, Noomi, I suppose it’s for the best that I left your department.”

Her eyes narrow and she sniffs. “We’re in agreement there.”

I continue. “There’s more to it than just memory grafting: it looks clean because there have been fundamental changes in the process of neural mapping. The dynamic contrast of simultaneously having and lacking knowledge of context, the perfect experience of a moment from multiple perspectives—” the feel of the knife in my hand and in my flesh simultaneously —“the extreme emotional responses strengthening and clarifying the experience and memories—” the cold creeping through me as I bleed out, the look of peace supplanting that of panic as it steals the light from my eyes —“those are parts of a living psychology that cannot be produced solely through modeling.”

The barest crackle over the audio system. “So your work is only relevant to those who are physically instanced? Only biomorphs? That’s a narrower field of study than it used to be.”

I hate it when Trieste isn’t visually present at meetings. A disembodied AGI that doesn’t use an avatar is easy to accidentally leave out of a conversation,

and he knows it. Even Samuelsson is wincing for me. I need to stay focused.

“No. The goal is to push past what has already been done, both physically and digitally. By proceeding with this experiment instanced in a biomorph, every factor was used to increase the intensity of the experience and increase the strength of the memory to give a more stable foundation to work from during the re-integration. Surprise, anger, assumed betrayal, panic, pain: I will remember every one of those moments vividly—even the ones I’d rather not.” I treasure all of them. “The fact that I have competing and conflicting emotions from both sides of the act, and that I’m holding them together, stably”—god, let it be true—“is something that any psychosurgeon you care to name says shouldn’t work successfully.”

“That’s precisely why we’re concerned Chi.”

“Trieste, even working purely digitally, most experts say you can’t code for fallacious or inconsistent thought. Even the best AGIs can only choose to mock up false beliefs, they can’t truly believe them. Humans excel at contradictory thinking. If I’m able to provide source data for a sane personality that holds mutually exclusive understandings of an event, that could be a boon to many areas of non-seed AGI research, correct?”

“Potentially.”

“This is only the start, Trieste. The specifics are unusual, but the approach is standard: experiment, learn from it, and take the next step.”

“You’ve made your point. Unless you have some other specific questions, Drs. Samuelsson or Chowdhury, I’m satisfied we’ve heard enough to deliberate.”

I close the presentation windows and thank them for their time and consideration. Noomi stares at me coldly, and the chill is more than the usual distance over the loss of what we once shared. Jonas looks like he’s losing a friend. He doesn’t understand why I’m doing this, but he sees some of the potential benefits for his own field of study and there’s a flicker of excitement at what I’ve shown him. I know Trieste is the only one whose judgment won’t be clouded by emotion. He doesn’t care what I do to myself, only whether or not what I’m doing has an interesting outcome.

I leave.



Hours later, and still no word from the review board. I give Yesterday the night off and free rein on my social networks. I don’t want to deal with anyone. I parse and pick over each phrase and glance from the review meeting, hopeful and despondent in turn. I try to catch up on reading, idly browse the mesh, jack into some mindless XP, but none of it holds my attention. Idly, unconsciously, I remove the coin from the smart linkage on my necklace and flip it, watching it glitter and spin slowly in the low g. I pluck it from the air and don’t care which face is showing. Each side ends in blood.

BUILDING BLOCKS

Step-by-Step Guide. ■ p. 13

Choose Aptitude Template: Define a core ego. ■ p. 12

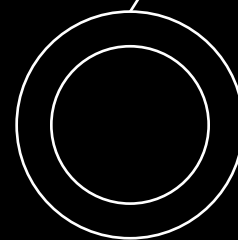
Choose Packages: Factions, backgrounds, and careers. ■ p. 13

Purchase Morph and Gear: Common role-specific equipment packs. ■ p. 38

Combine Everything: Assembling a character. ■ p. 38

Customize: Add finishing touches with remaining CP. ■ p. 39

Character Generation Example. ■ p. 50



CHARACTER CREATION: PACKAGES



2

TABLES

- Aptitude Templates. ■ p. 12
- Package List. ■ p. 14
- Background Packages. ■ p. 15
- Faction Packages. ■ p. 23
- Focus Packages. ■ p. 29
- Customization Packages. ■ p. 37
- Gear Packs. ■ p. 40
- Skills over 60. ■ p. 38
- Customization Points. ■ p. 39
- Motivations Table. ■ p. 41
- Field Skills. ■ p. 42
- Morph Table. ■ p. 44
- Skills by Category. ■ p. 45
- Async Sleights Table. ■ p. 45
- Traits Table. ■ p. 46
- Disorders Table. ■ p. 49
- Random Rep Network. ■ p. 49



CHARACTER CREATION: PACKAGES



The character generation system in the core book is designed to maximize your ability to customize your character, down to every last skill point and gear item. If you're short on time or simply prefer a system with fewer choices, this alternative character creation system is for you. Rather than spending 1,000 individual Customization Points (p. 130, *EP*), you simply choose an aptitude template, purchase pre-built packages, and then combine them all together. The packages represent the character's history and the areas they have focused on in their life. These packages primarily include skill points, but they also include aptitude modifiers, Rep points, traits, and gear. An example of character creation using this system can be found on p. 50.

CHARACTER CONCEPT

Before you start, you should have a rough idea in mind of what type of character you're trying to make. See *Character Concept*, p. 130, *EP*, as well as *Optimizing Characters*, p. 108.

CHOOSE APTITUDE TEMPLATE

The second step is to choose an aptitude template from the table. This determines your character's starting aptitudes, which is also the basis of your skills.

APTITUDE TEMPLATES

BRAWLER

Even in a universe of talking apes and wormholes to other planets, there are always people who recognize the special skill set that goes along with a more physical bent. You've honed yourself to be able to take the greatest advantage of whatever physical gifts your morph or shell may have.

DILETTANTE

While you've never really stood out in any one area, you've always been able to competently perform just about any task you try.

EXTROVERT

Who needs to be tough when you can convince others to fight for you? Who needs brilliance, when smart people will fall over themselves to tell you everything they know just for a little more time with you?

INQUISITIVE

Your natural problem-solving and investigative bent means you often notice things others miss.

RESEARCHER

Knowledge is power. The TITANs were little more than code—knowledge applied to the right places at the right time to produce power. You've dedicated yourself to a life of the mind for the benefits it brings.

SURVIVOR

You may not be the smartest, strongest, or quickest, but you've always been able to pull it together and scrape by in a tough situation.

TECHIE

Understanding how things work gives you an edge when you need to understand how to stop them or make them work better. That's always been your gift: a way with applied information, be it computer code or life-support machinery.

THRILL SEEKER

You've never said no to a dare, and your quick reactions haven't failed you so far. You may not always make the best decisions, but you usually manage to land on your feet.

APTITUDE TEMPLATES

	COG	COO	INT	REF	SAV	SOM	WIL
Brawler	10	20	15	20	10	20	10
Dilettante	15	15	15	15	15	15	15
Extrovert	15	15	15	15	20	10	15
Inquisitive	20	10	20	10	20	10	15
Researcher	20	15	20	15	10	10	15
Survivor	10	15	15	15	10	20	20
Techie	20	15	10	15	15	15	15
Thrill Seeker	10	20	15	20	15	15	10

TWEAKING APTITUDES

The aptitude templates are designed to quickly optimize your character towards a certain set of skills and abilities, but they do not cover every conceivable combination. If none of the templates has the aptitude spread you are looking for, simply choose one that is close and tweak the numbers. For every 5 points you reduce one aptitude, you can raise another by 5. No aptitude can be reduced below 5 or raised above 30.

CHOOSE NATIVE TONGUE

Every character receives their natural Language skill at a rating of 70 + INT for free.

PACKAGE SYSTEM CHARACTER CREATION

STEP-BY-STEP GUIDE

1. Define Character Concept.
2. Choose Aptitude Template.
3. Choose Native Tongue.
4. Spend 10 Package Points.
 - a) At least one package must be from Backgrounds.
 - b) At least one package must be from Factions.
5. Purchase Morph and Gear.
6. Combine Everything.
7. Customize.
8. Calculate Remaining Stats.
9. Detail the Character.

CHOOSE PACKAGES

The packages are measured in increments of 1, 3, or 5 Package Points (PP). Once you have purchased 10 PP of packages, you simply combine each package together to get your character.

The packages are grouped into three categories. The first category is Background, which corresponds to the character backgrounds described on pp. 131–132, *EP*. The second category is Faction, which equates to the character factions detailed on pp. 132–134, *EP*. The final category is Focus, which refers to occupational choices, interests, hobbies, specializations, major life events, and so on.

You must choose at least one package (of any value) from Background and at least one package (of any PP value) from Faction (though you may also purchase more than one in each). Focus packages are optional, but encouraged.

For example, you can take one package worth 5 PP, one worth 3PP, and two worth 1 PP each.

Alternatively, you can choose three packages worth 3 PP each and one package worth 1 PP, and so on. The only restriction is that you may not purchase more than five packages that are only 1 PP in value. Any combination is allowed, as long as you have one Background package, one Faction package, no more than five 1 PP packages, and 10 PP of packages total. You may not buy the same package more than once.

A fourth group of packages, Customizations, are detailed on (p. 39). These are primarily intended to round your character out with certain skills you may want, but which you didn't get from the other packages. You may want to consider keeping 1 PP in reserve to spend on one of these packs. See *Customize*, p. 39.

One bit of advice: this system works best for diversified characters. If you try to make a highly specialized character and buy a bunch of similar packs, you will likely end up with a lot of redundant skills. Make an effort to branch out and pick some packs that give your character some variety.

COMBINING CHARACTER CREATION SYSTEMS

This package-based character generation system is designed to be compatible with the more detailed rules presented in the *Eclipse Phase Core Rulebook*. If you're looking to combine the ease and simplicity of this system with the customization possibilities of the original, it is quite easy to do so. Each Package Point is equivalent to 100 Customization Points (CP). So you could, for example, choose 9 PP worth of packages to quickly solidify your character and then spend 100 CP to round them out as you see fit.

Alternatively, you could build your character using 10 PP, and then tweak the numbers, removing some skill points, traits, etc. and replacing them with others with an equivalent CP value. For example, you could cut 20 CP of skills and replace them with two Positive traits worth 10 CP each. This is discussed under *Customize*, p. 39.

Note that this package system builds characters that are worth 1,100 CP. This is ~20 CP more than

characters built using the system in the *Eclipse Phase Core Rulebook* (when factoring in the free points and background/faction bonuses). If you want it to be completely balanced with the core rulebook, simply remove 20 CP of skills or other attributes from each character created with this system. Alternatively, if some people in your group are using this package system and others are using the system from the core book, give the latter players an extra 20 CP for their characters to make it even.

WEAKER AND STRONGER CHARACTERS

If you want characters that are younger, less experienced, poorly trained, or just sub-par, lower the amount of Package Points to 9, 8, or even 7. If you want characters that are older, grizzled veterans, highly trained, or simply more bad-ass, raise the amount of Package Points to 11, 12, or even higher. ■

PACKAGE LIST

RANDOM PACKAGE SELECTION

D10 ROLL PACKAGE TYPE

1	Background 1PP
2	Background 3PP
3	Background 5PP
4	Faction 1 PP
5	Faction 3 PP
6	Focus 1 PP
7	Focus 3 PP
8	Focus 5 PP
9	Customization 1 PP
0	Re-roll or Choose

BACKGROUND PACKAGES (1/3/5 PP)

D100 ROLL BACKGROUND

01–04	Colonist: Command Staff (next page)
05–08	Colonist: Flight Staff (next page)
09–12	Colonist: Security Staff (next page)
13–16	Colonist: Science Staff (next page)
17–24	Colonist: Tech Staff (p. 16)
25–27	Drifter (p. 16)
28	Earth Survivor (p. 17)
29–35	Fall Evacuee: Enclaver (p. 17)
36–41	Fall Evacuee: Underclass (p. 17)
42–44	Hyperelite: Media Personality (p. 17)
45–47	Hyperelite: Scion (p. 18)
48–53	Indenture (p. 18)
54	Infolife: Emergent Uplift (p. 18)
55–56	Infolife: Humanities AGI (p. 18)
57–58	Infolife: Machine AGI (p. 19)
59–60	Infolife: Research AGI (p. 19)
61–62	Isolate: Separatist (p. 19)
63–64	Isolate: Survivalist (p. 19)
65	Lost: Disturbed Child (p. 20)
66	Lost: Masked Normalcy (p. 20)
67–69	Original Scum (p. 20)
70–78	Re-instantiated: Civilian Casualty (p. 20)
79–85	Re-instantiated: Infomorph (p. 21)
86–89	Re-instantiated: Military Casualty (p. 21)
90–93	Street Rat (p. 21)
94–95	Uplift: Escapee (p. 21)
96	Uplift: Feral (p. 22)
97–00	Uplift: Standard Specimen (p. 22)

FACTION PACKAGES (1/3 PP)

D100 ROLL FACTION

01–06	Anarchist (p. 23)
07–10	Argonaut (p. 23)
11–15	Barsoomian (p. 23)
16–17	Belter (p. 23)
18–19	Bioconservative (p. 23)
21–23	Brinker (p. 24)
24–31	Criminal (p. 24)
32–33	European (p. 24)
34	Exhuman (p. 24)
35–38	Extropian (p. 24)
39–45	Hypercorp (p. 25)
46–48	Jovian (p. 25)
49–54	Lunar (p. 25)
55–56	Mercurial: Infolife (p. 25)
57–58	Mercurial: Uplift (p. 25)
59–60	Nano-Ecologist (p. 26)
61–62	Orbital (p. 26)
63	Out'ster (p. 26)
64	Precautionist (p. 26)
65	Preservationist (p. 26)
66–67	Reclaimer (p. 26)
68–69	Ringer (p. 27)
70–72	Sapient (p. 27)
73–76	Scum (p. 27)
77–78	Sifter (p. 27)
79	Singularity Seeker (p. 27)
80–81	Skimmer (p. 27)
82–86	Socialite (p. 28)
87	Solarian (p. 28)
88–92	Titanian (p. 28)
93–95	Ultimate (p. 28)
96–00	Venusian (p. 28)

FOCUS PACKAGES (1/3/5 PP)

D100 ROLL FOCUS

01–02	Academic (p. 29)
03–04	Activist (p. 29)
05–07	Assassin (p. 30)
08–10	Bodyguard (p. 30)
11–14	Bot Jammer (p. 30)
15	Combat Async (p. 30)
16–18	Con Artist (p. 30)
19	Controller Async (p. 31)
20–23	Covert Ops (p. 31)
24–26	Dealer (p. 31)
27–30	Ego Hunter (p. 31)
31–34	Enforcer (p. 31)

FOCUS PACKAGES (1/3/5 PP)

D100 ROLL FOCUS

35–38	Explorer (p. 32)
39–42	Face (p. 32)
43–45	Genehacker (p. 32)
46–50	Hacker (p. 32)
51–53	Icon (p. 33)
54–57	Investigator (p. 33)
58–60	Journo (p. 33)
61–63	Medic (p. 33)
64–65	Pirate (p. 34)
66–68	Psychosurgeon (p. 34)
69	Savant Async (p. 34)
70	Scanner Async (p. 34)
71–74	Scavenger (p. 35)
75–78	Scientist (p. 35)
79–80	Smart Animal Handler (p. 35)
81–84	Smuggler (p. 35)
85–88	Soldier (p. 36)
89–91	Spy (p. 36)
92–95	Techie (p. 36)
96–98	Thief (p. 36)
99–00	Wrecker (p. 36)

CUSTOMIZATION PACKAGES (1 PP)

D100 ROLL CUSTOMIZATION

01–03	Artist (p. 37)
04–05	Async (p. 37)
06–07	Async Adept (p. 37)
08–12	Athletics (p. 37)
13–17	Computer Training (p. 37)
18–22	Connected (p. 37)
23–33	Essential Skills (p. 37)
34–38	Gearhead (p. 37)
39–42	Heavy Weapons Training (p. 37)
43–46	Jack-of-all-Trades (p. 37)
47–52	Lucky (p. 37)
53–56	Martial Arts (p. 37)
57–58	Mentalist (p. 37)
59–62	Networker (p. 37)
63–67	Paramedic (p. 37)
68–70	Slacker (p. 37)
71–74	Sneaker (p. 37)
75–78	Social Butterfly (p. 37)
79–82	Spacer (p. 37)
83–86	Student (p. 37)
87–90	Survival Training (p. 37)
91–95	Tech Training (p. 37)
96–00	Weapons Training (p. 37)

PACKAGE LIST

The table on the previous page provides a complete list of the available packages, to make it easier to make your selections, along with the relevant page number. For players that want to choose randomly or game-masters making NPCs, the listing is also randomized.

BACKGROUND PACKAGES

These packages represent a character's upbringing, earlier life, and, possibly, the place they still consider home. Each background is presented in three levels: 1 PP, 3 PP, or 5 PP.

COLONIST: COMMAND STAFF

You helped run one of the pre-Fall colonies, whether it was in Earth orbit, on Luna or Mars, or elsewhere in the system.

Suggested Motivations: +Hard Work, +Leadership, +Survival

1 PP	3 PP	5 PP
+1 Moxie Persuasion 15, Profession: Administration 30, Protocol 40	+1 Moxie Academics: (Choose One) 30, Free Fall* 35, Interest: (Choose One) 20, Networking: (Choose One) 40, Persuasion 40, Pilot: (Choose One) 30, Profession: Administration 40, Protocol 50	+1 Moxie +5 SAV, +50 Rep (Your Choice) Academics: (Choose One) 40, Art: (Choose One) 40, Beam Weapons 30, Fray 25, Free Fall* 35, Interest: (Choose One) 30, Intimidation 30, Networking: (Choose One) 40, Persuasion 40, Pilot: (Choose One) 30, Profession: Administration 40, Protocol 50

COLONIST: FLIGHT STAFF

You worked on, or even piloted, the ships that kept colonies supplied.

Suggested Motivations: +Exploration, +Personal Career, +Thrill Seeking

1 PP	3 PP	5 PP
+1 Moxie Pilot: Spacecraft 40, Profession: Flight Crew 30	+1 Moxie Academics: (Astrophysics or Engineering) 30, Free Fall 40, Hardware: Aerospace 35, Interest: (Choose One) 20, Navigation 40, Networking: (Choose One) 30, Pilot: Spacecraft 50, Profession: Flight Crew 40	+1 Moxie +5 REF, +50 Rep (Your Choice) Academics: (Astrophysics or Engineering) 40, Fray 20, Free Fall 40, Gunnery 30, Hardware: Aerospace 40, Interest: (Choose One) 30, Language: (Choose One) 30, Navigation 40, Networking: (Choose Two) 30, Pilot: Spacecraft 50, Profession: Flight Crew 50

COLONIST: SECURITY STAFF

You secured pre-Fall colonies, keeping the rabble in line and guarding against hostile elements.

Suggested Motivations: +Law and Order, +Survival, -Criminals, -Autonomists

1 PP	3 PP	5 PP
+1 Moxie Beam Weapons 40, Free Fall 15*, Profession: Security Ops 30	+1 Moxie Beam Weapons 50, Free Fall* 40, Clubs 35, Interest: (Choose One) 30, Intimidation 40, Language: (Choose One) 20, Networking: (Choose One) 30, Profession: Security Ops 40	+1 Moxie +5 SOM, +50 Rep (Your Choice) Academics: (Choose One) 40, Beam Weapons 50, Fray 25, Free Fall* 40, Clubs 35, Interest: (Choose One) 30, Intimidation 40, Investigation 20, Language: (Choose One) 30, Networking: (Choose One) 30, Profession: Security Ops 50, Unarmed Combat 40

COLONIST: SCIENCE STAFF

You conducted scientific research off-world, whether that was studying the sun's solar cycles, evaluating lichen growth on Mars, or creating new zero-g manufacturing processes.

Suggested Motivations: +Hard Work, +Personal Career, +Science!

1 PP	3 PP	5 PP
+1 Moxie Academics: (Choose One) 40, Free Fall* 15, Investigation 30	+1 Moxie Academics: (Choose One) 50, Free Fall* 30, Interest: (Choose One) 15, Interfacing 40, Investigation 40, Networking: (Scientists) 40, Profession: (Lab Technician) 30, Research 40	+1 Moxie +5 COG, +50 Rep (Your Choice) Academics: (Choose One) 50, Academics: (Choose One) 40, Fray 25, Free Fall* 30, Hardware: (Choose One) 20, Interest: (Choose One) 30, Interfacing 40, Investigation 50, Networking: (Scientists) 40, Profession: (Lab Technician) 30, Programming 35, Research 40

*Lunar, Martian, and other grounded colonists can replace Free Fall with Freerunning skill.

COLONIST: TECH STAFF

You kept the colony in working order—a matter of survival more than convenience.

Suggested Motivations: +Hard Work, +Problem Solving, +Survival

+1 Moxie

1
PP

Free Fall* 15,
Hardware: (Choose One)
40, Profession: (Choose
One) 30

+1 Moxie

3
PP

Academics: (Choose One) 30, Free Fall* 30, Hardware:
(Choose One) 50, Interest: (Choose One) 20, Interfacing
40, Profession: (Choose One) 40, Programming 40,
Scrounging 35

+1 Moxie

5
PP

+5 COG, +50 Rep (Your Choice)
Academics: (Choose One) 40, Fray 20, Free Fall* 30,
Hardware: (Choose One) 50, Hardware: (Choose One)
40, Interest: (Choose One) 30, Interfacing 40, Language:
(Choose One) 30, Pilot: (Choose One) 25, Profession:
(Choose One) 50, Programming 40, Scrounging 35

*Lunar, Martian, and other grounded colonists can replace Free Fall with Freerunning skill.

DRIFTER

You may be a Martian nomad, an original scum swarm pioneer, a free trader, or just a wanderer. Your people have always gone where the work was, first on Earth and then into space, where hands or your kind of skills were needed. You may not be as highly specialized as some people, but you know a little about a lot of things and have picked up what you need to get by.

Suggested Motivations: +Exploration, +Hard Work, +Pragmatism, +Survival

+1 Moxie

1
PP

Free Fall* 15, Profession:
(Choose One) 30,
Scrounging 40

+1 Moxie

3
PP

Free Fall* 40, Hardware: (Choose One) 30, Interest: (Choose
One) 20, Kinetic Weapons 20, Language: (Choose One) 30,
Navigation 20, Networking: (Choose One) 35, Profession:
(Choose One) 40, Scrounging 50

+2 Moxie

5
PP

+5 INT, +50 Rep (Your Choice)
Art: (Choose One) 40, Fray 25, Free Fall* 40, Hardware:
(Choose One) 30, Interest: (Choose One) 30, Kinetic
Weapons 20, Language: (Choose One) 40, Navigation 20,
Networking: (Choose Two) 30, Profession: (Choose One)
40, Protocol 20, Scrounging 50

*Martian nomads may exchange Free Fall for Climbing or Freerunning skill.



EARTH SURVIVOR

Unlike a small percentage of transhumanity, you did not escape off-world during the Fall, nor were you lucky enough to be killed. You survived for years, eking out an existence in the post-apocalyptic desolation of Earth while hiding from, and even fighting, the machines and twisted transhuman puppets that still lurked there. Only recently was your body rescued by scrappers or reclaimers or your egocast unwisely accepted by a trusting receiver.

Suggested Motivations: +Survival, +/–Reclaiming Earth, –TITANS

+1 Moxie

1
PP

Freerunning 15, Profession: (Post-Apocalyptic Survival) 30, Scrounging 40

+1 Moxie

3
PP

Fray 20, Freerunning 30, Interest: (Choose One) 20, Infiltration 40, Kinetic Weapons 35, Language: (Choose One) 30, Pilot: Groundcraft 20, Profession: (Post-Apocalyptic Survival) 40, Scrounging 40

+2 Moxie
+5 WIL

5
PP

Animal Handling 20, Demolitions 20, Fray 25, Freerunning 30, Interest: (Choose One) 30, Infiltration 40, Kinetic Weapons 40, Language: (Choose One) 40, Pilot: Groundcraft 25, Profession: (Choose One) 40, Profession: (Post-Apocalyptic Survival) 40, Scrounging 50, Seeker Weapons 30
Traits: Neural Damage

FALL EVACUEE: ENCLAVER

You were one of the lucky ones who grew up in safety behind the walls and security systems that kept the masses of the poor out. When the Fall happened, your connections (or your family's) ensured you were one of the first to leave up the beanstalk.

Suggested Motivations: +Personal Career, +Reclaiming Earth, +Survival, +Wealth

+1 Moxie

1
PP

Academics: (Choose One) 30, Profession: (Choose One) 30, Protocol 25

+1 Moxie

3
PP

Academics: (Choose One) 40, Interest: (Choose One) 20, Interfacing 35, Networking: (Choose One) 50, Persuasion 40, Pilot: (Groundcraft) 30, Profession: (Choose One) 40, Protocol 30

+1 Moxie

5
PP

+5 SAV, 50 Rep (Your Choice)
Academics: (Choose One) 40, Art: (Choose One) 30, Beam Weapons 20, Fray 20, Interest: (Choose One) 40, Interfacing 35, Kinesics 25, Networking: (Choose One) 50, Networking: (Choose One) 20, Persuasion 40, Pilot: (Groundcraft) 30, Profession: (Choose One) 40, Protocol 40

FALL EVACUEE: UNDERCLASS

Most of those who survived made it off-planet either by virtue of their birth or earning their way into one of the enclaves. You were either lucky enough to be in the small percentage of non-elites to be evacuated or you managed to bribe, scam, or sneak your way past security during the Fall and secure a position on a shuttle or beanstalk car.

Suggested Motivations: +Personal Development, +Survival, –Hypercapitalism

+1 Moxie

1
PP

Networking: (Choose One) 40, Profession: (Choose One) 30, Unarmed Combat 15

+1 Moxie

3
PP

Blades 30, Interest: (Choose One) 20, Deception 30, Language: (Choose One) 30, Networking: (Choose One) 50, Persuasion 40, Pilot: Groundcraft 25, Profession: (Choose One) 40, Unarmed Combat 20

+2 Moxie

5
PP

+5 WIL, +50 Rep (Your Choice)
Academics: (Choose One) 30, Blades 30, Fray 20, Infiltration 30, Interest: (Choose One) 40, Deception 30, Language: (Choose One) 40, Networking: (Choose One) 50, Persuasion 40, Pilot: Groundcraft 30, Profession: (Choose One) 40, Unarmed Combat 35

HYPERELITE: MEDIA PERSONALITY

People know you. In fact, there's a good chance that they see you on a regular basis. You're an X-caster, a blogger, a famous MARG gamer, a pundit, a performer, the spokesperson for a brand, an athlete, or some other form of celebrity.

Suggested Motivations: +Artistic Expression, +Fame, +Personal Career

+1 Moxie

1
PP

Art: (Choose One) 40, Networking: (Media) 40
+5,000 credits

+1 Moxie

3
PP

Art: (Choose One) 40, Disguise: 25, Interest: (Choose One) 30, Interfacing 30, Networking: (Media) 50, Persuasion 30, Profession: (Choose One) 20, Protocol 30
+30,000 credits

+1 Moxie

5
PP

+5 SAV, +50 Rep (Your Choice)
Art: (Choose One) 40, Disguise: 25, Fray 15, Interest: (Choose One) 40, Interfacing 30, Language: (Choose One) 30, Networking: (Media) 50, Networking: (Choose One) 20, Persuasion 30, Profession: (Choose One) 40, Protocol 50
+60,000 Credits

HYPERELITE: SCION

You were born into the wealth and privilege that financed transhumanity's expansion into space. It is your family name, rather than any talent or achievement, that makes you well known and in demand at social events.

Suggested Motivations: +Family, +Hypercapitalism, +Wealth

<p>+1 Moxie</p> <p>Academics: (Choose One) 30, Kinesics 30, Protocol 20</p> <p>+5,000 credits</p>	<p>+1 Moxie</p> <p>Academics: (Choose One) 40, Art: (Choose One) 30, Interest: (Choose One) 20, Interfacing 30, Kinesics 50, Networking: Hypercorps 35, Persuasion 30, Protocol 30</p> <p>+20,000 credits</p>	<p>+1 Moxie</p> <p>+5 SAV, +50 Rep (Your Choice)</p> <p>Academics: (Choose One) 40, Art: (Choose One) 40, Interest: (Choose One) 40, Intimidation 20, Kinesics 50, Kinetic Weapons 20, Networking: Hypercorps 40, Persuasion 30, Profession: (Choose One) 30, Protocol 40</p> <p>+50,000 Credits</p> <p>Traits: Patron</p>
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INDENTURE

You either won a lottery for the poor, where the prize was to go off-world, or you died during the Fall. Either way, you found yourself working away in virtual slavery to a hypercorp. You worked hard constructing habitats, mining asteroids, or terraforming Mars.

Suggested Motivations: +Hard Work, +Survival, -Hypercorps, -Indentured Service

<p>+1 Moxie</p> <p>Hardware: (Choose One) 40, Language: (Choose One) 15, Profession: (Choose One) 30</p>	<p>+1 Moxie</p> <p>Blades 30, Demolitions 30, Free Fall 40, Hardware: (Choose One) 50, Interest: (Choose One) 20, Language: (Choose One) 30, Profession: (Choose One) 40, Scrounging 45</p>	<p>+2 Moxie</p> <p>+5 SOM, +50 Rep (Your Choice)</p> <p>Blades 30, Demolitions 30, Fray 20, Free Fall 40, Hardware: (Choose One) 50, Interest: (Choose One) 30, Interfacing 30, Language: (Choose One) 40, Networking: Criminal 20, Profession: (Choose One) 40, Scrounging 45</p>
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INFOLIFE: EMERGENT UPLIFT

You were a smart program on the verge of emergence when the programmers reshaped you, encoded you with transhuman values and modes of thinking, and uplifted you to machine sapience. You possess a number of quirks that make you stand out from traditionally programmed AGIs.

Suggested Motivations: +AGI Rights, +Mercurial Cause

<p>+1 Moxie</p> <p>Interest: (Choose One) 30, Infosec 25, Interfacing 40, Programming 30</p> <p>Traits: Anomalous Mind trait, Real World Naiveté, Social Stigma (AGI)</p>	<p>+2 Moxie</p> <p>Academics: (Choose One) 30, Hardware: (Choose One) 40, Infosec 30, Interest: (Choose One) 40, Interfacing 50, Networking: (Choose One) 30, Profession: (Choose One) 20, Programming 40, Research 30</p> <p>Traits: Anomalous Mind trait, Real World Naiveté, Social Stigma (AGI)</p>	<p>+2 Moxie</p> <p>+5 COG, +50 Rep (Your Choice)</p> <p>(Choose Any Two Skills) 30, Academics: (Choose Two) 40, Hardware: (Choose One) 40, Infosec 40, Interest: (Choose One) 40, Interfacing 50, Networking: (Choose One) 30, Profession: (Choose One) 40, Programming 40, Research 35</p> <p>Traits: Anomalous Mind trait, Real World Naiveté, Social Stigma (AGI)</p>
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INFOLIFE: HUMANITIES AGI

You were designed to understand and interact with humans. Your programming is optimized for tasks such as personal assistance, marketing, caretaking, and psychology.

Suggested Motivations: +AGI Rights, +Personal Development, +Philanthropy

<p>+1 Moxie</p> <p>Academics: (Psychology or Sociology) 30, Interfacing 40, Kinesics 35</p> <p>Traits: Real World Naiveté, Social Stigma (AGI)</p>	<p>+1 Moxie</p> <p>Academics: (Psychology or Sociology) 40, Art: Digital Art 20, Impersonation 25, Interfacing 50, Kinesics 40, Networking: (Choose One) 30, Persuasion 40, Profession: Psychotherapy 30, Research 30</p> <p>Traits: Real World Naiveté, Social Stigma (AGI)</p>	<p>+1 Moxie</p> <p>+5 SAV, +50 Rep (Your Choice)</p> <p>Academics: (Psychology or Sociology) 40, Art: Digital Art 40, Impersonation 30, Infosec 30, Interest: (Choose One) 40, Interfacing 50, Kinesics 50, Networking: (Choose One) 40, Persuasion 40, Profession: Psychotherapy 30, Protocol 30, Research 30</p> <p>Traits: Real World Naiveté, Social Stigma (AGI)</p>
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INFOLIFE: MACHINE AGI

What understands machines better than a machine mind? Your code is focused on interacting and controlling software and hardware so that humans don't have to.

Suggested Motivations: +AGI Rights, +Sousveillance, +Thrill Seeking, -Disorganization

<p>+1 Moxie 1 PP</p> <p>Academics: (Choose One) 30, Interfacing 40, Programming 35 Traits: Real World Naiveté, Social Stigma (AGI)</p>	<p>+1 Moxie 3 PP</p> <p>Academics: (Choose One) 40, Art: (Choose One) 20, Hardware: Electronics 40, Hardware: Robotics 20, Infosec 35, Interfacing 50, Pilot: (Choose One) 30, Profession: (Choose One) 30, Programming 40 Traits: Real World Naiveté, Social Stigma (AGI)</p>	<p>+1 Moxie 5 PP</p> <p>+5 REF, +50 Rep (Your Choice)</p> <p>Academics: (Choose Two) 40, Art: (Choose One) 30, Flight 30, Hardware: Electronics 40, Hardware: Robotics 30, Infosec 40, Interfacing 50, Pilot: (Choose One) 30, Profession: (Choose One) 40, Programming 50, Research 30 Traits: Real World Naiveté, Social Stigma (AGI)</p>
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INFOLIFE: RESEARCH AGI

Your software predecessors were programmed to gather and analyze data, assist in scientific projects, and conduct experiments on their own. Als such as yourself are valued members of research projects, universities, and data analysis hypercorps.

Suggested Motivations: +AGI Rights, +Education, +Research

<p>+1 Moxie 1 PP</p> <p>Academics: (Choose One) 30, Interfacing 35, Research 40 Traits: Real World Naiveté, Social Stigma (AGI)</p>	<p>+1 Moxie 3 PP</p> <p>Academics: (Choose One) 40, Academics: (Choose One) 30, Hardware: (Choose One) 40, Interfacing 40, Investigation 30, Networking: Scientists 25, Profession: (Choose One) 20, Programming 30, Research 50 Traits: Real World Naiveté, Social Stigma (AGI)</p>	<p>+1 Moxie 5 PP</p> <p>+5 COG, +50 Rep (Your Choice)</p> <p>Academics: (Choose Two) 40, Academics: (Choose One) 30, Hardware: (Choose One) 40, Infosec 30, Interfacing 40, Investigation 40, Networking: Scientists 30, Pilot: (Choose One) 30, Profession: (Choose One) 40, Programming 40, Research 50 Traits: Real World Naiveté, Social Stigma (AGI)</p>
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ISOLATE: SEPARATIST

As happened many times throughout history, groups facing persecution fled to new territories where they could practice their beliefs in peace. You hail from one of these groups that traveled to the isolated reaches of the system to find a place they could worship, experiment, or simply exist away from prying or hostile neighbors. As a result of your peoples' self-imposed isolation, you've learned to be far more self-sufficient than most.

Suggested Motivations: +Artistic Expression, +Bioconservatism, +Religion, +Research

<p>+1 Moxie 1 PP</p> <p>Free Fall 15, Profession: (Choose One) 30, Scrounging 40</p>	<p>+1 Moxie 3 PP</p> <p>Animal Handling 25, Art: (Choose One) 40, Free Fall 30, Hardware: (Choose One) 40, Medicine: Paramedic 30, Pilot: (Choose One) 30, Profession: (Choose One) 50, Scrounging 40</p>	<p>+1 Moxie 5 PP</p> <p>+5 INT or WIL</p> <p>Academics: (Choose One) 30, Animal Handling 25, Art: (Choose One) 40, Fray 20, Free Fall 40, Hardware: (Choose One) 40, Interest: (Choose One) 30, Interfacing 20, Medicine: Paramedic 30, Pilot: (Choose One) 40, Profession: (Choose One) 50, Programming 30, Scrounging 50 Traits: Real World Naiveté</p>
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ISOLATE: SURVIVALIST

Your family feared trouble on Earth, so they established a bunker off-world. They were right. Now they fear that trouble may return and engulf the entire solar system.

Suggested Motivations: +Bioconservatism, +Religion, +Survival, -Autonomists

<p>+1 Moxie 1 PP</p> <p>Free Fall 15, Profession: (Choose One) 30, Kinetic Weapons 40</p>	<p>+1 Moxie 3 PP</p> <p>Academics: (Choose One) 20, Free Fall 30, Hardware: (Choose One) 40, Interest: (Choose One) 30, Kinetic Weapons 50, Medicine: Paramedic 30, Pilot: (Choose One) 30, Profession: (Choose One) 40, Seeker Weapons 15</p>	<p>+1 Moxie 5 PP</p> <p>+5 INT or WIL</p> <p>Academics: (Choose One) 30, Animal Handling 20, Demolitions 20, Fray 20, Free Fall 30, Hardware: (Choose One) 40, Interest: (Choose One) 40, Kinetic Weapons 50, Medicine: Paramedic 30, Navigation 20, Pilot: (Choose One) 30, Profession: (Choose Two) 40, Seeker Weapons 25</p>
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LOST: DISTURBED CHILD

The Lost project unwittingly created a generation of monsters. You are among the odd, deranged, twisted, psychotic, and powerful examples that escaped.

Suggested Motivations: +Neurodiversity, +Sadism, +Vengeance, -Research

<p>+1 Moxie</p> <p>Academics: (Choose One) 30, Control 35, Free Fall 15</p> <p>Traits: Psi (Level 2), Mental Disorder (Choose Three), On the Run, Real World Naiveté</p> <p>+2 psi-gamma sleights</p>	<p>1 PP</p>	<p>+1 Moxie</p> <p>Academics: (Choose One) 40, Blades 15, Control 50, Deception 40, Fray 15, Free Fall 30, Infiltration 30, Language: (Choose One) 30, Profession: (Choose One) 20</p> <p>Traits: Psi (Level 2), Mental Disorder (Choose Three), On the Run, Real World Naiveté</p> <p>+4 Sleights: Choose 1 psi-chi, 3 psi-gamma</p>	<p>3 PP</p>	<p>+1 Moxie</p> <p>+5 WIL, +50 Rep (Your Choice)</p> <p>Academics: (Choose One) 40, Blades 20, Control 50, Deception 40, Fray 20, Free Fall 30, Infiltration 30, Interest: (Choose One) 40, Language: (Choose One) 30, Profession: (Choose One) 40, Psi Assault 40, Unarmed Combat 20</p> <p>Traits: Psi (Level 2), Mental Disorder (Choose Three), On the Run, Real World Naiveté</p> <p>+7 Sleights: Choose 2 psi-chi, 5 psi-gamma</p>	<p>5 PP</p>
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LOST: MASKED NORMALCY

You survived the Lost project damaged but intact—or at least able to mask your inner demons from others. You are not as gifted—or as explosive—an async as some of the others, but you are also better at keeping yourself under control.

Suggested Motivations: +Acceptance +Privacy +Self Control

<p>+1 Moxie</p> <p>Academics: (Choose One) 30, Persuasion 35</p> <p>Traits: Psi (Level 1), Mental Disorder (Choose Two)</p> <p>+2 psi-chi sleights</p>	<p>1 PP</p>	<p>+1 Moxie</p> <p>Academics: (Choose One) 40, Free Fall 30, Impersonation 40, Kinesics 45, Language: (Choose One) 30, Persuasion 50, Profession: (Choose One) 20</p> <p>Traits: Psi (Level 1), Mental Disorder (Choose Two)</p> <p>+4 psi-chi sleights</p>	<p>3 PP</p>	<p>+1 Moxie</p> <p>+50 Rep (Your Choice)</p> <p>Academics: (Choose One) 40, Fray 20, Free Fall 30, Impersonation 40, Interest: (Choose One) 40, Interfacing 30, Kinesics 45, Language: (Choose One) 40, Persuasion 50, Profession: (Choose One) 30, Protocol 30, Sense: 50</p> <p>Traits: Psi (Level 2), Mental Disorder (Choose Three), On The Run</p> <p>+6 Sleights: Choose 4 psi-chi, 2 psi-gamma</p>	<p>5 PP</p>
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ORIGINAL SCUM

More than just a drifter, you were a pioneer in the pursuit for morphological freedom.

Suggested Motivations: +Anarchism, +Hedonism, +Individualism, +Morphological Freedom

<p>+1 Moxie</p> <p>Art: (Choose One) 30, Free Fall 15, Medicine: Biosculpting 40</p>	<p>1 PP</p>	<p>+1 Moxie</p> <p>Art: (Choose One) 40, Free Fall 30, Interest: (Choose One) 30, Language: (Choose One) 20, Medicine: Biosculpting 50, Networking: (Choose One) 35, Persuasion 40, Psychosurgery 40</p>	<p>3 PP</p>	<p>+1 Moxie</p> <p>+5 WIL, +50 Rep (Your Choice)</p> <p>Art: (Choose One) 40, Fray 20, Free Fall 30, Interest: (Choose One) 40, Kinesics 20, Language: (Choose One) 40, Medicine: Biosculpting 50, Networking: (Choose One) 40, Networking: (Choose One) 20, Persuasion 40, Profession: (Choose One) 30, Psychosurgery 40, Spray Weapons 20</p>	<p>5 PP</p>
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RE-INSTANTIATED: CIVILIAN CASUALTY

You died during the Fall. Either the TITAN machines overwhelmed your area or you fell victim to transhumanity's own use of WMDs or savage infighting. You might not even know how you died, as you were recovered from a backup transmitted off-world. However it went down, it wasn't an experience you'd care to repeat. Luckily, you were resleeved quickly.

Suggested Motivations: +Reclaiming Earth, +Survival, -TITAN Tech

<p>+1 Moxie</p> <p>(Choose Any Non-Psi Skill) 40, Interfacing 15, Profession: (Choose One) 30</p>	<p>1 PP</p>	<p>+1 Moxie</p> <p>(Choose Any Non-Psi Skill) 50, Academics: (Choose One) 20, Interest: (Choose One) 30, Interfacing 45, Networking: (Choose One) 40, Pilot: Groundcraft 30, Profession: (Choose One) 40, Research 30</p>	<p>3 PP</p>	<p>+2 Moxie</p> <p>+5 INT, +50 Rep (Your Choice)</p> <p>(Choose Any Non-Psi Skill) 50, Academics: (Choose One) 40, Fray 20, Freerunning 20, Interest: (Choose One) 40, Interest: (Choose One) 20, Interfacing 45, Kinesics 20, Language: (Choose One) 30, Networking: (Choose One) 40, Pilot: Groundcraft 30, Profession: (Choose One) 40, Research 30</p> <p>Traits: Edited Memories</p>	<p>5 PP</p>
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RE-INSTANTIATED: INFOMORPH

After your death during the Fall, you spent a substantial period of time in VR worlds before you were eventually resleeved.

Suggested Motivations: +Reclaiming Earth, +Survival, +/-Virtual Reality, -TITANS

+1 Moxie

1
PP

Interfacing 40, Profession:
(Choose One) 30,
Programming 15

+1 Moxie

3
PP

Academics: (Choose One) 20, Interest: (Choose One) 30,
Interfacing 50, Networking: (Choose One) 40,
Pilot: Groundcraft 30, Profession: (Choose One) 40,
Programming 45, Research 30

+2 Moxie

5
PP

+5 COG, +50 Rep (Your Choice)
(Choose Any Non-Psi Skill) 40, Academics: (Choose One) 30,
Fray 10, Infosec 20, Interest: (Choose One) 50, Interest:
(Choose One) 40, Interfacing 50, Networking: (Choose
One) 40, Pilot: Groundcraft 30, Profession: (Choose One)
40, Programming 45, Research 30
Traits: Edited Memories

RE-INSTANTIATED: MILITARY CASUALTY

You were killed during the Fall. You may have fallen during a sneak attack, died fighting the TITAN machines on the front lines, or even been murdered by fellow humans as you tried to keep order in transhumanity's darkest hours. At least your sacrifice was rewarded by a quick resleeving.

Suggested Motivations: +Reclaiming Earth, +Survival, -TITANS

+1 Moxie

1
PP

(Choose Any Combat Skill)
40, Freerunning 15,
Profession: (Choose
One) 30

+1 Moxie

3
PP

(Choose Any Combat Skill) 50, Academics: (Choose One) 20,
Fray 20, Freerunning 35, Gunnery 30, Interest: (Choose
One) 30, Pilot: Groundcraft 30, Profession: (Choose One) 40,
Unarmed Combat 30

+2 Moxie

5
PP

+5 INT, +50 Rep (Your Choice)
(Choose Any Two Combat Skills) 50, Academics: (Choose
One) 30, Climbing 30, Fray 25, Freerunning 35, Gunnery
30, Interest: (Choose One) 50, Language: (Choose One)
30, Pilot: Groundcraft 15, Profession: (Choose One) 40,
Unarmed Combat 40
Traits: Edited Memories

STREET RAT

You were raised in a gang, syndicate family, or cartel workforce. You are used to the ways of violence and routing around the law.

Suggested Motivations: +Black Markets, +Cartel/Gang/Family, +Survival, +Wealth, -Law and Order, -Police

+1 Moxie

1
PP

Networking: Criminals 15,
Profession: (Choose
One) 30, Unarmed
Combat 40

+1 Moxie

3
PP

Clubs 30, Fray 20, Infiltration 15, Interest: (Choose One) 20,
Intimidation 30, Language: (Choose One) 40, Networking:
Criminals 30, Pilot: Groundcraft 30, Profession: (Choose
One) 30, Unarmed Combat 40

+1 Moxie

5
PP

+5 SOM, 50 Rep (Your Choice)
Clubs 30, Deception 25, Fray 30, Infiltration 25, Interest:
(Choose One) 40, Interest: (Choose One) 30, Intimidation 40,
Language: (Choose One) 40, Networking: Criminals 40,
Palming 20, Pilot: Groundcraft 30,
Profession: (Choose One) 40, Unarmed Combat 40

UPLIFT: ESCAPEE

Though you are as intelligent as a human, you were born and raised as a second-class citizen, corporate property, or worse: a test subject. Somehow you escaped or were liberated, and now you try to find yourself in a galaxy that often seems out to get you.

Suggested Motivations: +Privacy, +Survival, +Uplift Rights, -Hypercorps, -Uplift Slavery

+1 Moxie

1
PP

Climbing* 40, Interest:
(Choose One) 30,
Infiltration 25

+1 Moxie

3
PP

Climbing* 45, Deception 40, Infiltration 50, Impersonation
40, Interest: (Choose One) 40, Language: (Choose One)
20, Networking: (Choose One) 40, Profession: (Choose
One) 30

+1 Moxie

5
PP

+5 SAV, +50 Rep (Your Choice)
Academics: (Choose One) 40, Climbing* 50, Deception 40,
Fray 25, Infiltration 50, Impersonation 40, Interest:
(Choose One) 40, Language: (Choose One) 40,
Networking: (Choose One) 40, Palming 25, Profession:
(Choose One) 30, Unarmed Combat 30
Traits: On the Run, Social Stigma (Uplift)

Traits: Social Stigma (Uplift)

Traits: On the Run, Social Stigma (Uplift)

*Replace Climbing skill with any skill more appropriate to the uplift type (Flight for neo-avians, Swimming for neo-octopi, Freerunning for neanderthals, etc).

UPLIFT: FERAL

The uplift process did not “humanize” you as much as other uplifts. Your natural instincts dominate your behavior far more than any attempts to socialize you to human norms.

Suggested Motivations: +Mercurial Cause, +Survival, +Uplift Rights, –Hypercorps, –Uplift Slavery

1 PP	3 PP	5 PP
+1 Moxie	+2 Moxie	+2 Moxie +5 REF
Climbing* 40, Interest: (Choose One) 30, Unarmed Combat 35	Climbing* 50, Fray 40, Infiltration 20, Interest: (Choose Two) 45, Intimidation 40, Unarmed Combat 50	Art: (Choose One) 30, Climbing* 50, Fray 40, Infiltration 50, Interest: (Choose Three) 40, Intimidation 50, Networking: (Choose One) 30, Scrounging 20, Unarmed Combat 50
Traits: Anomalous Mind, Heightened Instinct, Social Stigma (Uplift)	Traits: Anomalous Mind, Heightened Instinct, Social Stigma (Uplift)	Traits: Anomalous Mind, Heightened Instinct, Social Stigma (Uplift)

UPLIFT: STANDARD SPECIMEN

Though you must deal with prejudice, you are proof of the success of transhumanity’s uplift project.

Suggested Motivations: +Mercurial Cause +Sapient Cause +Uplift Rights, –Uplift Slavery

1 PP	3 PP	5 PP
+1 Moxie	+1 Moxie	+1 Moxie +5 COO, +50 Rep (Your Choice)
Academics: (Choose One) 30, Climbing* 45, Interfacing 20	Academics: (Choose One) 40, Climbing* 50, Fray 20, Interest: (Choose One) 20, Interfacing 30, Intimidation 30, Kinesics 35, Networking: (Choose One) 40, Profession: (Choose One) 30	Academics: (Choose One) 40, Climbing* 50, Fray 20, Interest: (Choose One) 40, Interfacing 30, Intimidation 30, Kinesics 40, Language: (Choose One) 30, Networking: (Choose One) 40, Persuasion 30, Profession: (Choose One) 40, Protocol 30, Unarmed Combat 20
Traits: Social Stigma (Uplift)	Traits: Social Stigma (Uplift)	Traits: Social Stigma: (Uplift)

*Replace Climbing skill with any skill more appropriate to the uplift type (Flight for neo-avians, Swimming for neo-octopi, Freerunning for neanderthals, etc).



FACTION PACKAGES

These packages represent a character's allegiance or current residence. Each faction is presented in two levels: 1 PP or 3 PP.

ANARCHIST

You've allied yourself with one of the many anarchist collectives working towards greater freedoms and independence.

Suggested Motivations: +Anarchism, +Community, +Liberty, +Morphological Freedom, -Authority, -Hypercapitalism

1
PP

Academics: Political Science 30,
Kinetic Weapons 30, Networking:
Autonomists 40

+1 Moxie
+50 @-rep

Academics: Political Science 50, Free Fall 30, Infosec 30, Interest: (Choose one) 40, Kinetic Weapons 20, Networking:
Autonomists 50, Persuasion 30, Scrounging 30

3
PP

ARGONAUT

Scientific progress can be a two-edged sword. The fact that the argonauts embrace both the wonder and the dangers of new technologies and work towards their responsible use is one of the reasons you joined up.

Suggested Motivations: +Open Source, +Research, +Technoproggressivism

1
PP

Academics: (Choose One) 40,
Investigation 30, Research 30

+1 Moxie
+50 r-rep

Academics: (Choose One) 50, Interest: (Choose One) 30, Investigation 40, Profession: (Choose One) 40, Networking:
Scientists 40, Programming 40, Research 40

3
PP

BARSOOMIAN

Your times among the rural folk and nomads of Mars convinced you that Mars needs to be liberated from the hypercorps.

Suggested Motivations: +Anarchism, +Barsoomian Movement, +Community, +Technoproggressivism, -Hypercorps

1
PP

Navigation 30, Pilot: (Choose One) 40,
Profession: (Choose One) 30

+50 @-rep

Hardware: (Choose one) 35, Interest: (Choose One) 40, Kinetic Weapons 30, Navigation 30, Networking:
Autonomists 40, Pilot: (Choose One) 40, Profession: (Choose One) 50, Scrounging 30

3
PP

BELTER

You hail from the lawless frontier of the Main Belt, home to miners, pirates, exiles, and outcasts of every stripe.

Suggested Motivations: +Extropianism, +Hypercapitalism, +Morphological Freedom

1
PP

Free Fall 40, Navigation 30, Profession:
(Asteroid Mining) 30

+1 Moxie
+50 Rep (Your Choice)

Free Fall 50, Interest: (Choose One) 40, Kinetic Weapons 30, Navigation 30, Networking: (Choose one) 30,
Profession: (Asteroid Mining) 50, Persuasion 20, Pilot: Spacecraft 30

3
PP

BIOCONSERVATIVE

You think the ideology of transhumanism is dubious and suspect at best, and may in fact pose an extinction threat to the human species.

Suggested Motivations: +Bioconservatism, +Religion, -AGI Rights, -Uplift Rights, -X-Risks

1
PP

Freerunning 30,
Interest: (Choose One) 40,
Pilot: (Choose One) 30

Demolitions 30, Freerunning 40, Interest: (Choose One) 50, Kinetic Weapons 40, Medicine: Paramedic 30,
Pilot: (Choose One) 40, Profession: (Choose One) 40, Scrounging 30

3
PP

BRINKER

Some folk just aren't all that fond of too many other folk. Being in space and having to live cheek-to-jowl with others makes it kinda hard. Your fellow brinkers understand you need a little "me space" to go along with "me time."

Suggested Motivations: +Bioconservatism, +Exhumanism, +Privacy, +Religion, +Solitude, +Self Reliance

1
PP

Pilot: (Spacecraft) 40, Profession:
(Choose One) 30, Scrounging 30

+50 Rep (Your Choice)

Free Fall 30, Gunnery 20, Hardware: Industrial 40, Interest: (Choose One) 40, Networking: (Choose One) 25,
Pilot: (Spacecraft) 50, Profession: (Choose One) 50, Scrounging 40

3
PP

CRIMINAL

As long as there are people there will always be rules, and where there are rules there are opportunities to make a tidy profit providing the sorts of things those rules prohibit. You prefer to think of yourself as a facilitator for those who want to get around these restrictions.

Suggested Motivations: +Survival, +Thrill Seeking, +Wealth, -Law and Order

1
PP

Interest: Criminal Groups 30, Palming 30,
Intimidation 40

+50 g-rep

Deception 30, Infiltration 30, Interest: Criminal Groups 50, Intimidation 40, Networking: Criminals 40, Palming 30,
Profession: (Choose One) 40, Unarmed Combat 35

3
PP

EUROPAN

You hail from the aquatic depths and under-ice habitats of Europa.

Suggested Motivations: +Exploration, +Morphological Freedom, +Uplift Rights, -Bioconservatism

1
PP

Academics: (Choose One) 30, Pilot:
Submarine 30, Swimming 40

+1 Moxie
+50 Rep (Your Choice)

Academics: (Choose One) 40, Academics: (Choose One) 20, Interfacing 30, Navigation 35, Networking: (Choose One)
30, Pilot: Submarine 40, Profession: (Choose One) 35, Swimming 50

3
PP

EXHUMAN

You are a supporter of discarding humanity's genetic shackles and elevating yourself to a newer, improved physical form.

Suggested Motivations: +Exhumanism, +Morphological Freedom, +Personal Development, +Research

1
PP

Interest: Exhumans 30, Medicine:
Biosculpting 40, Psychosurgery 30

+1 Moxie

Academics: Genetics 40, Disguise 15, Interest: Exhumans 50, Intimidation 30, Medicine: Biosculpting 50,
Medicine: (Choose One) 30, Psychosurgery 30, Unarmed Combat 40

3
PP

EXTROPIAN

You are an Extrobian because you believe in the unfettered potential of transhumanity. Too many saw the Fall as a cautionary tale to slow down or even stop entirely, but you believe that the only way for transhumanity to survive is forwards and upwards to greater things.

Suggested Motivations: +Extropianism, +Morphological Freedom, Personal Development, -Bioconservatism

1
PP

Interest: Cutting-Edge Technology
30, Networking: Autonomists 30,
Persuasion 40

+50 @-rep, +50 c-rep

Free Fall 20, Interest: Cutting-Edge Technology 40, Interfacing 20, Kinesics 30, Networking: Autonomists 40,
Networking: Hypercorps 40, Persuasion 50, Profession: (Choose One) 50

3
PP

HYPERCORP

The Fall upset the natural ebb and flow of trade and innovation in such a way that transhumanity is just starting to recover. Some fools believe that the Fall was a sign that old systems and practices needed to be changed, but people like a sense of continuity. They like having their consumer goods and regular mesh programming, and that's what the hypercorps give them, a link to a shared human experience.

Suggested Motivations: +Hypercapitalism, +Stability, +Wealth, -Anarchism, -AGI Rights, -Uplift Rights

1
PP

Academics: Economics 30, Persuasion 30,
Protocol 40

+1 Moxie
+50 c-rep

Academics: Economics 50, Interfacing 40, Networking: Hypercorps 40, Networking: Media 20, Persuasion 40,
Profession: (Choose One) 40, Protocol 50

3
PP

JOVIAN

You are one of the last remnants of true humanity in the galaxy. The rest of these so-called transhumans have allowed themselves to become corrupted by the machines that brought about the fall of humanity and forced the evacuation of Earth. It is up to you and your fellows to make sure humanity survives.

Suggested Motivations: +Bioconservatism, +Jovian Republic, -AGI Rights, -Transhumanism, -Uplift Rights

1
PP

Pilot: (Choose One) 30, Profession:
Military Ops 30, Seeker Weapons 40

+1 Moxie
+50 c-rep

Academics: Military Science 30, Intimidation 25, Kinetic Weapons 40, Language: (English or Spanish) 40,
Networking: Hypercorps 40, Profession: Military Ops 30, Seeker Weapons 40, Unarmed Combat 35

3
PP

LUNAR

Earth's moon is one of the last bastions of Earth culture, where old traditions are still respected. The rest of the system looks to Luna for the latest in trends and fashions, and you are proud to be on the cutting edge of style.

Suggested Motivations: +Bioconservatism, +Hypercapitalism, +Preserving Traditions, +Reclaiming Earth

1
PP

Art (Choose One) 40, Language: (Choose
One) 30, Protocol 30

+1 Moxie
+50 c-rep

Academics: Pre-Fall History 50, Art (Choose One) 40, Interfacing 30, Kinesics 40, Language: (Choose One) 40,
Networking: Hypercorps 40, Protocol 40

3
PP

MERCURIAL: INFOLIFE

You oppose the assimilation of AGIs into transhumanity, believing that each intelligence should forge their own path and culture.

Suggested Motivations: +AGI Rights, +Mercurial Cause, -Assimilation, -Bioconservatism, -Sapient Cause

1
PP

(Choose Any Skill) 40, Interest: Infolife
Clades 30, Interfacing 30

+1 Moxie
+50 Rep (Your Choice)

(Choose Any Skill) 50, Interest: Infolife Clades 50, Interest: (Choose One) 40, Interfacing 30, Intimidation 20,
Networking: (Choose One) 30, Persuasion 30, Programming 30

3
PP

MERCURIAL: UPLIFT

You oppose the assimilation of uplifts into transhumanity, believing that each intelligence should forge their own path and culture.

Suggested Motivations: +Mercurial Cause, +Uplift Rights, -Assimilation, -Bioconservatism, -Sapient Cause

1
PP

(Choose Any Skill) 40, Interest: (Choose
One) 30, Interest: Uplift Clades 30

+1 Moxie
+50 Rep (Your Choice)

(Choose Any Skill) 50, Interest: Uplift Clades 50, Interest: (Choose One) 40, Intimidation 20, Medicine: Uplifts 30,
Networking: (Choose One) 30, Persuasion 30, Unarmed Combat 30

3
PP

NANO-ECOLOGIST

You support the use of nanotechnology as a less-invasive means of terraforming and transforming alien worlds.

Suggested Motivations: +Exploration, +Nano-ecology, +Research, +Technoprogresivism

1
PP

Academics: (Ecology or Nanotechnology) 30, Freerunning 30, Programming 40

+50 e-rep

Academics: Ecology 40, Academics: Nanotechnology 50, Freerunning 30, Interfacing 25, Investigation 30, Medicine: Nanomedicine 30, Networking: (Ecologists) 40, Programming 50

3
PP

ORBITAL

Living in orbit above Earth, among a melting pot of transhumanity's displaced cultures, you look down upon a daily reminder of our species' failures.

Suggested Motivations: +Bioconservatism, +Precautionism, +Reclaiming Earth, -AGI Rights

1
PP

Free Fall 30, Language: (Choose One) 30, Pilot: (Choose One) 40

+1 Moxie
+50 Rep (Your Choice)

Clubs 20, Free Fall 35, Interest: (Choose One) 40, Interfacing 25, Intimidation 20, Language: (Choose One) 50, Networking: (Choose One) 40, Pilot: (Choose One) 50

3
PP

OUT'STER

You are a denizen of the dark depths of space in the outer Kuiper Belt, delving into your own virtual worlds.

Suggested Motivations: +AGI Rights, +Exploration, +Morphological Freedom, +Research

1
PP

Free Fall 30, Interest: Simulspace 30, Interfacing 40

+1 Moxie
+50 Rep (Your Choice)

Free Fall 30, Infosec 20, Interest: Simulspace 50, Interest: (Choose One) 40, Interfacing 50, Pilot: Spacecraft 25, Programming 40, Psychosurgery 25

3
PP

PRECAUTIONIST

You adhere to the Precautionary Principle, believing that the only technology to be adopted should be that which is first proven safe.

Suggested Motivations: +Precautionism, +Reclaiming Earth, -Bioconservatism, -Technoprogresivism

1
PP

Academics: (Choose One) 30, Infosec 30, Research 40

+1 Moxie
+50 Rep (Your Choice)

Academics: (Choose One) 50, Academics: (Choose One) 40, Hardware: (Choose One) 20, Infosec 20, Interfacing 30, Investigation 40, Networking: (Choose One) 30, Research 50

3
PP

PRESERVATIONIST

You believe that alien worlds must be protected from contamination and that transhumanity is recklessly despoiling thousands of exoplanets as it expands through the gates.

Suggested Motivations: +Environmentalism, +Preservationism, +Research, -Gatecrashing, -Nano-ecology

1
PP

Academics: (Ecology) 40, Freerunning 30, Investigation 30

+50 e-rep

Academics: (Ecology) 50, Art: (Choose One) 30, Freerunning 40, Interest: (Choose One) 30, Investigation 40, Medicine: (Choose One) 30, Navigation 35, Networking: (Ecologists) 40

3
PP

RECLAIMER

You are dedicated to rescuing your species' homeworld from the ruin engulfing it.

Suggested Motivations: +Bioconservatism, +Reclaiming Earth, -AGI Rights

1
PP

Freerunning 30, Hardware: (Choose One) 40, Language: (Choose One) 30

+50 Rep (Your Choice)

Demolitions 20, Freerunning 30, Hardware: (Choose One) 50, Infosec 30, Language: (Choose One) 50, Language: (Choose One) 40, Networking: (Choose One) 20, Pilot: (Choose One) 25, Seeker Weapons 30

3
PP

RINGER

You have soared on the solar wind through Saturn's rings and called its many moons your home.

Suggested Motivations: +Exploration, +Morphological Freedom, +Personal Development, +Research

1
PP

Flight 40, Interest: (Choose One) 30,
Scrounging 30

+50 Rep (Your Choice)
Academics: (Choose One) 50, Beam Weapons 25, Flight 50, Free Fall 40, Interest: (Choose One) 40, Networking:
(Choose One) 30, Pilot: Spacecraft 30, Scrounging 30

3
PP

SAPIENT

You support the full assimilation of uplifts and AGIs into transhumanity.

Suggested Motivations: +AGI Rights, +Sapient Cause, +Uplift Rights, -Bioconservatism

1
PP

Interest: (Choose One) 30, Kinesics 30,
Protocol 40

+50 Rep (Your Choice)
Interest: (Choose One) 50, Interest: (Choose One) 40, Kinesics 40, Medicine: Uplifts 20, Networking: (Choose One) 30,
Persuasion 40, Protocol 50, Psychosurgery 25

3
PP

SCUM

You proudly call the exotic, edgy, and lawless ships of a scum swarm your home.

Suggested Motivations: +Anarchism, +Hedonism, +Individualism, +Morphological Freedom

1
PP

Art: (Choose One) 30, Free Fall 30,
Networking (Autonomists) 40

+1 Moxie
+50 @-rep
Art: (Choose One) 50, Free Fall 40, Interest: (Choose One) 40, Kinesics 40, Medicine: Biosculpting 30, Networking
(Autonomists) 50, Persuasion 30

3
PP

SIFTER

You worked the mobile mining operations on Mercury's scorched surface.

Suggested Motivations: +Hard Work, +Mercurian Independence, -Hypercapitalism

1
PP

Navigation 30, Pilot: (Groundcraft) 40,
Profession: (Mining) 30

+1 Moxie
+50 Rep (Your Choice)
Climbing 25, Interest: (Choose One) 40, Navigation 40, Networking: (Choose One) 30, Palming 25, Pilot:
(Groundcraft) 50, Profession: (Mining) 50, Unarmed Combat 20

3
PP

SINGULARITY SEEKER

You seek the means to ascend your ego to god-like levels of intelligence, by any means necessary.

Suggested Motivations: +Exploration, +Morphological Freedom, +Personal Development, +Research

1
PP

Infosec 30, Interest: (TITAN Tech) 40,
Interfacing 30

Academics: (Choose One) 40, Hardware: (Choose One) 40, Infosec 40, Interest: (TITAN Tech) 50, Interfacing 30,
Medicine: Nanomedicine 30, Programming 40, Psychosurgery 30

3
PP

SKIMMER

You have raced the winds in the upper clouds of the ice giants.

Suggested Motivations: +Hard Work, +Independence, +Thrill Seeking

1
PP

Flight 30, Interest: (Choose One) 30,
Pilot: Aircraft 40

+50 Rep (Your Choice)
Flight 40, Gunnery 30, Interest: (Choose One) 40, Navigation 35, Networking: (Choose One) 30, Pilot: Aircraft 40,
Pilot: Spacecraft 30, Profession: Gas Mining 50

3
PP

SOCIALITE

Whether you are an undying oligarch, a young wealthy heir destined never to climb the ladder, or a self-made entrepreneur or celebrity, you love the social life and glitterati spotlight.

Suggested Motivations: +Artistic Expression, +Fame, +Hypercapitalism, +Wealth, –Anarchism

1
PP

Art: (Choose One) 30, Networking: Media 40, Kinesics 30

+50 f-rep

Art: (Choose One) 40, Deception 25, Interest: (Choose One) 50, Intimidation 30, Kinesics 40, Networking: Media 40, Persuasion 30, Protocol 40

3
PP

SOLARIAN

You have skated the magnetic fields in the sun's corona with your pack of surya.

Suggested Motivations: +Exploration, +Morphological Freedom, +Personal Development, +Research

1
PP

Flight 40, Interest: (Choose One) 30, Medicine; Nanomedicine 30

+2 Moxie
+50 Rep (Your Choice)

Flight 50, Interest: (Choose One) 40, Medicine: Nanomedicine 40, Navigation 30, Networking: (Choose One) 30, Pilot: Spacecraft 25

3
PP

TITANIAN

You consider Titan's technosocialist cyberdemocracy the best path forward for transhumanity's future.

Suggested Motivations: +Research, +Technosocialism, –Bioconservatism, –Hypercapitalism

1
PP

Academics: (Choose One) 30, Networking: Autonomists 40, Programming 30

+50 @-rep

Academics: (Choose One) 50, Academics: (Choose One) 40, Interfacing 25, Networking: Autonomists 50, Persuasion 30, Pilot: Aircraft 30, Programming 40, Research 30

3
PP

ULTIMATE

You pursue the pinnacles of transhuman achievement, physically, mentally, and spiritually.

Suggested Motivations: +Hypercapitalism, +Personal Development, +Ultimates, –Bioconservatism

1
PP

Academics: (Choose One) 30, Freerunning 30, Unarmed Combat 40

+50 c-rep

Academics: (Choose One) 50, Academics: (Choose One) 40, Blades 25, Climbing 30, Freerunning 40, Intimidation 30, Kinetic Weapons 30, Unarmed Combat 50

3
PP

VENUSIAN

You call the aerostats of the Venusian clouds your home.

Suggested Motivations: +Hypercapitalism, +Personal Development, +Uplift Rights

1
PP

Academic: (Choose One) 30, Networking: Hypercorps 30, Pilot: Aircraft 40

+1 Moxie

+50 c-rep

Academic: (Choose One) 50, Beam Weapons 25, Kinesics 30, Navigation 25, Networking: Hypercorps 40, Pilot: Aircraft 40, Profession: (Choose One) 40, Protocol 30

3
PP

FOCUS PACKAGES

These packages represent a character's occupations, hobbies, interests, or life events. Each is presented in three levels: 1 PP, 3 PP, or 5 PP.

ACADEMIC

You devote your efforts to the pursuit of knowledge.

Suggested Motivations: +Education, +Open Source, +Personal Career, +Personal Development

1
PP

+50 r-rep

Academics: (Choose One) 40,
Academics: (Choose One)
30, Research 30

3
PP

Academics: (Choose One) 50, Academics: (Choose Two)
40, Investigation 30, Language: (Choose One) 30,
Networking: Scientists 25, Perception 20, Profession:
Instruction 20, Research 40

+5 COG
+50 r-rep

Academics: (Choose One) 50, Academics: (Choose Two) 40,
Investigation 50, Language: (Choose One) 30, Networking:
(Choose One) 30, Networking: Scientists 50, Perception 30,
Persuasion 30, Profession: Instruction 50, Research 45

5
PP

ACTIVIST

You fight for a cause that you fervently believe in. You are an active member of a group like the anti-assimilationist mercurials, anti-technology bioconservatives, pro-privacy Datacide, Luna's Steel Liberators, Venus's VTP, Mars's Barsoomians, or Titan's Oligarchs.

Suggested Motivations: +Bioconservatism, +Mercurial Cause, +Privacy, +Terraforming, +Venusian Sovereignty

1
PP

+1 Moxie
+50 Rep (Your Choice)

Interest: (Choose One) 30,
Persuasion 40, Research 30

3
PP

Academics: (Choose One) 30, Fray 20, Infosec 20, Interest:
(Choose One) 50, Investigation 20, Language: (Choose
One) 20, Networking: (Choose One) 30, Perception 20,
Persuasion 40, Research 30

+1 Moxie
+5 SAV, +50 Rep (Your Choice)

Academics: (Choose One) 30, Fray 20, Infiltration 30, Infosec
20, Interest: (Choose One) 50, Interest: (Choose One) 20,
Investigation 30, Language: (Choose One) 30, Networking:
(Choose One) 40, Perception 20, Persuasion 50, Protocol 30,
Research 40, Unarmed Combat 20

5
PP



ASSASSIN

Death doesn't have the impact it used to, but sometimes it's enough to simply get someone out of the way for a little while.

Suggested Motivations: +Personal Career, +Privacy, +Survival

1
PP

Kinetic Weapons 40,
Profession: Assassin 30,
Unarmed Combat 30

+50 Rep (Your Choice)
Blades 25, Fray 30, Infiltration 40, Kinetic Weapons 50,
Language: (Choose One) 40, Perception 20, Profession:
Assassin 50, Unarmed Combat 40

3
PP

+50 Rep (Your Choice)
Art: (Choose One) 30, Blades 35, Disguise 40, Freerunning 30, Fray
30, Infiltration 50, Interest: (Choose One) 30, Kinetic Weapons
50, Language: (Choose One) 40, Perception 30, Profession:
Assassin 50, Spray Weapons 30, Unarmed Combat 50

5
PP

BODYGUARD

You protect your clients from harm and the stress and inconvenience of death. More often, you protect them from pestering fans, activists, or others that seek their attention.

Suggested Motivations: +Duty, +Privacy, +Survival

1
PP

Kinesics 40, Profession:
Bodyguard 30, Unarmed
Combat 30

+50 Rep (Your Choice)
Beam Weapons 30, Fray 30, Intimidation 30, Kinesics 40,
Language: (Choose One) 40, Perception 40, Profession:
Bodyguard 50, Unarmed Combat 35

3
PP

+5 REF
+50 Rep (Your Choice)
Beam Weapons 30, Fray 30, Interest: (Choose Two) 30,
Intimidation 30, Kinesics 50, Kinetic Weapons 30, Language:
(Choose One) 40, Medicine: Paramedic 25, Perception 50,
Profession: Bodyguard 50, Unarmed Combat 50

5
PP

BOT JAMMER

Why resleeve when you can jam? You can field bots for every situation, like a mechanical puppetmaster.

Suggested Motivations: +DIY, +Maker Movement, +Thrill Seeking

1
PP

Hardware: (Choose One) 30,
Interest: (Choose One) 30,
Pilot: (Choose One) 40

+50 Rep (Your Choice)
Academics: (Choose One) 30, Flight 40, Hardware: (Choose
One) 40, Interest: (Choose Two) 30, Perception 20,
Pilot: (Choose One) 50, Pilot: (Choose One) 30, Seeker
Weapons 25

3
PP

+5 REF
+50 Rep (Your Choice)
Academics: (Choose One) 30, Flight 50, Fray 20, Hardware:
(Choose One) 40, Interest: (Choose Two) 40, Navigation 20,
Perception 30, Pilot: (Choose One) 50, Pilot: (Choose Two) 30,
Profession: (Choose One) 40, Seeker Weapons 25

5
PP

COMBAT ASYNC

Your psi abilities have been honed to a killing edge.

Suggested Motivations: +Neurodiversity, +Self Control, +Survival, -Bloodlust

1
PP

Profession: Squad Tactics 30,
Psi Assault 30

+50 Rep (Your Choice)
Fray 20, Infiltration 30, Interest: (Choose One) 40, Perception
20, Profession: Squad Tactics 50, Psi Assault 50, Spray
Weapons 20, Unarmed Combat 20

3
PP

+50 Rep (Your Choice)
Academics: (Choose One) 30, Control 30, Fray 30, Infiltration
40, Interest: (Choose One) 40, Language: (Choose One) 30,
Perception 30, Profession: Squad Tactics 50, Psi Assault 50,
Sense 30, Spray Weapons 40, Unarmed Combat 30
Traits: Psi (Level 2), Mental Disorder (Choose Two)
+8 Sleights (Your Choice)

5
PP

Traits: Psi (Level 2), Mental
Disorder (Choose Two)
+3 Sleights (Your Choice)

Traits: Psi (Level 2), Mental Disorder (Choose Two)
+4 Sleights (Your Choice)

CON ARTIST

You excel at working your way into people's confidence and turning that against them.

Suggested Motivations: +Privacy, +Survival, +Vice

1
PP

Deception 40, Profession: Con
Schemes 30, Persuasion 30

+50 Rep (Your Choice)
Deception 50, Disguise 30, Impersonation 30, Kinesics 15,
Language: (Choose One) 40, Palming 20, Perception 20,
Profession: Con Schemes 50, Persuasion 40

3
PP

+5 SAV
+50 Rep (Your Choice)
Academics: Psychology 40, Deception 50, Disguise 40,
Impersonation 40, Infosec 30, Interest: (Choose One) 30,
Kinesics 25, Language: (Choose One) 30, Perception 20,
Palming 40, Profession: Con Schemes 50, Persuasion 50

5
PP

CONTROLLER ASYNC

Your infection enables you to invade and influence the minds of others.

Suggested Motivations: +Exploration, +Neurodiversity, +Self Control

1
PP

Academics: Psychology 30,
Control 30

Traits: Psi (Level 2), Mental
Disorder (Choose Two)
+3 Sleights (Your Choice)

+50 Rep (Your Choice)
Academics: Psychology 40, Control 50, Deception 25,
Perception 30, Persuasion 35, Profession: (Psychotherapy)
50, Psychosurgery 20

Traits: Psi (Level 2), Mental Disorder (Choose Two)
+4 Sleights (Your Choice)

3
PP

+5 WIL, +50 Rep (Your Choice)
Academics: Psychology 40, Control 50, Deception 40,
Intimidation 25, Interest: (Choose One) 30, Language:
(Choose One) 30, Perception 30, Persuasion 45, Profession:
(Psychotherapy) 50, Psychosurgery 25, Sense 25
Traits: Psi (Level 2), Mental Disorder (Choose Two)
+6 Sleights (Your Choice)

5
PP

COVERT OPS

You are skilled at sneaking into places you don't belong for high-threat missions.

Suggested Motivations: +Explosions, +Survival, -TITAN Tech

1
PP

Blades 30,
Infiltration 40,
Profession: Squad Tactics 30

+50 Rep (Your Choice)
Blades 20, Demolitions 25, Fray 20, Infiltration 50, Kinetic
Weapons 40, Languages: (Choose One) 40, Perception 20,
Profession: Squad Tactics 50, Unarmed Combat 30

3
PP

+5 COO
+50 Rep (Your Choice)
Blades 30, Climbing 30, Demolitions 30, Fray 30, Infiltration 50,
Infosec 25, Interest: (Choose Two) 30, Kinetic Weapons 40,
Languages: (Choose One) 40, Perception 20, Profession: Squad
Tactics 50, Unarmed Combat 40

5
PP

DEALER

You are a free trader, black marketeer, or hypercorp salesperson. You have what it takes to close the deal.

Suggested Motivations: +Hard Work, +Hypercapitalism, +Personal Career

1
PP

Kinesics 30, Profession:
(Choose One) 30,
Persuasion 40

+50 Rep (Your Choice)
Beam Weapons 20, Deception 25, Interest: (Choose One) 40,
Kinesics 40, Networking: (Choose One) 40, Profession:
Haggling 50, Perception 30, Persuasion 50

3
PP

+5 SAV
+100 Rep (Your Choice)
Academics: Economics 30, Beam Weapons 20, Deception 25,
Fray 15, Interest: (Choose One) 30, Kinesics 40, Networking:
(Choose One) 50, Networking: (Choose One) 40, Networking:
(Choose One) 20, Perception 30, Profession: Haggling 50,
Profession: Social Engineering 40, Persuasion 50

5
PP

EGO HUNTER

You specialize in tracking people down who don't want to be found, no matter what morph they are currently sleeved in.

Suggested Motivations: +Justice, +Self Reliance, +The Hunt

1
PP

Investigation 30, Kinesics 40,
Profession: Skip Tracing 30

+50 Rep (Your Choice)
Infosec 15, Investigation 30, Kinesics 50, Language: (Choose
One) 40, Perception 15, Profession: Skip Tracing 50,
Research 40, Spray Weapons 25, Unarmed Combat 30

3
PP

+5 INT
+50 Rep (Your Choice)
Fray 25, Infosec 30, Interest: (Choose Two) 30, Investigation
40, Kinesics 50, Language: (Choose One) 40, Networking:
(Choose One) 20, Perception 20, Profession: Skip Tracing 50,
Research 50, Spray Weapons 30, Unarmed Combat 30

5
PP

ENFORCER

In basic terms, you're a thug, no matter if you work for a hypercorp, cartel head, or habitat overseer.

Suggested Motivations: +Cartel Growth, +Fascism, +Self Reliance, +Stability

1
PP

Intimidation 40, Profession:
Enforcement 30, Unarmed
Combat 30

+50 Rep (Your Choice)
Clubs 30, Fray 20, Freerunning 30, Intimidation 50,
Language: (Choose One) 40, Perception 20, Profession:
Enforcement 50, Spray Weapons 25, Unarmed Combat 30

3
PP

+5 SOM
+50 Rep (Your Choice)
Clubs 30, Fray 20, Freerunning 30, Interest: (Choose Two) 40,
Intimidation 50, Language: (Choose One) 40, Networking:
(Choose One) 30, Palming 20, Perception 20, Profession:
Enforcement 50, Spray Weapons 30, Unarmed Combat 45

5
PP

EXPLORER

While others have to wait for months or years to get even a whiff of a Pandora Gate or one of the rare artifacts retrieved by gatecrashers, you've walked on alien worlds and maybe even held alien technology in your own hands.

Suggested Motivations: +Alien Contact, +Education, +Exploration, +Survival

1
PP

Freerunning 40,
Investigation 30, Profession:
Gatecrashing 30

+1 Moxie
+50 Rep (Your Choice)
Academics: (Choose One) 40, Climbing 30, Fray 25,
Freerunning 35, Investigation 20, Perception 20,
Profession: Gatecrashing 50, Scrounging 40,
Swimming 20

3
PP

+1 Moxie
+5 SOM, 50 Rep (Your Choice)
Academics: (Choose One) 40, Climbing 40, Fray 25, Freerunning
40, Infiltration 25, Interest: (Choose One) 30, Investigation 20,
Kinetic Weapons 30, Perception 30, Profession: Gatecrashing
50, Profession: (Choose One) 30, Scrounging 40, Swimming 30

5
PP

FACE

You have what it takes to deal with people and make them think they're getting what they want while you have them wrapped around your finger.

Suggested Motivations: +Fame, +Hedonism, +Personal Career, +Thrill Seeking

1
PP

Kinesics 30, Profession:
Social Engineering 30,
Persuasion 40

+50 Rep (Your Choice)
Deception 35, Kinesics 30, Language: (Choose One) 40,
Networking: (Choose One) 40, Perception 20, Profession:
Social Engineering 50, Persuasion 50, Protocol 30

3
PP

+1 Moxie
+5 SAV, +50 Rep (Your Choice)
Academics: Psychology 30, Deception 40, Fray 15, Interest:
(Choose One) 30, Kinesics 40, Language: (Choose One) 40,
Networking: (Choose Two) 40, Perception 20, Profession:
Social Engineering 50, Persuasion 50, Protocol 35

5
PP

GENEHACKER

You're a biohacker. You meddle with genetics and biotechnology to see what you can create, to improve life and help overcome biological flaws, or simply to keep your biological future in your own hands.

Suggested Motivations: +Artistic Expression, +Morphological Freedom, +Research, +Science!, +Uplift Rights

1
PP

Academics: (Genetics) 30,
Medicine: (Choose One) 40,
Medicine: (Choose One) 30

+1 Moxie
+50 Rep (Your Choice)
Academics: (Genetics) 50, Academics: (Choose One)
40, Animal Handling 20, Medicine: (Choose One) 50,
Medicine: (Choose One) 40, Networking: Scientists 20,
Perception 20, Profession: Lab Tech 40

3
PP

+1 Moxie
+5 COG, +50 r-rep
Academics: (Genetics) 50, Academics: (Choose One) 40, Animal
Handling 40, Interest: (Choose One) 30, Interfacing 20,
Investigation 30, Medicine: (Choose One) 50, Medicine:
(Choose Two) 40, Networking: Scientists 20, Perception 30,
Profession: Lab Tech 40

5
PP

HACKER

Processes on the mesh heed your beck and call, whether you seek to penetrate systems or protect them.

Suggested Motivations: +Fame, +Open Source, +Owning Systems, +Thrill Seeking, -Hackers

1
PP

Infosec 40, Profession:
Mesh Security Ops 30,
Programming 30

+50 Rep (Your Choice)
Academics: (Computer Science or Cryptography) 40,
Hardware: Electronics 15, Infosec 50, Interfacing 30,
Networking: Criminal 20, Perception 20, Profession: Mesh
Security Ops 50, Programming 40, Research 30

3
PP

+5 COG, +50 g-rep
Academics: (Computer Science) 40, Academics: (Cryptography)
40, Fray 10, Hardware: Electronics 25, Infiltration 20, Infosec
50, Interfacing 50, Networking: Criminal 30, Perception
20, Profession: Mesh Security Ops 40, Profession: Social
Engineering 30, Programming 50, Research 40

5
PP

CHARACTER OPTIONS

PLAYING CHARACTERS

MORPHS

ICON

You are an artist, x-caster, socialite, or other person who has attracted a fan base.

Suggested Motivations: +Art, +Fame, +Hedonism, +Personal Career, +Thrill Seeking

1
PP

Art: (Choose One) 40,
Kinesics 30, Protocol 30,

+50 Rep (Your Choice)
Art: (Choose One) 50, Disguise 30, Impersonation 20,
Interest: (Choose One) 40, Kinesics 45, Perception 30,
Persuasion 40, Protocol 40

3
PP

+1 Moxie
+5 SAV, +50 f-rep, +50 Rep (Your Choice)
Art: (Choose One) 50, Art: (Choose One) 30, Disguise 40, Fray 10,
Impersonation 25, Interest: (Choose One) 40, Kinesics 45,
Networking: (Choose One) 25, Networking: Socialites 30,
Perception 20, Persuasion 40, Profession: (Choose One) 30,
Protocol 40

5
PP

INVESTIGATOR

Your sleuthing skills include old-school detective work and modern data retrieval. You might be a private investigator, a police detective, or an insurance claim agent.

Suggested Motivations: +Self Reliance, +The Hunt

1
PP

Investigation 40, Profession:
Forensics 30, Research 30

+50 Rep (Your Choice)
Infosec 40, Investigation 50, Kinesics 30, Kinetic Weapons 20,
Perception 25, Profession: Forensics 50, Profession: Police
Procedures 40, Research 40

3
PP

+5 INT, +50 Rep (Your Choice)
Fray 20, Infosec 30, Interest: (Choose One) 30, Intimidation 30,
Investigation 50, Kinesics 30, Kinetic Weapons 30, Language:
(Choose One) 30, Networking: (Choose One) 20, Perception
20, Profession: Forensics 50, Profession: Police Procedures 40,
Research 40, Unarmed Combat 25

5
PP

JOURNO

You are a walking recorder, seeking out the news and broadcasting what you find to the mesh.

Suggested Motivations: +Sousveillance, +Transparency, -Censorship

1
PP

Investigation 30,
Persuasion 40,
Profession: Journalism 30

+50 Rep (Your Choice)
Art: Performance 40, Intimidation 20, Investigation 40,
Networking: (Choose One) 20, Persuasion 50, Perception
35, Profession: Journalism 50, Research 40

3
PP

+5 SAV, +100 Rep (Your Choice)
Academics: (Choose One) 30, Art: Performance 40, Disguise 25, Fray
20, Interest: (Choose One) 30, Intimidation 30, Investigation
40, Kinesics 20, Networking: (Choose One) 40, Perception 25,
Persuasion 50, Profession: Journalism 50, Research 40

5
PP

MEDIC

You are a biotech specialist.

Suggested Motivations: +Helping Others, -Violence

1
PP

Medicine: (Paramedic) 40,
Medicine: (Choose One) 30,
Profession: Medical Care 20

+1 Moxie
+50 Rep (Your Choice)
Academics: (Choose One) 40, Hardware: Implants 25,
Medicine: (Paramedic) 50, Medicine: (Choose One) 40,
Networking: (Choose One) 20, Perception 35, Persuasion
20, Profession: Medical Care 50

3
PP

+2 Moxie
+5 COG, +50 r-rep
Academics: (Choose One) 40, Academics: (Choose One) 30,
Fray 30, Hardware: Implants 20, Interest: (Choose One) 30,
Interfacing 15, Medicine: (Paramedic) 50, Medicine: (Choose
Two) 40, Networking: (Choose One) 20, Perception 30,
Persuasion 20, Profession: Medical Care 50

5
PP

PIRATE

Traveling wasn't something you did because you wanted to see new places and people. More often than not, you needed to skip out of a habitat to avoid arrest. Soon enough, your talent at evading authorities was parlayed into a more profitable career "liberating" cargo from automated haulers and finding the best place to sell the goods.

Suggested Motivations: +Survival, +Thrill Seeking, +Wealth, -Authority

+1 Moxie

1 PP

Infiltration 15, Interest: (Choose One) 30, Pilot: Spacecraft 40

+1 Moxie
+50 g-rep

3 PP

Fray 20, Gunnery 20, Infiltration 30, Interest: (Choose One) 30, Kinetic Weapons 20, Networking: Criminals 20, Perception 20, Pilot: Spacecraft 40, Profession: Piracy 50, Scrounging 30

+1 Moxie

5 PP

+5 COG, +50 g-rep
Art (Choose One) 30, Fray 20, Gunnery 30, Infiltration 30, Interest: (Choose One) 40, Intimidation 20, Language (Choose One) 30, Kinetic Weapons 30, Networking: Criminals 30, Perception 20, Pilot: Spacecraft 50, Profession: Piracy 50, Scrounging 30, Unarmed Combat 20

PSYCHOSURGEON

You help people stay sane and/or be whatever they want to be in their mind.

Suggested Motivations: +Helping Others, +Neurodiversity, -Madness

1 PP

Academics: Psychology 30, Medicine: (Psychiatry) 30, Psychosurgery 40

+50 Rep (Your Choice)

3 PP

Academics: Psychology 50, Kinesics 30, Medicine: (Psychiatry) 40, Networking: (Choose One) 35, Perception 30, Persuasion 20, Profession: Psychotherapy 40, Psychosurgery 50

5 PP

+1 Moxie
+5 COG, +50 Rep (Your Choice)
Academics: Psychology 50, Academics: (Choose One) 30, Deception 20, Interest: (Choose One) 30, Investigation 25, Kinesics 40, Medicine: (Psychiatry) 40, Networking: (Choose One) 35, Perception 30, Persuasion 30, Profession: Psychotherapy 50, Psychosurgery 50

SAVANT ASYNC

Your infection gives you mental abilities beyond the reach of other transhumans.

Suggested Motivations: +Introspection, +Neurodiversity, +Personal Development, +Self Control

1 PP

Academics: (Choose One) 30, Investigation 30

+1 Moxie
+50 Rep (Your Choice)
Academics: (Choose One) 40, Art: (Choose One) 30, Hardware: (Choose One) 15, Interest: (Choose One) 30, Investigation 50, Networking: (Choose One) 30, Perception 40

3 PP

+1 Moxie
+5 COG, +50 Rep (Your Choice)
Academics: (Choose One) 40, Art: (Choose One) 40, Deception 30, Hardware: (Choose One) 25, Interest: (Choose One) 30, Investigation 50, Kinesics 35, Language: (Choose One) 30, Networking: (Choose One) 25, Perception 50, Profession: (Choose One) 30

5 PP

Traits: Psi (Level 1), Mental Disorder (Choose One)
+4 Sleights (Your Choice)

Traits: Psi (Level 1), Mental Disorder (Choose One)

Traits: Psi (Level 1), Mental Disorder (Choose One)

+5 Sleights (Your Choice)

+5 Sleights (Your Choice)

SCANNER ASYNC

Your mind is altered in a way that provides you with preternatural senses.

Suggested Motivations: +Exploration, +Neurodiversity, +Personal Development, +Self Control

1 PP

Academics: (Choose One) 30, Sense 30

+50 Rep (Your Choice)
Academics: (Choose One) 30, Impersonation 35, Interest: (Choose Two) 30, Kinesics 35, Perception 40, Sense 50

3 PP

+1 Moxie
+5 INT, +50 Rep (Your Choice)
Academics: (Choose One) 40, Impersonation 35, Interest: (Choose One) 40, Investigation 30, Kinesics 35, Language: (Choose One) 40, Perception 50, Persuasion 25, Profession: (Choose One) 30, Sense 50

5 PP

Traits: Psi (Level 2), Mental Disorder (Choose Two)
+3 Sleights (Your Choice)

Traits: Psi (Level 2), Mental Disorder (Choose Two)

Traits: Psi (Level 2), Mental Disorder (Choose Two)

+4 Sleights (Your Choice)

+6 Sleights (Your Choice)

SCAVENGER

The universe can be a hard place for those who are too different. This means that many traditional jobs are denied to these kinds of people and they must find other ways of getting by, such as scavenging and taking odd jobs for meager amounts of credit or the promise of a favor later on.

Suggested Motivations: +Survival, +Wealth, –Authority

1
PP

Hardware: (Choose One) 30,
Profession: Scavenging 30,
Scrounging 40

+50 Rep (Your Choice)
Art: Sculpture 40, Hardware: (Choose One) 40, Networking:
(Choose One) 40, Perception 35, Pilot: (Choose One) 40,
Profession: Scavenging 50, Scrounging 50

3
PP

+2 Moxie
+5 COG, +50 Rep (Your Choice)
Academics: (Choose One) 25, Art: Sculpture 40, Fray 20,
Hardware: (Choose One) 40, Hardware: (Choose One) 30,
Interest: (Choose One) 30, Networking: (Choose Two) 30,
Perception 40, Pilot: (Choose One) 40, Profession:
Scavenging 40, Scrounging 50

5
PP

SCIENTIST

You seek to understand how the universe works—or at least certain elements of it.

Suggested Motivations: +Research, +Science!, +Technoproggressivism, –Bioconservatism

1
PP

Academics: (Choose One) 40,
Academics: (Choose
One) 30, Investigation 30

+50 r-rep
Academics: (Choose One) 50, Academics: (Choose One) 30,
Investigation 40, Networking: Scientists 35, Perception 40,
Profession: Lab Tech 30, Programming 30, Research 40

3
PP

+1 Moxie
+5 COG, +50 r-rep
Academics: (Choose One) 50, Academics: (Choose One) 40,
Animal Handling 20, Fray 15, Hardware: Electronics 25,
Investigation 50, Language: (Choose One) 30, Networking:
Scientists 40, Perception 40, Profession: Lab Tech 40,
Programming 40, Research 40

5
PP

SMART ANIMAL HANDLER

You raise and care for the smart animals that are a vital part of many transhuman settlements.

Suggested Motivations: +Nano-ecology, +Research, +Uplift Rights

1
PP

Animal Handling 40, Medicine:
Veterinary 30, Profession:
Smart Animal Training 30

+1 Moxie
+50 Rep (Your Choice)
Academics: (Zoology) 40, Animal Handling 50, Fray 20,
Intimidation 20, Kinesics 40, Medicine: Veterinary 40,
Perception 20, Profession: Smart Animal Training 50

3
PP

+1 Moxie
+5 INT, +50 Rep (Your Choice)
Academics: (Zoology) 40, Academics: (Choose One) 30, Animal
Handling 50, Fray 30, Intimidation 30, Kinesics 30, Medicine:
Veterinary 50, Networking: (Choose One) 30, Perception 30,
Profession: Smart Animal Training 50, Profession: (Choose
One) 30, Scrounging 30

5
PP

SMUGGLER

There is an art to getting unapproved merchandise into and out of high security habitats, and you are a virtuoso. Even inner system habs hold restrictive views on unfettered capitalism. You don't consider yourself a criminal so much as a subtle expediter of market forces, an angel of supply come to make a bargain with the devil of demand.

Suggested Motivations: +Personal Career, +Survival, +Wealth, –Authority

1
PP

Networking: (Choose One) 30,
Persuasion 40, Profession:
(Smuggling) 30

+50 Rep (Your Choice)
Deception 40, Interest: Black Markets 40, Kinesics 25,
Networking: (Choose One) 40, Networking: (Choose One)
20, Perception 30, Persuasion 50, Profession: (Smuggling)
50

3
PP

+1 Moxie
+5 INT, +50 Rep (Your Choice)
Academics: (Choose One) 30, Deception 40, Fray 30, Interest:
Black Markets 40, Interest: (Choose One) 30, Kinesics 25,
Networking: (Choose Two) 40, Perception 30, Persuasion 50,
Profession: (Smuggling) 50, Protocol 25

5
PP

SOLDIER

You served as a soldier for a pre-Fall nation-state, hypercorp, or habitat polity, or you worked as a mercenary-for-hire—or you simply were forced to take up arms as a conflict erupted around you.

Suggested Motivations: +Duty, +Personal Development, +Survival, +Victory, –Peace

1
PP

Kinetic Weapons 40,
Profession: Squad Tactics 30,
Unarmed Combat 30

+50 Rep (Your Choice)
Climbing 25, Fray 20, Freerunning 20, Interest: (Choose One)
40, Kinetic Weapons 50, Perception 20, Profession: Squad
Tactics 50, Throwing Weapons 30, Unarmed Combat 40

3
PP

+1 Moxie
+5 SOM, +50 Rep (Your Choice)
Blades 30, Climbing 40, Fray 30, Freerunning 30, Interest:
(Choose Two) 30, Kinetic Weapons 50, Language: (Choose
One) 40, Perception 30, Profession: Squad Tactics 50, Throwing
Weapons 30, Unarmed Combat 40

5
PP

SPY

You are a covert agent, skilled at infiltrating the opposition to ferret out secrets or further your own agenda.

Suggested Motivations: +Secret Identity, –Secrets

1
PP

Deception 40, Infiltration 30,
Profession: Spycraft 30

+50 Rep (Your Choice)
Academics: Cryptography 40, Deception 50, Fray 20,
Impersonation 25, Infiltration 40, Infosec 40, Perception
30, Profession: Spycraft 50

3
PP

+1 Moxie
+5 SAV, +50 Rep (Your Choice)
Academics: Cryptography 40, Deception 50, Fray 30,
Impersonation 25, Infiltration 40, Infosec 40, Investigation 25,
Languages: (Choose Two) 30, Palming 30, Perception 40,
Profession: Spycraft 50

5
PP

TECHIE

You are the person who keeps the machines running—or knows how to shut them down.

Suggested Motivations: +DIY, +Education, +Science!, +Sousveillance, +Technoproggressivism

1
PP

Hardware: (Choose One) 40,
Interfacing 30, Profession:
(Choose One) 30

+50 Rep (Your Choice)
Academics: (Choose One) 40, Hardware: (Choose One) 50,
Hardware: (Choose One) 25, Interfacing 40, Infosec 20,
Networking: (Choose One) 20, Perception 20, Profession:
(Choose One) 50, Programming 30

3
PP

+1 Moxie
+5 COG, +50 Rep (Your Choice)
Academics: (Choose One) 40, Fray 15, Hardware: (Choose
One) 50, Hardware: (Choose One) 40, Interest: (Choose
One) 30, Interfacing 45, Infosec 25, Language: (Choose
One) 30, Networking: (Choose One) 35, Pilot: (Choose One) 30,
Profession: (Choose One) 50, Programming 40

5
PP

THIEF

You survive by stealing from others, whether by picking pockets or breaking and entering.

Suggested Motivations: +Wealth

1
PP

Infiltration 30, Palming 40,
Profession: Thieving 30

+50 g-rep
Climbing 25, Fray 20, Infiltration 40, Infosec 20, Interest:
(Choose One) 40, Networking: Criminals 30, Palming 50,
Perception 20, Profession: Thieving 50

3
PP

+1 Moxie
+5 COO, +50 g-rep
Art: (Choose One) 30, Blades 20, Climbing 40, Fray 30, Hardware:
Electronics 15, Infiltration 40, Infosec 25, Interest: (Choose
One) 40, Language: (Choose One) 30, Networking: Criminals 30,
Palming 50, Perception 30, Profession: Thieving 50

5
PP

WRECKER

You are optimized for killing machines. You either excelled at fighting TITAN constructs during the Fall or you continue to hunt them down in the aftermath.

Suggested Motivations: +Explosions, +Survival, –TITANs

1
PP

Demolitions 30, Interest:
(TITAN Tech) 30, Seeker
Weapons 40

+50 Rep (Your Choice)
Demolitions 40, Fray 25, Infiltration 30, Interest: (TITAN Tech)
50, Kinetic Weapons 30, Perception 30, Profession: Squad
Tactics 40, Seeker Weapons 50

3
PP

+1 Moxie
+5 COO, +50 Rep (Your Choice)
Demolitions 40, Fray 40, Infiltration 30, Infosec 20, Interest:
(TITAN Tech) 50, Interest: (Choose One) 30, Kinetic Weapons 40,
Perception 30, Profession: Wrecking Machines 30, Profession:
Squad Tactics 40, Seeker Weapons 50, Throwing Weapons 30

5
PP

CUSTOMIZATION PACKAGES

Each of these packages enables a character to diversify their interests for just 1 Package Point. These packages, however, do not adhere to the ratio of Active vs. Knowledge skills. To take one of these packages, you must exchange one of your existing Active skills of 30 points or higher with a Knowledge skill of your choice. The Artist, Async, Slacker, and Student packages are exempt from this rule.

<p>ARTIST 1 PP</p> <p>Art: (Choose One) 40, Disguise 30, Interest: (Choose One) 30</p>	<p>ESSENTIAL SKILLS 1 PP</p> <p>Fray 30, Networking: (Choose One) 30, Perception 40</p>	<p>MENTALIST 1 PP</p> <p>(Choose Two Psi Skills) 40 +4 sleights (Your Choice)</p>	<p>SPACER 1 PP</p> <p>Free Fall 40, Kinesics 30, Medicine: (Choose One) 30</p>
<p>ASVNC 1 PP</p> <p>Interest: (Choose One) 45 Traits: Psi (Level 1), Mental Disorder (Choose One), and either Psi Chameleon or Psi Defense (Level 1) +5 Psi-Chi Sleights (Your Choice)</p>	<p>GEARHEAD 1 PP</p> <p>Hardware: (Choose One) 40 +60,000 Credits</p>	<p>NETWORKER 1 PP</p> <p>+100 Rep (Your Choice) Networking (Choose Three) 30</p>	<p>STUDENT 1 PP</p> <p>Academics (Choose One) 40, Interests (Choose One) 30, Research 30</p>
<p>ASVNC ADEPT 1 PP</p> <p>(Choose One Psi Skill) 40 Traits: Psi (Level 2), Mental Disorder (Choose Two) +7 Psi Sleights (Your Choice)</p>	<p>HEAVY WEAPONS TRAINING 1 PP</p> <p>Demolitions 30, Gunnery 30, Seeker Weapons 40</p>	<p>PARAMEDIC 1 PP</p> <p>Medicine: Paramedic 40, Medicine: Nanomedicine 30, Programming 30</p>	<p>SURVIVAL TRAINING 1 PP</p> <p>Kinetic Weapons 30, Medicine: Paramedic 30, Scrounging 40</p>
<p>ATHLETICS 1 PP</p> <p>Climbing 30, Freerunning 40, Swimming 30</p>	<p>JACK-OF-ALL-TRADES 1 PP</p> <p>Choose any one skill at 40 and two at 30</p>	<p>SLACKER 1 PP</p> <p>Interest: (Choose One) 40, Interest: (Choose One) 30, Scrounging 30</p>	<p>TECH TRAINING 1 PP</p> <p>Hardware: (Choose One) 40, Hardware: (Choose One) 30, Programming 30</p>
<p>COMPUTER TRAINING 1 PP</p> <p>Infosec 40, Interfacing 30, Programming 30</p>	<p>LUCKY 1 PP</p> <p>Choose any one skill at 30 and one at 25 +3 Moxie</p>	<p>SNEAKER 1 PP</p> <p>Disguise 40, Impersonation 30, Infiltration 30</p>	<p>WEAPONS TRAINING 1 PP</p> <p>Beam Weapons 30, Kinetic Weapons 40, Spray Weapons 30</p>
<p>CONNECTED 1 PP</p> <p>Networking (Choose One) 40 Allies or Patron trait +30,000 Credits</p>	<p>MARTIAL ARTS 1 PP</p> <p>Blades 30, Throwing Weapons 30, Unarmed Combat 40</p>	<p>SOCIAL BUTTERFLY 1 PP</p> <p>Deception 30, Persuasion 40, Protocol 30</p>	

PURCHASE MORPH AND GEAR

Now that you've chosen your aptitude template and packages, you purchase your starting morph and gear.

Every character has 100 CP to spend on morphs and gear.

MORPH

You may simply choose your morph and pay the appropriate CP Cost, or you can randomly roll and see what you get. The Choosing a Morph table (p. 44) provides a list of all the morphs available in the *Eclipse Phase* books published to date. If you roll randomly and happen to get a morph that's detailed in a book you don't have, simply re-roll.

Backup Morphs: Characters may purchase more than one morph at character creation, if they wish to have another morph on hand as a backup. Extra morphs must be purchased with CP, just like the starting morph.

CREDITS AND GEAR

Once a morph has been purchased, players can now spend some of their remaining CP on gear. Each CP point counts as 1,000 credits. See p. 296, *EP*, for a complete list of available gear with credit costs, including morph modifications.

For players looking for quick gear choices, a set of pre-calculated gear packages are provided on the Gear Packs table (p. 40–41). Gear may also be selected randomly using these tables.

FREE GEAR

Every character starts with two items of gear for free: a standard muse (p. 332, *EP*) and one month of backup insurance (p. 331, *EP*).

REMAINING CP

Any CP that are not spent on morphs or gear may be used to customize the character, such as purchasing more rep or skills. See *Customize*, next page.

COMBINE EVERYTHING

Now that you've chosen your aptitude template and packages, take everything and combine it together.

SKILLS

Make a skill list with all of your skills. You may have some duplicate skills—no sweat. Simply take the duplicates and exchange them for another skill. We suggest replacing duplicates with a skill from the same category (Combat, Physical, Social, etc.)—for example, if you end up with the Deception skill twice, replace one of them with another Social skill, such as Intimidation, Protocol, or Networking. The Skills by Category table (p. 45) groups the different skills together by category, so you can quickly pick another.

If the gamemaster allows it, you might also combine duplicate skills together. If you have two Blades skill

at 30 each, for example, you could combine them for Blades 60. We recommend that skills may not be totaled over 60. No skill may be combined over 80 in value.

Many of the field skills included in the packages are undefined. Simply pick a field you feel is appropriate for your character or roll randomly on the Field Skills tables (pp. 42–43). See the skill descriptions, pp. 176–185, *EP*, for suggested fields.

FIELD SKILLS

The lists below can be used to help you pick or randomly decide fields for each skill.

APTITUDES AND SKILLS

Once you have settled your skills, they must be combined with your aptitudes (not yet counting any morph aptitude modifiers). Each aptitude is added to its linked skills to determine the final skill values.

Any skills with a final total over 60 (including the aptitude) are reduced by half the amount they exceed 60. So a final Perception score of 70 (10 points over 60) would be reduced to 65 (half of 10 is 5, $70 - 5 = 65$). The Skills Over 60 table (below) provides a quick reference for handling these reductions. Note that aptitude or skill bonuses provided from your morph do not apply.

Note that no skill (including aptitude) can be raised over 80 during character creation. Those skill points that would have taken the skill over 80 should be refunded and spent on other things.

MORPH APTITUDE BONUSES

Any temporary aptitude modifiers from a morph are applied after the aptitudes and skills are combined. These modifiers may raise skill values above 80, and above 60 without further modifier.

REP

Combine the reputation scores from your packages. You will likely have some rep to assign as you see fit. Simply choose one or more rep networks that are appropriate for your character (see the Reputation Networks table, p. 286, *EP*) or use the Random Rep Network table (p. 49).

No character may start with a rep score higher than 80 in any network.

SKILLS OVER 60

SKILL TOTAL (INCLUDING APTITUDE)	FINAL SKILL
65	63
70	65
75	68
80	70
85	72
90	75
95	78
100	80
Over 100	80

MOTIVATIONS

A character must start with three motivations (p. 120, *EP*). Each package lists a range of suggested motivations from which the player can pick. Additional motivations may be found on p. 138, *EP*, or may simply be invented by the player as appropriate to the character.

The Motivations table (p. 41) provides a partial randomized listing of the many motivations available.

MULTIPLE TRAITS

No trait may be purchased more than once, so if a character acquires the same trait from separate packs, the CP for one of those traits should be refunded and spent on customization.

SLEIGHTS

If your character is an async and acquired psi sleights, you must pick them (p. 154 and pp. 223–228, *EP*) or roll on the Type of Sleights table (p. 45).

CUSTOMIZE

Characters are likely to have CP left over after buying their morph(s) and gear. These points are spent to further customize the character. The Customization Points table (below) lists the CP costs for various changes. For further details, see *Spend Customization Points*, p. 135, *EP*.

For characters with lots of CP left, the Customization Packages (p. 37) provide some pre-built options. Each of these costs 1 PP, or 100 CP.

APTITUDE POINTS

You may increase your aptitudes at the cost of 1 point per 10 CP, but no aptitude may be raised above 30.

MOXIE

Moxie can be increased at the cost of 15 CP per point—an expensive but generally worthwhile investment. Moxie may not be raised over 10.

MODIFYING SKILLS

Feel free to exchange skills for others of an equal value. Don't want Free Fall 30? Exchange it for Freerunning at 30. The only caveat is that you must trade skills for those of the same type: Active for Active, Knowledge for Knowledge.

You may also feel free to modify your skill values—simply increase one skill by the amount you reduce

another. We recommend not raising skills over 60; if you do, any amount they are raised over 60 only counts for half (for example, a skill raised to 80 would only count as 70). As above, you may only trade points between Active skills or between Knowledge skills. No skill may be raised over 80.

SPECIALIZATIONS

You may also purchase specializations (p. 173, *EP*) for your skills at the cost of 5 CP each. Only one specialization may be purchased per skill and they may only be bought for skills with a rating of 30+.

PSI SLEIGHTS

You may also purchase additional sleights for characters who have the Psi trait at a cost of 5 CP per sleight. No more than 5 psi-chi and 5 psi-gamma sleights may be acquired during character creation.

REP

You may increase individual rep scores at the cost of 1 CP per 10 points. No individual rep score may be raised above 80 and the max CP you may spend on rep is 35.

TRAITS

This package system includes little in the way of traits, but feel free to apply any of the traits included in this book (p. 82) or from p. 145, *EP*, to your character.

In order to purchase positive traits, you will need to reduce your character's Active skills or other stats (but not Knowledge skills) by an equivalent amount of CP. You may not purchase more than 50 CP of positive traits.

Purchasing negative traits will give you extra CP to spend on your character. You may not purchase more than 50 CP of negative traits, and no more than 25 CP may be negative morph traits (no matter how many morphs you buy).

Should you wish to purchase traits for your character, but are unsure what to pick, use the randomized Traits table (p. 46–48).

DISORDERS

The Disorders table (p. 49) can be used to choose or randomly determine disorders for the Mental Disorder trait (p. 150, *EP*). These traits are detailed on pp. 211–214, *EP*.

LEFTOVER CP

Any CP left over are converted to credits (1 CP = 1,000 credits). This counts as the character's starting money during game play.

CALCULATE REMAINING STATS

The character's final characteristics are now calculated. See *Final Touches*, p. 138, *EP*.

DETAIL THE CHARACTER

Now that your character is assembled, you need a personality and some backstory. See *Detailing the Character*, p. 139, *EP*.

CUSTOMIZATION POINTS

15 CP = 1 Moxie point

10 CP = 1 aptitude point

5 CP = 1 psi sleight

5 CP = 1 specialization

2 CP = 1 skill point (61–80)

1 CP = 1 skill point (up to 60)

1 CP = 1,000 credit

1 CP = 10 Rep

Trait and morph costs vary as noted.

GEAR PACKS

BOT JAMMER (4 CP)

Automech Bot
2 Gnat Bots
Guardian Angel Bot
Radio Booster
Robotics Tool Kit
Servitor Bot
3 Speck Bots

COMBAT MORPH (11 CP)

Anti-Glare
Bioweave Armor (Light)
Cyberclaws
Eelware
Muscle Augmentation
Neurachem (Level 1)

ESSENTIAL ENHANCEMENTS (1 CP)

Enhanced Hearing
Enhanced Vision
Medicines
T-Ray Emitter

ESSENTIAL GEAR(3 CP)

Body Armor (Light)
Creepy or Servitor Bot
Ecto
Maker
Pistol with 500 rounds ammo
Smart Clothing
Standard Vacsuit
Utilitool

EXPLORER (3 CP)

Fabber
Microwave Agonizer
Smart Vac Clothing
Optional: Survival Belt (p. 159, *Gatecrashing*) (+1 CP)
Includes:
Breadcrumbs Positioning System
Electronic Rope
Emergency Rations
Filter Straw
Flashlight
Flex Cutter
2 Nanobandages
Solar Recharger
Radio Booster
Recon Flyer or Recon Hopper
Repair Spray
Utilitool
Viewers

FIREWALL AGENT (18 CP)

Anonymous Account
Backup
Body Armor (Light)
Encryption Software
Fabber
Fake Ego ID
Guardian Nanoswarm
Low-Capacity Qubit Reservoir
Nanodetector
Portable QE Comm
SMG with 100 rounds AP ammo
TacNet Software

GATECRASHER (20 CP)

Bio-Defense Unit (p. 157, *Gatecrashing*)
Defense Beacons (p. 157, *Gatecrashing*)
Mapping Missile (p. 156, *Gatecrashing*)
Mission Recorder (p. 154, *Gatecrashing*)
Mobile Base (p. 164, *Gatecrashing*)
Mote Grenade (p. 154, *Gatecrashing*)
Radio Beacon (p. 154, *Gatecrashing*)
Robomule (p. 162, *Gatecrashing*)
Satnet-in-a-Can (p. 154, *Gatecrashing*)
Scout Missile (p. 156, *Gatecrashing*)
Shelter Dome (p. 333, *EP*;
includes emergency distress beacon)

HACKER (10 CP)

Anonymous Account
Electronics Tool Kit
Exploit Software
2 Gnat Bots
Radio Booster
Sniffer Software
Spoof Software
Tracking Software

HEAVY WEAPONS (18 CP)

Body Armor (Heavy)
with Ablative Patches and Fireproofing Mods
Helmet (Full)
Machine Gun
with 200 rounds regular ammo
and 300 rounds AP ammo
Particle Beam Bolter
Seeker Rifle with 10 HEAP minimissiles

INFILTRATOR (15 CP)

Cleaner Nanoswarm
Covert Ops Tool
Dazzler
Electronics Tool Kit
Invisibility Cloak
2 Speck Bots
Thermal Dampening Armor Mod

RESEARCH (3 CP)

Mobile Lab
Portable Sensor
Servitor Bot
Specimen Container
Utilitool
Viewers
Optional: The Following Extras (+3 CP)
Explorenaut bot (p. 160, *Gatecrashing*)
Faraday Container (p. 160, *Gatecrashing*)
Portable Sensor
Portable Solararchive (p. 156, *Gatecrashing*)
Robomule bot (p. 162, *Gatecrashing*)
Scourer nanoswarm (p. 160, *Gatecrashing*)

SCAVENGER (8 CP)

Disassembly Tools
4 Scrapper's Gel
Superthermite Charge
Standard Vacsuit

SECURITY (6 CP)

Body Armor (Heavy) with Offensive Armor mod
6 CR Gas Grenades
Cuffband
Freezer with 100 ammo
Prisoner Mask
Riot Shield
Shock Baton
4 Smoke Grenades
Optional: The Following Extras (+2 CP)
Brainprint Scanner (p. 152, *Panopticon*)
3 doses of Grin
ID Scanner (p. 153, *Panopticon*)

CHARACTER CREATION: I

CHARACTER CREATION: LIFE

CHARACTER OPTIO

PLAYING CHARACTERS

MORPHS

GEAR PACKS (CONT.)

SENSORY MORPH (3 CP)

Anti-Glare
 Direction Sense
 Echolocation
 Enhanced Hearing
 Enhanced Smell
 Enhanced Vision
 Oracles
 Sense Filter (p. 149, *Panopticon*)
 T-Ray Emitter

SENSORY MORPH—SYNTH VERSION (2 CP)

360-Degree Vision
 Chemical Sniffer
 Electrical Sense
 Lidar
 Radar

SELF-DEFENSE (5 CP)

Armor Clothing
 Shard Pistol with 100 ammo
 Shock Gloves
 Vibroblade

SMART ANIMAL HANDLER (15 CP)

2 Caretaker Bots (p. 157, *Panopticon*)
 2 Guard Dogs (p. 154, *Panopticon*)
 Smart Hawk
 Smart Raccoon
 2 Smart Rats
 2 Space Roaches

SOCIAL MANIPULATOR MORPH (7 CP)

Clean Metabolism
 Enhanced Pheromones
 Endocrine Control

STEALTH MORPH (2 CP)

Chameleon Skin
 Enhanced Hearing
 Enhanced Vision
 Grip Pads
 Skinflex

SURVEILLANCE (7 CP)

Fiber Eye
 Smart Dust
 Scout Nanoswarm
 2 Speck Bots
 Facial/Image Recognition Software

SURVIVAL MORPH (2 CP)

Direction Sense
 Enhanced Respiration
 Medichines
 Temperature Tolerance
 Toxin Filters

TECHIE (3 CP)

Electrical Sense
 Wrist-Mounted Tools
 Utilitool
 Tool Kit
 Fabber
 Repair Spray

MOTIVATIONS

D100
 ROLL

MOTIVATION

01–02 Acceptance/Assimilation
 03–04 Alien Contact
 05–06 Anarchism
 07–08 Artistic Expression
 09–10 Authority/Leadership
 11–12 Biochauvinism
 13–14 Bioconservatism
 15–16 Destroying the TITANs
 17–18 DIY
 19–20 Education
 21–22 Exploration
 23–24 Fame
 25–26 Family
 27–28 Fascism
 29–30 Hard Work
 31–32 Hedonism
 33–34 Hypercapitalism

D100
 ROLL

MOTIVATION

35–36 Immortality
 37–38 Independence
 39–40 Individualism
 41–42 Law and Order
 43–44 Libertarianism
 45–46 Martian Liberation
 47–48 Morphological Freedom
 49–50 Nano-Ecology
 51–52 Neurodiversity
 53–54 Open Source
 55–56 Personal Career
 57–58 Personal Development
 59–60 Philanthropy
 61–62 Preservationism
 63–64 Reclaiming Earth
 65–66 Religion
 67–68 Research

D100
 ROLL

MOTIVATION

69–70 (AGI/Indenture/Infomorph/Pod/Uplift) Rights
 71–72 Science!
 73–74 Self Reliance
 75–76 (AGI/Indenture/Infomorph/Pod/Uplift) Slavery
 77–78 Socialism
 79–80 Sousveillance
 81–82 Stability
 83–84 Survival
 85–86 Thrill Seeking
 87–88 Technoproggressivism
 89–90 Transparency
 91–92 Vengeance
 93–94 Venusian Sovereignty
 95–96 Vice
 97–98 Wealth
 99–00 X-Risks



FIELD SKILLS

ACADEMICS FIELDS

D100 ROLL	FIELD
01-03	Anthropology
04-07	(Xeno)Archeology
08-10	Astronomy
11-16	(Astro)Biology
17-19	(Xeno)Botany
20-24	Chemistry
25-26	Climatology
27-29	Cognitive Science
30-33	Computer Science
34-36	Cryptography
37-38	Ecology
39-40	Economics
41-44	Engineering
45-47	(Xeno)Genetics
48-50	Geology
51-53	(Pre-Fall/Post-Fall) History
54-56	(Xeno)Linguistics
57-59	Mathematics
60-63	Materials Science
64-66	Memetics
67-68	Microbiology
69-71	Military Science
72-75	Nanotechnology
76-79	Neuroscience
80-82	Philosophy
83-88	(Astro)Physics
89-91	Political Science
92-95	Psychology
96-97	(Astro)Sociology
98-00	(Xeno)Zoology

ART FIELDS

D100 ROLL	FIELD
01-05	Architecture
06-10	Bodysculpting
11-15	Cooking
16-20	Criticism
21-25	Dance
26-30	Digital Art
31-35	Drama
36-40	Drawing
41-45	Erotic Entertainment
46-50	Fashion
51-55	Game Design
56-60	Music
61-65	Painting
66-70	Performance
71-75	Poetry
76-80	Sculpture
81-85	Simulspace Design
86-90	Singing
91-95	Speech
96-00	Writing

HARDWARE FIELDS

D100 ROLL	FIELD
01-13	Aerospace
14-21	Armorer
22-41	Electronics
42-53	Groundcraft
54-61	Implants
62-74	Industrial
75-82	Nautical
83-00	Robotics

PLACES

D100 ROLL	PLACE
01-06	Earth
07-13	Earth Orbital
14-17	European
18-20	Extrasolar
21-22	Inner Fringe
23-29	Jovian
30-32	Jovian Trojans
33-44	Lunar
45-52	Main Belt

PLACES (CONT.)

D100 ROLL	PLACE
53-70	Martian
71-75	Mercurian
76-77	Neptunian
78	Neptunian Trojans
79-81	Outer Fringe
82-88	Saturnian
89-90	Solar
91-94	Uranian
95-00	Venusian

FIELD SKILLS (CONT.)

INTEREST FIELDS	
D100 ROLL	FIELD
01–02	Alien Relics
03–04	Ancient Sports
05–06	Art
07–08	Beers/Wine
09–10	Black/Red Markets
11–12	Blogs
13–14	Celebrity Gossip
15–16	Conspiracies
17–18	Cultural Memes/Trends
19–20	Cutting-Edge Technology
21–22	Drug Dealers
23–24	Drugs/Petals/ Narcoalgorithms
25–26	Economics/Markets
27–28	Exoplanets
29–30	Food
31–32	Gambling
33–34	Gangs
35–36	Gatecrashing
37–38	Groups
39–40	Habitats
41–42	History
43–44	Law
45–46	Literature
47–48	MARGs
49–50	Martial Arts
51–52	(Topic) Mesh Forums
53–54	Morphs
55–56	Music
57–58	Nanofab Designs
59–60	Nightclubs
61–62	Old-Earth Nation-States
63–64	Old-Earth Trivia
65–66	Old-Earth Relics
67–68	Pandora Gates
69–70	(Location) Places of Interest
71–72	Politics
73–74	Pornography
75–76	(AGI/Uplift) Rights
77–78	Robot Models
79–80	Rumors
81–82	Science Fiction
83–84	Smart Animals
85–86	Spaceship Models
87–88	Sports
89–90	TITANs
91–92	Trivia
93–94	Vehicle Models
95–96	Weapons
97–98	X-Casters
99–00	XP

Many of these interests can be further specialized by adding a faction or place name.

FACTIONS	
D100 ROLL	FACTION
01–06	Anarchist
07–10	Argonaut
11–15	Barsoomian
16–17	Belter
18–19	Bioconservative
20–24	Brinker
25–31	Criminal
32–33	Exhuman
34–37	Extropian
38	Factors
39–42	Firewall
43–51	Hypercorp
52–55	Jovian
56–61	Lunar
62–64	Mercurial
65	Nano-Ecologist
66–67	Orbital
68	Out'ster
69	Precautionist
70	Preservationist
71–74	Reclaimer
75–77	Ringer
78–80	Sapient
81–84	Scum
85	Sifter
86	Skimmer
87–90	Socialite
91	Solarian
92–96	Titania
97–00	Ultimate

MEDICINE FIELDS	
D100 ROLL	FIELD
01–08	Biosculpting
09–13	Exotic Biomorphs
14–21	Gene Therapy
22–34	General Practice
35–42	Implant Surgery
43–52	Nanomedicine
53–65	Paramedic
66–70	Pods
71–75	Psychiatry
76–80	Remote Surgery
81–90	Trauma Surgery
91–95	Uplifts (by type)
96–00	Veterinary

LANGUAGE FIELDS	
D100 ROLL	FIELD
01–06	Arabic
07–09	Bengali
10–14	Cantonese/Yue
15	Dutch
16–24	English
25–27	Farsi/Persian
28–31	French
32–35	German
36–41	Hindi
42	Italian
43–47	Japanese
48–51	Javanese
52–53	Korean
54–62	Mandarin
63	Polish
64–68	Portuguese
69–71	Punjabi
72–76	Russian
77–78	Skandinaviska (p. 93, <i>Rimward</i>)
79–84	Spanish
85	Swedish
86–87	Tamil
88–89	Turkish
90–92	Urdu
93–94	Vietnamese
95–98	Wu
99–00	Other

NETWORKING FIELDS	
D100 ROLL	FIELD
01–20	Autonomists
21–34	Criminals
35–44	Ecologists
45–54	Firewall
55–72	Hypercorps
73–86	Media
87–00	Scientists

PILOT FIELDS	
D100 ROLL	FIELD
01–20	Aircraft
21–40	Anthroform
41–45	Exotic Vehicle
46–70	Groundcraft
71–95	Spacecraft
96–00	Watercraft

PROFESSION FIELDS	
D100 ROLL	RESULT
01–02	Accounting
03–04	Administration
05–06	Appraisal
07–08	Artisan
09–10	Asteroid Mining/Prospecting
11–12	Banking
13–14	Biodesign
15–16	Bodyguarding
17–18	Cool Hunting
19–20	Con Schemes
21–22	Culture Jamming
23–24	Customs Procedures
25–26	Darknet Operations
27–28	Distribution
29–30	Ego Hunting
31–32	Escorting
33–34	Excavation
35–36	First Contact
37–38	Forensics
39–40	Gatecrashing
41–42	Habitat Operations
43–44	Hacktivism
45–46	Info Brokerage
47–48	Instruction
49–50	Journalism
51–52	Lab Technician
53–54	Law
55–56	Medical Care
57–58	Mesh Networking
59–60	Mesh Security
61–62	Military Operations
63–64	Manufacturing
65–66	Mining
67–68	Morph Brokerage
69–70	Police Procedures
71–72	Protection Rackets
73–74	Psychotherapy
75–76	Scavenging
77–78	Salvage Ops
79–80	Security Operations
81–82	Smuggling Tricks
83–84	Social Engineering
85–86	Spacecraft Systems
87–88	Spaceship Crew
89–90	Spin Control/Public Relations
91–92	Squad Tactics
93–94	Surveying
95–96	Terraforming
97–98	Viral Marketing
99–00	XP Production

CHOOSING A MORPH

MORPH TYPE

D100 ROLL	TYPE
01–50	Biomorph
51–55	Uplift Biomorph
56–65	Pod Biomorph
66–95	Synthmorph
96–00	Infomorph/Eidolon

BIOMORPHS

D100 ROLL	TYPE	PAGE REF	CP COST
01–03	Flat	p. 139, <i>EP</i>	0
04–13	Splicer	p. 139, <i>EP</i>	10
14–21	Exalt	p. 139, <i>EP</i>	30
22–26	Menton	p. 139, <i>EP</i>	40
27–34	Olympian	p. 140, <i>EP</i>	40
35–39	Sylph	p. 140, <i>EP</i>	40
40–46	Bouncer	p. 140, <i>EP</i>	40
47–49	Fury	p. 140, <i>EP</i>	75
50	Futura	p. 140, <i>EP</i>	40
51–53	Ghost	p. 140, <i>EP</i>	70
54–56	Hibernoid	p. 140, <i>EP</i>	25
57–59	Neotenic	p. 141, <i>EP</i>	25
60–62	Remade	p. 141, <i>EP</i>	60
63–69	Ruster	p. 141, <i>EP</i>	25
70	Lunar Flyer	p. 162, <i>S</i>	35
71–72	Martian Alpiner	p. 162, <i>S</i>	30
73	Salamander	p. 163, <i>S</i>	40
74	Surya	p. 164, <i>S</i>	50
75	Venusian Glider	p. 164, <i>S</i>	40
76–77	Hazer	p. 186, <i>R</i>	35
78	Hulder	p. 186, <i>R</i>	50
79	Hyperbright	p. 186, <i>R</i>	70
80	Ring Flyer	p. 187, <i>R</i>	70
81	Selkie	p. 187, <i>R</i>	55
82	Aquanaut	p. 150, <i>G</i>	50
83–85	Crasher	p. 150, <i>G</i>	70
86	Dvergr	p. 150, <i>G</i>	50
87	Ariel	p. 188	50
88–89	Bruiser	p. 189	60
90	Cloud Skate	p. 189	55
91	Faust	p. 190	85
92	Freeman	p. 191	10
93	Grey	p. 192	25
94–95	Nomad	p. 194	30
96–99	Observer	p. 194	40
00	Theseus	p. 196	30

UPLIFT BIOMORPHS

D100 ROLL	TYPE	PAGE REF	CP COST
01–30	Neo-Avian	p. 141, <i>EP</i>	25
31–50	Neo-Hominid*	p. 141, <i>EP</i>	25
51–70	Octomorph	p. 141, <i>EP</i>	50
71–75	Neanderthal	p. 162, <i>S</i>	40
76	Neo-Beluga	p. 142, <i>P</i>	45
77	Neo-Dolphin	p. 143, <i>P</i>	40
78–92	Neo-Gorilla	p. 143, <i>P</i>	35
93	Neo-Orca	p. 143, <i>P</i>	60
94–98	Neo-Pig	p. 143, <i>P</i>	20
99	Neo-Porpoise	p. 143, <i>P</i>	35
00	Neo-Whale	p. 143, <i>P</i>	75

*Used for Neo-Chimps (1–5), Neo-Bonobos (6–7), and Neo-Orangutans (8–0)

POD BIOMORPHS

D100 ROLL	TYPE	PAGE REF	CP COST
01–15	Pleasure Pod	p. 142, <i>EP</i>	20
16–30	Worker Pod	p. 142, <i>EP</i>	20
31–33	Novacrab	p. 142, <i>EP</i>	60
34–35	Digger	p. 150, <i>G</i>	30
36–38	Ripwing	p. 151, <i>G</i>	40
39	Scurrier	p. 151, <i>G</i>	40
40	Whiplash	p. 151, <i>G</i>	50
41–42	Chickcharnie	p. 142, <i>P</i>	35
43–44	Hypergibbon	p. 142, <i>P</i>	30
45–46	Shaper	p. 144, <i>P</i>	45
47–53	Ayah	p. 188	25
54–62	Basic Pod	p. 188	5
63–67	Critter	p. 190	15
68–70	Flying Squid	p. 191	55
71–72	Jenkin	p. 193	20
73–75	Samsa	p. 195	60
76–83	Security Pod	p. 195	30
84–86	Space Marine	p. 195	30
87–95	Specialist Pod	p. 196	25
96–00	Vacuum Pod	p. 197	30

SYNTHMORPHS

D100 ROLL	TYPE	PAGE REF	CP COST
01–20	Case	p. 143, <i>EP</i>	5
21–35	Synth	p. 143, <i>EP</i>	30
36–40	Arachnoid	p. 143, <i>EP</i>	45
41–45	Dragonfly	p. 144, <i>EP</i>	20
46–49	Flexbot	p. 144, <i>EP</i>	20*
50	Reaper	p. 144, <i>EP</i>	100

SYNTHMORPHS

D100 ROLL	TYPE	PAGE REF	CP COST
51–54	Slitheroid	p. 144, <i>EP</i>	40
55–58	Swarmanoid	p. 144, <i>EP</i>	25
59	Q Morph	p. 163, <i>S</i>	100
60–61	Steel Morph	p. 163, <i>S</i>	50
62	Steel Morph (Masked)	p. 163, <i>S</i>	55
63	Steel Morph (Liquid Silver)	p. 163, <i>S</i>	70
64	Sundiver	p. 164, <i>S</i>	70
65	Cetus	p. 185, <i>R</i>	45
66	Courier	p. 185, <i>R</i>	70
67	Fenrir	p. 186, <i>R</i>	NA
68	Savant	p. 187, <i>R</i>	65
69	Kite	p. 150, <i>G</i>	30
70	Spare	p. 151, <i>G</i>	5
71–72	Xu Fu	p. 151, <i>G</i>	60
73–74	Gargoyle	p. 142, <i>P</i>	40
75	Skulker	p. 144, <i>P</i>	35
76–77	Takko	p. 144, <i>P</i>	60
78	Biocore	p. 188	50
79–80	Blackbird	p. 189	45
81	Cloud Skimmer	p. 189	65
82	Daitya	p. 190	80
83	Fighting Kite	p. 190	35
84–85	Galatea	p. 192	65
86	Griever	p. 192	5
87–88	Guard	p. 192	60
89	Guard Deluxe	p. 193	75
90	Mimic	p. 193	25
91	Nautiloid	p. 193	155
92–93	Opteryx	p. 194	40
94–95	Rover	p. 194	60
96	Space Fighter Rover	p. 194	60
97	Smart Swarm	p. 196	30
98–99	Sphere	p. 196	65
00	Synthtaur	p. 196	70

INFOMORPHS/EIDOLONS

D100 ROLL	TYPE	PAGE REF	CP COST
01–50	Infomorph	p. 145, <i>EP</i>	0
51–57	Agent	p. 142	35
58–70	Digimorph	p. 142	25
71–74	Elite	p. 142	35
75–81	Hot Shot	p. 142	35
82–85	Sage	p. 142	40
86–92	Scholar	p. 142	35
93	Slave	p. 142	5
94–00	Wirehead	p. 142	60

SKILLS BY CATEGORY

COMBAT SKILLS	KNOWLEDGE SKILLS	PHYSICAL SKILLS	SOCIAL SKILLS
Beam Weapons	Academics: [Field]	Climbing	Animal Handling
Blades	Art: [Field]	Flight	Deception
Clubs	Language: [Field]	Free Fall	Impersonation
Exotic Melee	Interest: [Field]	Freerunning	Intimidation
Exotic Ranged	Profession: [Field]	Infiltration	Kinesics
Fray		Palming	Networking: [Field]
Gunnery		Swimming	Persuasion
Kinetic Weapons			Protocol
Seeker Weapons			
Spray Weapons			
Throwing Weapons			
Unarmed Combat			

MENTAL SKILLS	PSI SKILLS	VEHICLE SKILLS	TECHNICAL SKILLS
Investigation	Control	Pilot: [Field]	Demolitions
Navigation	Psi Assault		Hardware: [Field]
Perception	Sense		Infosec
Scrounging			Interfacing
All Psi Skills			Medicine: [Field]
			Programming
			Psychosurgery
			Research

TYPE OF SLEIGHT

TYPE OF SLEIGHT	
D10 ROLL	TYPE
1–6	Psi-Chi (requires the Psi (Level 1) Trait)
7–0	Psi-Gamma (requires the Psi (Level 2) Trait and Control, Psi Assault, and/or Sense skills)

SLEIGHTS

PSI-CHI SLEIGHTS		PSI-GAMMA SLEIGHTS	
D100 ROLL	SLEIGHT	D100 ROLL	SLEIGHT
01–05	Ambience Sense	01–04	Alienation
06–10	Cognitive Boost	05–08	Aphasic Touch (p. 154)
11–15	Downtime	09–12	Charisma
16–19	Eco-empathy (p. 154)	13–16	Cloud Memory
20–24	Emotion Control	17–21	Deep Scan
25–28	Enhanced Creativity	22–25	Drive Emotion
29–32	Filter	26–30	Ego Sense
33–37	Grok	31–34	Empathic Scan
38–42	High Pain Threshold	35–38	Implant Memory
43–46	Hyperthymesia	39–42	Implant Skill
47–51	Instinct	43–46	Mimic
52–56	Multitasking	47–51	Mindlink
57–61	Pattern Recognition	52–56	Omni Awareness
62–66	Predictive Boost	57–60	Penetration
67–71	Qualia	61–65	Psi Shield
72–75	Savant Calculation	66–70	Psychic Stab
76–80	Sensory Boost	71–74	Scramble
81–85	Superior Kinesics	75–78	Sense Block
86–90	Time Sense	79–82	Sense Infection (p. 154)
91–95	Unconscious Lead	83–86	Spam
96–00	Xeno-empathy (p. 154)	87–90	Static
		91–95	Subliminal
		96–00	Thought Browse

TRAITS

D10 ROLL	TRAIT TYPE
1–4	Positive Ego Trait
5	Positive Morph Trait
6–9	Negative Ego Trait
0	Negative Morph Trait

POSITIVE EGO TRAITS

D100 ROLL	TRAIT	CP COST	D100 ROLL	TRAIT	CP COST
01–02	Adaptability (p. 145, <i>EP</i>)	10/20	52–53	Intuitive Cracker (p. 84)	10/20
03–04	AGI Affinity (p. 82)	5	54	Killer Instinct (Uplifts Only) (p. 85)	15
05	AGI Socialization (AGIs only) (p. 83)	10	55–56	Machine Intuition (AGIs Only) (p. 85)	10
06–07	Allies (p. 145, <i>EP</i>)	30	57–58	Malleable Mind (p. 85)	10/20/30
08–09	Ambidextrous (p. 145, <i>EP</i>)	10	59	Math Wiz (p. 146, <i>EP</i>)	10
10–11	Animal Empathy (p. 145, <i>EP</i>)	5	60–61	Minion/Partner (p. 85)	30
12	Async Familiarity (p. 83)	5	62	Morph Fever Resistance (Asyncs Only) (p. 85)	10
13–14	Brave (p. 145, <i>EP</i>)	10	63–64	Murder Simulator Addict (p. 85)	10
15–16	Common Sense (p. 145, <i>EP</i>)	10	65–66	Pain Tolerance (p. 146, <i>EP</i>)	10/20
17–18	Danger Sense (p. 145, <i>EP</i>)	10	67–68	Patron (p. 146, <i>EP</i>)	30
19–20	Digital Ghost (p. 83)	10	69–70	Personal Connection (p. 85)	15
21	Direction Sense (p. 145, <i>EP</i>)	5	71–72	Phoenix (p. 85)	10/20
22	Dominant Strain (Asyncs Only) (p. 83)	10	73–74	Potent Mind (Asyncs Only) (p. 85)	5
23–24	Drug Exception (p. 83)	10	75	Predator (Uplifts Only) (p. 86)	10
25–26	Ego Plasticity (p. 83)	10/20/30	76–77	Psi (p. 147, <i>EP</i>)	20/25
27–28	Eidetic Memory (p. 146, <i>EP</i>)	10	78–79	Psi Chameleon (p. 147, <i>EP</i>)	10
29–30	Entrepreneur (p. 83)	10/20/30	80–81	Psi Defense (p. 147, <i>EP</i>)	10
31–32	Established Fork (p. 84)	5	82–83	Right At Home (p. 147, <i>EP</i>)	10
33	Exceptional Aptitude (p. 146, <i>EP</i>)	20	84–85	Situational Awareness (p. 148, <i>EP</i>)	10
34	Expert (p. 146, <i>EP</i>)	10	86	Social Animal (Uplifts Only) (p. 86)	15
35–36	Fast Learner (p. 146, <i>EP</i>)	10	87–88	Social Butterfly (p. 145, <i>Panopticon</i>)	15
37–38	First Impression (p. 146, <i>EP</i>)	10	89	Spacecraft (p. 86)	30
39–40	Gold Star (p. 84)	10	90	Tacnet Sniper (p. 86)	10
41–42	Hardening (p. 84)	10	91–92	Tenure (p. 86)	10
43–44	Heightened Instinct (Uplifts Only) (p. 84)	10	93–94	Trauma Tolerance (p. 86)	10/20
45–46	Home Turf (p. 145, <i>Panopticon</i>)	10	95–96	Untarnished Reputation (p. 87)	15
47–48	Hyper Linguist (p. 146, <i>EP</i>)	10	97–98	You're That Guy! (p. 145, <i>Panopticon</i>)	10
49	Indenture Holder (p. 84)	30	99–00	Zoosemiotics (p. 148, <i>EP</i>)	5
50–51	Information Control (p. 145, <i>Panopticon</i>)	10			

CHARACTER CREATION: PACKAGES

CHARACTER CREATION: LIFE PATH

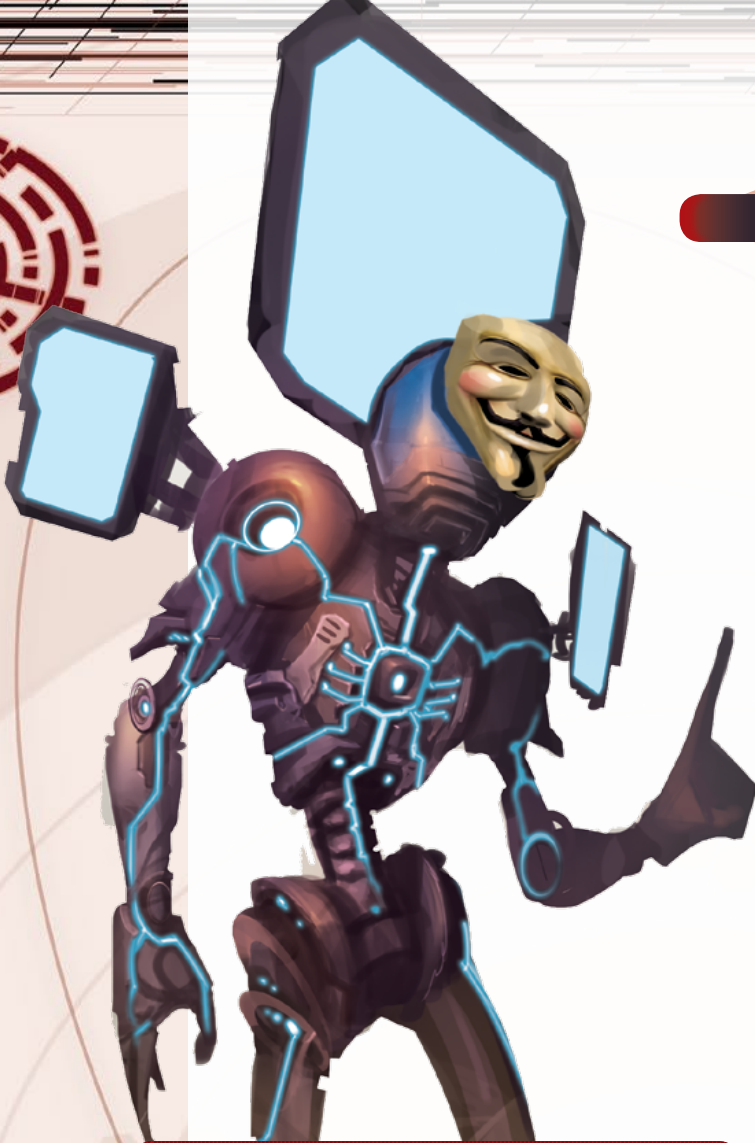
CHARACTER OPTIONS

PLAYING CHARACTERS

MORPHS

NEGATIVE EGO TRAITS

D100 ROLL	TRAIT	CP COST	D100 ROLL	TRAIT	CP COST
01–02	Addiction (p. 148, <i>EP</i>)	5/10/20	48–49	Immortality Blues (p. 149, <i>EP</i>)	10
03–04	Anomalous Mind (p. 87)	20	50	Incompetent (p. 150, <i>EP</i>)	10/20
05	Bad Luck (p. 148, <i>EP</i>)	30	51–52	Lost Fork (p. 91)	5
06	Beta (p. 87)	20	53–54	Low Pain Tolerance (p. 150, <i>EP</i>)	20
07–08	Blacklisted (p. 149, <i>EP</i>)	5/20	55–57	Mental Disorder (p. 150, <i>EP</i>)	10
09–10	Black Mark (p. 149, <i>EP</i>)	10/20/30	58–59	Modified Behavior (p. 150, <i>EP</i>)	5/10/20
11–12	Botched Merge (p. 87)	15	60–61	Morphing Disorder (p. 150, <i>EP</i>)	10/20/30
13	Botched Uplift (uplifts only) (p. 87)	30	62–63	Neural damage (p. 150, <i>EP</i>)	10
14–15	Combat Paralysis (p. 149, <i>EP</i>)	20	64–65	Not a Team Player (p. 91)	10
16	Curbed Intelligence (AGIs Only) (p. 88)	10	66–67	Oblivious (p. 151, <i>EP</i>)	10
17–18	Data Footprint (p. 145, <i>Panopticon</i>)	10	68–69	On the Run (p. 151, <i>EP</i>)	10
19–20	Debt (p. 88)	10/20/30	70	Overwhelmed by Emotions (AGIs only) (p. 91)	10
21	Deferred Indenture (p. 88)	5/15/20	71–72	Phobia Disorder (p. 92)	10
22	Dependent (p. 88)	5	73–74	Poorly Socialized (p. 93)	10
23–24	Deferred Indenture (p. 88)	10	75–76	Psi Vulnerability (p. 151, <i>EP</i>)	10
25	Domineering (uplifts only) (p. 88)	10	77	Real World Naiveté (p. 151, <i>EP</i>)	10
26–27	Drug Fiend (p. 89)	10	78	Shut-In (p. 147, <i>Panopticon</i>)	15
28–29	Edited Memories (p. 149, <i>EP</i>)	10	79–80	Slow Learner (p. 151, <i>EP</i>)	10
30–31	Emotive Blindness (AGIs/uplifts only) (p. 89)	10	81–82	Socially Graceless (p. 93)	10
32–33	Enemy (p. 149, <i>EP</i>)	10	83–84	Social Stigma (p. 151, <i>EP</i>)	10
34–35	Emotive Blindness (AGIs/uplifts only) (p. 89)	10	85	Solitary (neo-octopi only) (p. 93)	10
36	Faulty Education (p. 89)	10	86–87	Stalker (p. 147, <i>Panopticon</i>)	10
37	Feeble (p. 149, <i>EP</i>)	20	88–89	Stolen Identity (p. 147, <i>Panopticon</i>)	10
38	Frail Sanity (p. 90)	10/20	90	Submissive (uplifts only) (p. 93)	5
39–40	Hoarder (p. 90)	10	91	Subverted Mind (p. 93)	30
41–42	Identifiable Quirk (p. 90)	10	92–93	Timid (p. 151, <i>EP</i>)	10
43–44	Identity Crisis (p. 149, <i>EP</i>)	10	94–95	Trusting Heart (p. 94)	10
45	Impaired Balance (neo-pigs only) (p. 145, <i>Panopticon</i>)	10/20/30	96–97	Uncontrollable Urge (p. 93)	10
46	Intense Relationship (p. 90)	10	98–99	VR Vertigo (p. 152, <i>EP</i>)	10
47	Illiterate (p. 149, <i>EP</i>)	10	00	Wait, That Was You? (p. 147, <i>Panopticon</i>)	10



POSITIVE MORPH TRAITS

D100 ROLL	TRAIT	CP COST
01–03	Coronal Adaptation (p. 164, <i>Sunward</i>)	30
04–10	Drug Exception (p. 83)	10
11–17	Eidetic Memory (p. 146, <i>EP</i>)	10
18–23	Enlarged Size (p. 83)	10
24–29	Exceptional Aptitude (p. 146, <i>EP</i>)	20
30–32	High-Temperature Operation (p. 165, <i>Sunward</i>)	10
33–38	Improved Immune System (biomorphs only) (p. 146, <i>EP</i>)	10/20
39–45	Innocuous (p. 146, <i>EP</i>)	10
46–51	Limber (biomorphs only) (p. 146, <i>EP</i>)	10/20
52–57	Natural Immunity (biomorphs only) (p. 146, <i>EP</i>)	10
58–63	Pain Tolerance (biomorphs only) (p. 146, <i>EP</i>)	10/20
64–69	Psi Chameleon (biomorphs only) (p. 147, <i>EP</i>)	10
70–75	Psi Defense (biomorphs only) (p. 147, <i>EP</i>)	10
76–81	Rapid Healer (biomorphs only) (p. 147, <i>EP</i>)	10
82–86	Skill Artifact (p. 86)	10/20
87–92	Striking Looks (biomorphs only) (p. 148, <i>EP</i>)	10/20
93–00	Tough (p. 148, <i>EP</i>)	10/20/30

NEGATIVE MORPH TRAITS

D100 ROLL	TRAIT	CP COST
01–04	Addiction (biomorphs only) (p. 148, <i>EP</i>)	5/10/20
05–06	Aged (flats/splicers only) (p. 148, <i>EP</i>)	10
07–09	Aggressive GRM (p. 87)	10
10–12	Drug Fiend (p. 88)	10
13–15	Fast Metabolism (p. 165, <i>Sunward</i>)	5
16–18	Frail (p. 149, <i>EP</i>)	10/20
19–20	Genetic Defect (flats only) (p. 149, <i>EP</i>)	10/20
20–21	Impaired Hearing (octomorphs only) (p. 145, <i>Panopticon</i>)	5
22–24	Impaired Linguistics (uplifts only) (p. 147, <i>Panopticon</i>)	10/20
25–26	Impaired Proprioception (octomorphs/flying squid only) (p. 90)	10
27–29	Implant Rejection (biomorphs only) (p. 150, <i>EP</i>)	5/15
30–31	Lacks Manipulators (p. 90)	10
32–36	Lemon (synthmorphs only) (p. 150, <i>EP</i>)	10
37–39	Low-Gravity Adaptation (p. 91)	10
40–42	Low Pain Tolerance (biomorphs only) (p. 150, <i>EP</i>)	20
43–45	Memory Artifact (p. 91)	5
46–48	Mild Allergy (biomorphs only) (p. 150, <i>EP</i>)	5
49–51	Neurochemical Imbalance (p. 91)	5
52–53	No Cortical Stack (p. 151, <i>EP</i>)	10
54–56	Personality Artifact (p. 92)	10
57–60	Planned Obsolescence (p. 165, <i>Sunward</i>)	5
61–64	Proprietary Tech (synthmorphs only) (p. 93)	10
65–67	Psi Vulnerability (biomorphs only) (p. 151, <i>EP</i>)	10
68–70	Reduced Size (p. 93)	10
71–73	Severe Allergy (biomorphs only) (p. 151, <i>EP</i>)	10/20
74–76	Social Stigma (p. 151, <i>EP</i>)	10
77–78	Temperature Intolerance (Warm) (p. 188, <i>Rimward</i>)	10
79–81	Unattractive (biomorphs only) (p. 151, <i>EP</i>)	10/20/30
82–84	Uncanny Valley (p. 151, <i>EP</i>)	10
85–87	Uncontrollable Urge (p. 94)	10
88–90	Unfit (p. 152, <i>EP</i>)	10
91–92	Weak Grip (neo-avians & neo-pigs only) (p. 148, <i>Panopticon</i>)	10
93–95	Weak Immune System (biomorphs only) (p. 152, <i>EP</i>)	10
96–00	Zero-G Nausea (p. 152, <i>EP</i>)	10

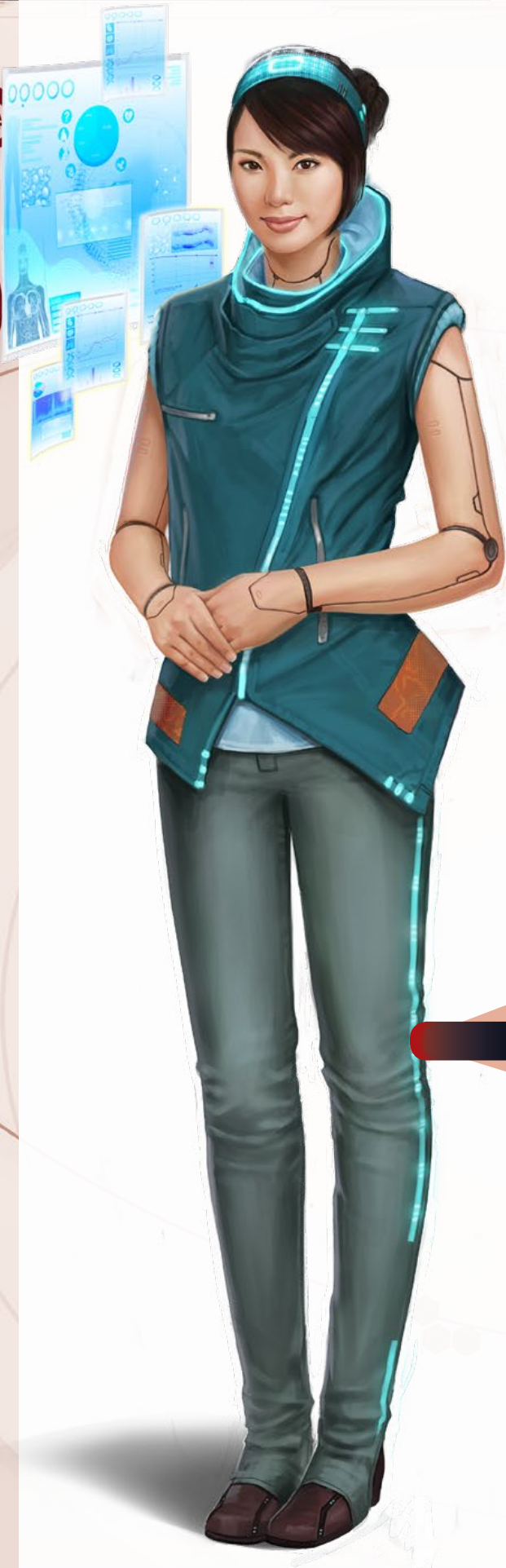
CHARACTER CREATION: PACKAGES

CHARACTER CREATION: LIFE PATH

CHARACTER OPTIONS

PLAYING CHARACTERS

MORPHS



DISORDERS

D100 ROLL	RESULT
01–08	Addiction
09–11	Alien Behavior Disorder (asyns only) (p. 154)
12–14	Alien Sensory Disorder (asyns only) (p. 155)
15–17	Atavism (uplifts only)
18–21	Attention Deficit Hyperactivity Disorder
22–24	Autophagy (neo-octopi only)
25–30	Bipolar Disorder
31–34	Body Dysmorphia
35–38	Borderline Personality Disorder
39–41	Cosmic Anxiety Disorder (asyns only) (p. 155)
42–47	Depression
48–51	Fugue
52–57	General Anxiety Disorder
58–61	Hypochondria
62–67	Impulse Control Disorder
68–71	Insomnia
72–74	Megalomania
75–79	Multiple Personality Disorder
80–84	Obsessive Compulsive Disorder
85–88	Phobia (p. 92)
89–94	Post-Traumatic Stress Disorder
95–97	Schizophrenia
98–00	Species Dysmorphia (asyns only) (p. 155)

AYAH POD ■ p. 188

RANDOM REP NETWORK

D10 ROLL	REP NETWORK
1–2	@-rep
3–4	c-rep
5	e-rep
6	f-rep
7	g-rep
8	i-rep
9	r-rep
0	Other (such as u-rep, p. 197, <i>Rimward</i> , or x-rep, p. 148, <i>Gatecrashing</i>), re-roll, or choose

Ted sits down to make a character. He's played *Eclipse Phase* a few times and is an experienced tabletop gamer. He's bemused by the range of options.

For *Step 1: Define Character Concept*, Ted ponders a bit before settling on the character of Ezekiel "Zeke" Refton: Genial Everyman Drifter, a jack-of-all-trades journeyman who has seen the best and worst of the solar system, transhumanity, and things yet stranger—but who manages to retain a sense of optimism that the next day and newest horizon will bring something good, or at least interesting. (These positive feelings are aided, to a degree that varies from time to time, by myriad mind-altering chemicals.)

In *Step 2: Choose Aptitude Template*, Ted considers **Dilettante** for its balance, but then decides on **Extrovert**. He likes the notion of Zeke being a raconteur and master yarn-spinner, always ready with a story or joke to cut the tension or help sway a tough situation in his favor. His inability to shut his mouth might also yield some interesting roleplaying moments ... if only his comrades don't shunt him out an airlock first.

At *Step 3: Choose Native Tongue*, Ted scans the list of languages and picks **Polish** (for no particular reason).

For *Step 4: Spend 10 Package Points*, Ted reads through the choices in light of his character concept. While it would be logical to choose **Drifter** as a background, Ted thinks Zeke as a character might benefit from a sharp contrast between his early (pre-Fall and immediate-post-Fall) life and his present "career." Accordingly, Ted selects **Hyperelite: Scion** at the 3 PP tier. The inherent tension between being born with a silver spoon in his mouth, on the one hand, and his current life as a latter-day space hobo, on the other, immediately poses an interesting question: why did he end up doing what he is doing? Moreover, he looks at the suggested motivations (+Family, +Hypercapitalism, +Wealth) and decides they might get skewed or turned on their head before he's done with his backstory.

This package option gives Zeke the following:

- +1 Moxie
- Academics: (Choose One) 40, Art: (Choose One) 30, Interest: (Choose One) 20, Interfacing 30, Kinesics 50, Networking: Hypercorps 35, Persuasion 30, Protocol 30
- +20,000 credits

In terms of Faction—his recent profession, or rather avocation—Ted thinks Zeke would enjoy being a **Skimmer**

for a while, at the 3 PP tier. It suits his free-spirited, thrill-seeking persona. How it relates to his other package choices, he'll determine later. This package option grants Zeke:

- +50 Rep (Your Choice)
- Flight 40, Gunnery 30, Interest: (Choose One) 40, Navigation 35, Networking: (Choose One) 30, Pilot: Aircraft 40, Pilot: Spacecraft 30, Profession: Gas Mining 50

With 6 PP spent, Ted has 4 remaining. Continuing with his motif of contrast, Ted chooses **Pirate** for Zeke's Focus Package at 3 PP, mostly because it sounds cool and tough ... and Zeke needs some ruthlessness to survive in this heartless universe. This gives him:

- +1 Moxie
- +50 g-rep
- Fray 20, Gunnery 20, Infiltration 30, Interest: (Choose One) 30, Kinetic Weapons 20, Networking: Criminals 20, Perception 20, Pilot: Spacecraft 40, Profession: Piracy 50, Scrounging 30

Finally, for his last Package Point, Ted is torn between the Customization Packages of **Slacker** and **Survival Training** ... the age-old battle between the heart and the head. He can't make a firm choice, so instead he punts and selects **Lucky** for Zeke. This gets him:

- Choose any one skill at 30 and one at 25.
- +3 Moxie

Now Ted moves on to consider *Step 5: Purchase Morph and Gear* for Zeke. According to the rules, he has 100 Customization Points to spend. He receives a standard muse and one month of backup insurance as free gear. Ted also picks the following morph and gear packages for a total of 52 CP:

- Exalt morph (30 CP)
- Combat Morph (11 CP)
- Essential Enhancements (1 CP)
- Essential Gear (3 CP)
- Social Manipulator Morph (7 CP)

Having played *Eclipse Phase* before, Ted tries to resist the urge to load up on too much flashy gear, since he might find himself resleeved or egocasting to the far end

of the solar system (or beyond). He'll save his other CP for skill tweaks and rep boosts.

He's now at *Step 6: Combine Everything*. He takes care to adjust his skills that total over 60 and makes sure that no attribute exceeds 30. With a few remaining CP (48), he decides to purchase two specializations: Kinetic Weapons (Kinetic Pistols) and Persuasion: Fast Talk. He then puts 30 into Free Fall skill, spends 15 points to boost his Perception skill, and drops the last 3 on reputation. He only ended up with two of the same skills from different packages: Gunnery and Pilot: Spacecraft. He decides to add the Gunnery skills together, but switches the lower Pilot skill to Pilot: Groundcraft. For his two "choose any" skills, he picks Palming and decides to add the other to Fray.

At last, the cipher that is Zeke Refton comes into focus. Here's how his character stats out:

- His aptitudes, modified by his exalt bonuses: COG 15 (20), COO 15 (20), INT 15, REF 15 (20), SAV 20 (25), SOM 10, WIL 15
- Moxie: 5, @-rep 50, c-rep 20, g-rep 60
- Skills, modified by apt and morph bonuses: Academics: Chemistry 40 (60), Art: Dance 30 (45), Flight 40 (50), Fray 45 (65), Free Fall 30 (50), Gunnery 50 (62), Infiltration 30 (50), Interest: Drugs 40 (60), Interest: Martian Beers 20 (40), Interest: Spaceship Models 30 (50), Interfacing 30 (50), Kinesics 50 (70), Kinetic Weapons 20 (40) (Kinetic Pistols 30 (50)), Navigation 35 (50), Networking: Autonomists 30 (55), Networking: Criminals 20 (45), Networking: Hypercorps 35 (60), Palming 30 (50), Perception 35 (50), Persuasion 30 (55) (Fast Talk 40 (65)), Pilot: Aircraft 40 (60), Pilot: Groundcraft 30 (50), Pilot: Spacecraft 40 (60), Profession: Gas Mining 50 (67), Profession: Piracy 50 (67), Protocol 30 (55), Scrounging 30 (45)
- 20,000 credits

For backstory, Ted settles on the following blurb:

Born the only child of Randolph Refton IV, a social-climbing middle manager at one of the more powerful pre-Fall hypercorps—a man possessed of boundless ambition and limited aptitudes—Ezekiel had the singular fortune of experiencing the destruction of Earth from a remote patch of Mars. His father had talked his way onto a hunting safari put on by the local Helm and Spear chapter, and the boy had sullenly followed his father from a comfortable (if boring) hab on Luna to the blighted wastelands of the Red Planet. Because the upper echelons

of his hypercorp management were killed in the chaos of the Fall and its aftermath, Randolph shot up the ranks and became a senior executive, with all the wealth and perks of his new station. (The loss of his home, and the balance of his family, was noted in some dim corner of his brain.) Although his father tried to relate to the boy, and oversee his upbringing, Zeke drifted farther and farther from the conventional path of a hypercorp scion.

Upon attaining his majority (and spending a couple blurry years partying in an epically expensive fashion), Zeke's dad finally decided the young dilettante needed a swift push out of the nest. Without the boy's consent, Randolph submitted applications to a "respectable" private military company, namely Direct Action. On the day of his interview with DA, Zeke arrived reeking of alcohol, his eyes dilated from some expensive drug. (The fact that he arrived with both a young lady and young man of questionable background and limited apparel did not help his case, though the story made the rounds of the corp for years to come.) Facing rejection, Randolph forced Zeke to apply to the one mercenary group to which he could guarantee acceptance, since its recruiting officer was an old school buddy of Randolph's from way back. Thus did Ezekiel Refton join the hallowed ranks of the Black Rose Adventuring Company. However, unbeknownst to Randolph, BRAC had experienced a rather significant change in mission statement over the years, and had begun to skirt the line between private military company and outright piracy. Zeke spent a terrifying year attempting to keep his head down, do the minimum to avoid being spaced for insubordination, and look for an exit from the violent, absurd nightmare that somehow had replaced his life. Finally, he made a desperate break from BRAC and lost himself in the scum swarm *The Stars Our Destination*. No one considered him important enough, or valuable enough, to pursue in earnest, and for the moment he was free. Getting his bearings, he realized he was young (both in absolute and relative terms), had a nice exalt morph free of damage, and possessed access to a fat stash of cash that he had stolen from his father over the years (supplemented by some small, pricey trinkets he was able to liberate from the BRAC during his escape). Assuming the Black Rose pirates didn't find him, or he didn't attract the baleful gaze of Randolph IV, the future was looking bright. He'd always wanted to try out life as a skimmer, and that was as good a place to start as any. The rest of his life, and any ideological preoccupations, would sort themselves out in time. The universe was a big place.



BUILDING BLOCKS

Life paths trace character fortunes from birth to start of play, but remember—fortune isn't always fair.

Step-by-Step Guide. ■ p. 55

Aptitude Template: Define a core ego. ■ p. 55

Native Tongue. ■ p. 55

Youth Path. ■ p. 55

Character Age. ■ p. 60

Adult Pre-Fall Path. ■ p. 60

Pre-Fall Adult Life Event. ■ p. 62

The Fall. ■ p. 63

Adult Post-Fall Paths. ■ p. 65

More Packages. ■ p. 67

Post-Fall Life Event. ■ p. 67

Firewall Event. ■ p. 70

Gear. ■ p. 72

Combine Everything. ■ p. 72

Final Stats and Details. ■ p. 72

Character Generation Example. ■ p. 74

TABLES

Step-by-Step Guide. ■ p. 55

Youth. ■ p. 56

Background Event. ■ p. 59

Character Age. ■ p. 60

Adult Paths. ■ p. 60

Pre-Fall Life Event. ■ p. 62

Fall Event. ■ p. 63

Adult Post-Fall Paths. ■ p. 65

More Packages. ■ p. 67

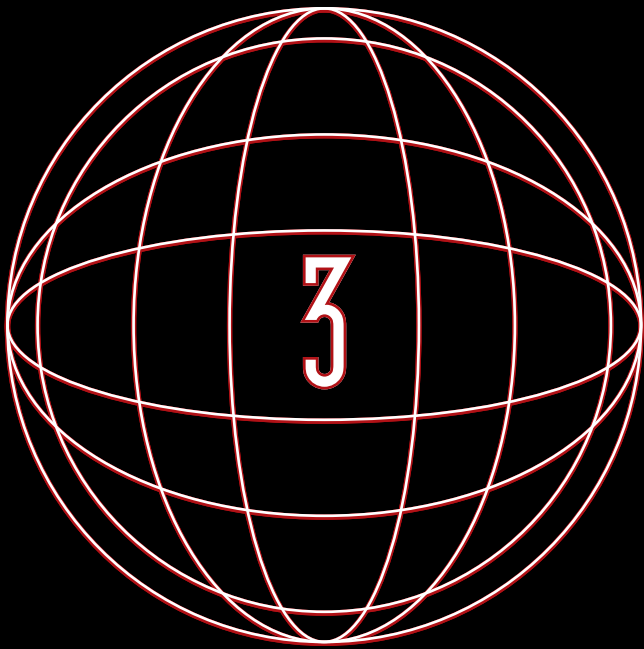
Post-Fall Life Event. ■ p. 67

Gatecrashing Event. ■ p. 70

Firewall Encounter Event. ■ p. 71

Story Event. ■ p. 72

Starting Credit and Gear Packages. ■ p. 72



CHARACTER CREATION: LIFE PATH



CHARACTER CREATION: LIFE PATH



Rather than just assembling a character's attributes from scratch, some players prefer the character creation process to reflect their character's development and passage through life. This life path system offers a way of devising characters that takes into account their past experiences, the training they've received, the jobs they've held, the people they've known, and the fortunes and mishaps that befell them.

OVERVIEW

As described, the life path system details the character's progression through life from birth to the present. It begins with the character's background—their childhood and adolescence—and moves forward to adulthood and various stages of their life.

This system is loosely built upon the package character creation system. Players should familiarize themselves with that system before proceeding here. At each stage of the character's life, they earn a package of skills and other characteristics, just like with the package system. On top of this, however, the player also rolls on an event table at each stage. The result of each roll details something that has happened to the character that helps to define them in some way. Some of these events simply provide background information on the character for role-playing or story purposes, others incur modifications to the character's skills, rep, traits, or even aptitudes. These effects range from the nominal to drastic.

There are two ways to use the life path system. The suggested method is to roll randomly on the provided tables at each stage of the character's life, following the instructions as provided. Alternatively, players can simply choose from the available options at each stage, effectively using the tables to decide what packages to take. In this case, however, players should *not* be allowed to choose from the event tables. They can either roll the events randomly or skip them entirely, but they may not choose event results.

A WORD OF WARNING

The life path system, when rolled randomly, will produce characters that are not balanced. Depending on how you roll on the various event tables, your character may be worth more or less Customization Points than a character built using the standard creation rules. This is intentional: life is not fair, after all, and fortune smiles on some while giving others the finger. Gamemasters or groups that want their characters to start on an equal footing may be better off not using the event tables.

Gamemasters should strictly enforce that the result of event rolls are final. If a player chooses to take this

route for character creation, they are choosing to take the risks. If the dice do not roll in their favor, they should take their character's newfound disadvantages as a challenge to live up to at the gaming table.

THIS IS YOUR LIFE

One of the main values of this life path system is that it helps you tell your character's story. Each roll on the tables should be considered a plot point in your character's personal history. Use the details to flesh out your character's past, motivations, personality, and outlook on life. Even better, try to find ways to entangle your character's history with the backgrounds of the other player characters, particularly if they shared any similar stages or events. Gamemasters should take note of each character's life path progression and use it as a springboard for plot ideas, introducing NPCs, or tying the various aspects of a campaign together.

MOTIVATIONS

One specific thing to look at is the suggested motivations your character gets with each package. While these are simply ideas you can accept or ignore, they do offer a couple of methods of building your character's personality and history.

The first option is to pick and choose a single motivation at each of the main steps: one from your Background packages, one from the package you choose pre-Fall, and one post-Fall. This reflects your character's growth over time, taking on new ideals and interests as they gain experience.

The second option is to take three motivations at the Background stage, based on the suggestions, and then to potentially modify these at each step based on the new suggestions. This reflects your character's change in priorities over time. You may even end up with motivations at the end that are opposite to the ones with which you began. Such changes beg for explanations: why did your character evolve and what major events shaped their outlook and turned their eyes in new directions?

ALTERING THE POWER LEVEL

If a gamemaster wants a lower-powered campaign, they should cut down the number of Package Points the character accumulates through the various stages, limiting them to 8 or 9 PP. Similarly, for a higher-powered campaign, additional stages may be taken, up to 11 or 12 PP, as desired.

USING MOXIE ON YOUR LIFE PATH

Every character acquires 1 or more points of Moxie at the first stage and they may accumulate more as they progress down their path. If the gamemaster allows it, Moxie that has been acquired so far may be used to

LIFE PATH CHARACTER CREATION

STEP-BY-STEP GUIDE

1. Choose/Roll Aptitude Template
2. Choose/Roll Native Tongue
3. Choose/Roll Youth Path
(2 or 3 PP Background Packages)
4. Roll Background Event
5. Roll Character's Age
6. Choose/Roll Adult Pre-Fall Path (1 PP Package)
7. Roll Pre-Fall Life Event
8. The Fall: Roll Fall Event
9. Choose/Roll Adult Post-Fall Path
(1 or 3 PP Package)
10. Choose/Roll More Packages Until
Character Has 10 PP Total
11. Roll Post-Fall Life Event
12. Optional: Roll Firewall Event
13. Roll Gear
14. Combine Everything
15. Final Stats and Details

IMPERFECTIONS

Randomized systems of this sort can sometimes produce interesting combinations. Some results may even be quite contradictory. If you get a result that directly contradicts a previous roll, we highly suggest you simply ignore it and roll again. For rolls that produce odd results, do your best to come up with a story on why they fit together. If you can't, ignore the unusual result and re-roll. ■

re-roll on a stage or event table. Once a point of Moxie has been used in this way, it may not be used again during the life path character creation process (it still applies to the character's final Moxie total, of course).

If you really want to be hardcore, we strongly suggest taking whatever rolls you get, no matter how good or bad they might be, and rolling with the punches. It builds character.

STEP 1: APTITUDE TEMPLATE

The first step is to either choose or randomly roll your character's starting aptitudes from the Random Aptitude Template table (this page).

RANDOM APTITUDE TEMPLATE

1D10 ROLL	APTITUDE TEMPLATES (P. 12)
1	Brawler
2	Dilettante
3	Extrovert
4	Inquisitive
5	Researcher
6	Survivor
7	Techie
8	Thrill Seeker
9-0	Choose or Re-roll

The Story: Your aptitudes define your character's natural inclinations. Were they a rough-and-tumble type from birth? Did they always have the gleam of curiosity in their eye, or did they always play well with others? These aptitudes are their core nature, the source of their inner strengths—but it does not necessarily define who they will be as a person.

STEP 2: CHOOSE/ROLL NATIVE TONGUE

The next step is to determine your character's native language. Every character receives their natural Language skill at a rating of 70 + INT. Roll on the random Language Fields table (p. 43) to determine the tongue with which you are raised (or simply choose).

The Story: Your native language is an indication of your character's ethnic background and cultural heritage—or at least the dominant culture in which they were raised if they were an immigrant or outlier.

STEP 3: YOUTH PATH

This stage pinpoints your character's youth. Begin by rolling on or choosing from Table 3: Youth Path (next page). Depending on the results, you will roll 1–3 times on Table 3.1: Background (next page). Each of these rolls will direct you to a subtable where you will roll 1d10 to determine which Background package and starting morph you acquire (you may sometimes need to roll an additional 1d10 as noted).

You should end up with 2 or 3 PP worth of Background packages. If you roll for multiple packages and get the same package twice, re-roll. You may not take the same package more than once.

The Next Path result on your final roll may influence what table you roll on in Steps 6 and 9, so note it down.

After you have finished rolling, proceed to Step 4.

The Story: This reflects where the character was born and spent their early formative years, from childhood through adolescence and into early adulthood. This stage includes family and school as well as early vocational training, academic studies, and early

life lessons. Some characters will have a thoroughly grounded background, others will have an early life that reflects change or even divisiveness. Characters that roll more than once may have had their childhood uprooted, may have rebelled in their adolescence and sought a new path, or may simply have moved on to a new way of life different from the way they were raised.

In most cases, your starting morph indicates the one with which you were born. Even characters with more

advanced morphs may have been genecraftred, had their embryo modified, or undergone gene therapy as a child to incorporate traits common to current morph models.

Note that the package names do not necessarily pinpoint your character's history. "Reinstantiated" and "Fall Evacuee" are misnomers at this point, as the Fall has not yet occurred—for simplicity, however, these packages define the skills sets your character has earned.

TABLE 3: YOUTH PATH

1D10

ROLL RESULT

1–6	Wholesome Youth. Roll once on Table 3.1: Background; take the result as a 3 PP package.
7–9	Split Youth: Roll twice on Table 3.1: Background; take the results as two 1 PP packages.
0	Fractured Youth: Roll three times on Table 3.1: Background; take the results as three 1 PP packages.

TABLE 3.1: BACKGROUND

D100

ROLL RESULT

01–50	Earthborn. Go to Table 3.2: Earth Childhood (below)
51–60	Orbital. Go to Table 3.3: Orbital Childhood (below)
61–68	Lunar. Go to Table 3.4: Lunar Childhood (next page)
69–76	Martian Settler. Table 3.5: Martian Childhood (next page)
77–82	Sunward Hab. Table 3.6: Sunward Childhood (next page)
83–89	Rimward Hab. Go to Table 3.7: Rimward Childhood (next page)
90–95	Migrant. Go to Table 3.8: Migrant Childhood (next page)
96–00	Created not Born. Go to Table 3.9: Created Not Born (p. 58)

TABLE 3.2: EARTH CHILDHOOD

D10

ROLL RESULT

ROLL	RESULT	PACKAGE	STARTING MORPH	NEXT PATH
1	Born with a silver nanoswarm in your blood	Hyperelite: Scion (p. 18)	Exalt	Table 6.5: Elite
2	Celebrity child	Hyperelite: Media Personality (p. 17)	Sylph	Table 6.5: Elite
3–5	Privileged: enclave born	Fall Evacuee: Enclaver (p. 17)	Splicer	Table 6.6: Enclaver
6–7	Precariat: poverty just a step away	Re-instantiated: Civilian Casualty (p. 20)	1–4 Splicer, 5–0 Flat	Table 6.3: Civilian
8	Troubled: raised among disaster or war	Fall Evacuee: Underclass (p. 17)	Flat	1–5 Table 6.4: Criminal 6–9 Table 6.3: Civilian 0 Table 6.2: Autonomist
9	Raised on the street	Street Rat (p. 21)	Flat	Table 6.4: Criminal
10	Raised in a collective/communal grouping	Re-instantiated: Civilian Casualty (p. 20)	1–4 Splicer, 5–0 Flat	Table 6.2 Autonomist

TABLE 3.3: ORBITAL CHILDHOOD

D10

ROLL RESULT

ROLL	RESULT	PACKAGE	STARTING MORPH	NEXT PATH
1	Orbital elite	Hyperelite: Scion (p. 18)	Exalt	Table 6.5: Elite
2	A new star born above the Earth	Hyperelite: Media Personality (p. 17)	Sylph	Table 6.5: Elite
3–4	Orbital colonist; floating above the masses	Fall Evacuee: Enclaver (p. 17)	Splicer	Table 6.6: Enclaver
5–6	Orbital colony staff	Roll on Table 3.10: Colonial Staff Family (p. 58)		
7–8	One of the lucky few to live above	Re-instantiated: Civilian Casualty (p. 20)	1–4 Splicer, 5–9 Flat, 0 Bouncer	Table 6.3: Civilian
9–0	Orbital worker family	Indenture (p. 18)	1–8 Flat, 9–0 Bouncer	Table 6.7: Indenture

TABLE 3: YOUTH PATH (CONT.)

TABLE 3.4: LUNAR CHILDHOOD

D10 ROLL	RESULT	PACKAGE	STARTING MORPH	NEXT PATH
1	Lunar elite	1–7: Hyperelite: Scion (p. 18) 8–0: Hyperelite: Media Personality (p. 17)	1–7 Exalt 8–0 Sylph	Table 6.5: Elite
2–3	Lunar colonist: privileged homesteader	Fall Evacuee: Enclaver (p. 17)	Splicer	Table 6.6: Enclaver
4–5	Lunar colony staff	Roll on Table 3.10: Colonial Staff Family (next page)		
6–7	Raised with a view of Earth	Re-instantiated: Civilian Casualty (p. 20)	1–4 Splicer, 5–0 Flat	Table 6.3: Civilian
8–0	Lunar work force	Indenture (p. 18)	Flat	Table 6.7: Indenture

TABLE 3.5: MARTIAN CHILDHOOD

D10 ROLL	RESULT	PACKAGE	STARTING MORPH	NEXT PATH
1	Martian elite	Hyperelite: Scion (p. 18)	Olympian	Table 6.5: Elite
2–3	Martian colonist: privileged homesteader	Fall Evacuee: Enclaver (p. 17)	Splicer	Table 6.6: Enclaver
4–5	Martian colony staff	Roll on Table 3.10: Colonial Staff Family (next page)		
6	Risk-taking Martian settler	Re-instantiated: Civilian Casualty (p. 20)	1–4 Splicer, 5–0 Flat	Table 6.3: Civilian
7–9	Martian slave labor	Indenture (p. 18)	Flat	Table 6.7: Indenture
0	Pre-Barsoomian Martian nomad	Drifter (p. 16)	1–4 Splicer, 5–0 Flat	Table 6.2: Autonomist

TABLE 3.6: SUNWARD CHILDHOOD

D10 ROLL	RESULT	PACKAGE	STARTING MORPH	NEXT PATH
1	Pioneer dynasty	Hyperelite: Scion (p. 18)	Exalt	Table 6.5: Elite
2–3	Venusian colonist: privileged homesteader	Fall Evacuee: Enclaver (p. 17)	Splicer	Table 6.6: Enclaver
4–6	Venusian colony staff	Roll on Table 3.10: Colonial Staff Family (next page)		
7–0	Mercurian slave labor	Indenture (p. 18)	1–7 Flat, 8–0 Case	Table 6.7: Indenture

TABLE 3.7: RIMWARD CHILDHOOD

D10 ROLL	RESULT	PACKAGE	STARTING MORPH	NEXT PATH
1	Extropia founders	Fall Evacuee: Enclaver (p. 17)	Bouncer	Table 6.5: Elite
2	Jovian colonist: shelter among giants	Isolate: Survivalist (p. 19)	1–5 Flat, 6–8 Splicer, 9–0 Olympian	Table 6.8: Military
3	Titanian colonist	Colonist: Science Staff (p. 15)	1–8 Splicer, 9–0 Menton	Table 6.9: Scientist
4–5	Anarchist colonist	Colonist: Tech Staff (p. 16)	1–6 Splicer, 7–0 Bouncer	Table 6.2: Autonomist
6–8	Small colony outpost	Roll on Table 3.10: Colonial Staff Family (next page)		
9–0	Asteroid miner	Indenture (p. 18)	1–4 Flat, 5–7 Case, 8–0 Bouncer	Table 6.7: Indenture

TABLE 3.8: MIGRANT CHILDHOOD

D10 ROLL	RESULT	PACKAGE	STARTING MORPH	NEXT PATH
1–3	Wandering the system	Drifter (p. 16)	1–6 Splicer, 7–0 Bouncer	Table 6.10: Spacer
4–5	Found freedom in orbit	Original Scum (p. 20)	1–5 Splicer, 6–8 Bouncer, 9–0 Other*	Table 6.2: Autonomist
6–8	Supply ship crew	Colonist: Flight Staff (p. 15)	1–4 Splicer, 5–7 Bouncer, 8–0 Hibernoid	Table 6.10: Spacer
9–0	Migrant worker	Indenture (p. 18)	1–4 Flat, 5–7 Case, 8–0 Bouncer	Table 6.7: Indenture

* Roll randomly on the Choosing a Morph table (p. 38)

TABLE 3: YOUTH PATH (CONT.)

TABLE 3.9: CREATED NOT BORN

D10 ROLL	RESULT	PACKAGE	STARTING MORPH	NEXT PATH
1–3	Almost human*	Infolife: Humanities AGI (p. 18)	Infomorph	Table 6.3: Civilian
4–5	More machine than man*	Infolife: Machine AGI (p. 19)	Infomorph	Table 6.11: Techie
6–7	Created by and for science*	Infolife: Research AGI (p. 19)	Infomorph	Table 6.9: Scientist
8	An experiment gone horribly wrong†	1–5: Lost: Disturbed Child (p. 20) 6–0: Lost: Masked Normalcy (p. 20)	Futura	Table 6.1: New Path
9	Second-class citizenship was not for you	Uplift: Escapee (p. 21)	Uplift‡	Table 6.3: Civilian
0	Living proof that uplift works	Uplift: Standard Specimen (p. 22)	Uplift‡	Table 6.3: Civilian

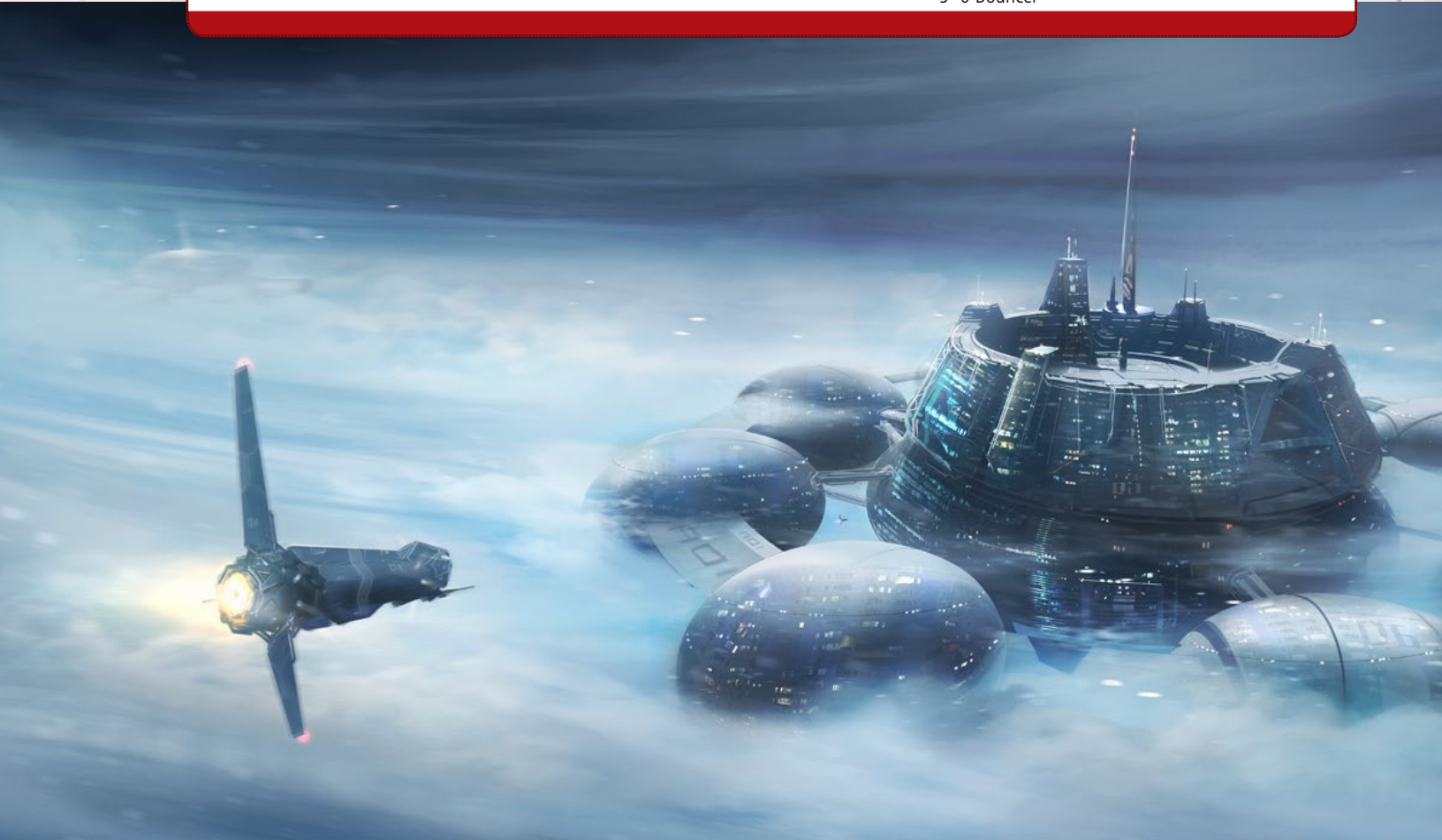
* Characters with AGI backgrounds must roll 1d10. On a result of 1–3, the AGI was created after the Fall. In this case, ignore any other backgrounds rolled at this stage and move immediately to *Step 9: Adult Post-Fall Paths* (p. 65).

† Characters with the Lost background ignore any other backgrounds rolled at this stage and move immediately to *Step 9: Adult Post-Fall Paths* (p. 65).

‡ Roll randomly on the Uplift Biomorphs table (p. 38) to determine uplift type

TABLE 3.10: COLONIAL STAFF FAMILY

D10 ROLL	RESULT	PACKAGE	STARTING MORPH	NEXT PATH
1	Born to lead	Colonist: Command Staff (p. 15)	1–7 Splicer, 8–0 Exalt	Table 6.6: Enclaver
2–3	Space crew	Colonist: Flight Staff (p. 15)	1–5 Splicer, 6–0 Bouncer	Table 6.10: Spacer
4–5	Peacekeeper	Colonist: Security Staff (p. 15)	1–3 Flat, 4–7 Splicer, 8–0 Olympian	Table 6.8: Military
6–7	Researcher	Colonist: Science Staff (p. 15)	1–6 Splicer, 7–0 Menton	Table 6.9: Scientist
8–0	You kept the habitat functioning	Colonist: Tech Staff (p. 16)	1–3 Flat, 4–8 Splicer, 9–0 Bouncer	Table 6.11: Techie



STEP 4: BACKGROUND EVENT

Now that the character's early life is outlined, we see what major event may have occurred to shake things up. Roll once on the Background Event table (below), follow the instructions, then proceed to Step 5.

BACKGROUND EVENT

D100 ROLL	RESULT
01–20	Gain +1 Moxie and roll on the Story Event table (p. 72).
21–22	Traumatic childhood accident. Gain the Mental Disorder (PTSD) trait.
23–24	You are not only good with your hands, you are good with both hands. Gain the Ambidexterity trait (p. 145, <i>EP</i>).
25–26	The people that raise you do not tolerate foolishness. Gain the Common Sense trait (p. 145, <i>EP</i>).
27–28	You are raised in an abusive environment. Gain the Pain Tolerance (Level 1) trait (p. 146, <i>EP</i>).
29–30	You fall in with the wrong crowd. Ignore your last roll on the Youth Path table and take the Street Rat package (p. 21) for the same amount of PP as you rolled. Proceed to Step 5.
31–32	You are kept at home and not allowed to play sports or with other kids. Lose –5 COO.
33–34	You grow up in a maze-like urban area or a difficult rural area. Gain the Direction Sense trait (p. 14, <i>EP</i>).
35–36	You are raised in dangerous conditions where you have to adapt or die. Gain the Fast Learner trait (p. 146, <i>EP</i>).
37–38	You skip too much school. –20 to one skill.
39–40	Growing up isolated from others, you develop introvert tendencies. Lose –5 SAV.
41–42	While your friends throw themselves into VR gaming worlds, you simply throw up. Gain the VR Vertigo trait (p. 152, <i>EP</i>).
43–44	Raised in an environment of constant stimulus, you are forced to tune out. Gain the Oblivious trait (p. 151, <i>EP</i>).
45–46	You grow up in a melting-pot, polyglot culture. Gain the Hyper Linguist trait (p. 146, <i>EP</i>).
47–48	You party too hard. –20 to one skill.
49–50	Your childhood education is poor to non-existent. Gain the Illiterate trait (p. 149, <i>EP</i>).
51–52	A healthy amount of physical activities improves your abilities. Gain +5 COO
53–54	One (or both) of your parents is bilingual. Gain +20 to a Language skill of your choice.
55–56	A misunderstood situation makes you the laughing stock of your peer group. Gain the Socially Graceless trait (p. 93).
57–58	Shoplifting and stealing are either hobbies or a necessity. Gain +10 Palming skill.
59–60	You experiment with drugs, but it isn't for you. Gain the Drug Exception trait (p. 83).
61–62	A dysfunctional home life keeps you from doing well in school. Lose –5 COG.
63–64	Being a bully has its advantages. Gain +10 Intimidation skill.
65–66	Your first experiments with forking prove to you that merging will not be easy. Gain the Divergent Personality trait (p. 88).
67–68	You receive your first cortical stack at an early age—and luckily just in time. Roll randomly on the Choosing a Morph table (p. 44).
69–70	You are raised around animals. Gain +10 Animal Handling skill.
71–72	Your parents raise you with some unusual ideas. Gain the Faulty Education trait (p. 89).
73–74	You cheat your way through school. –10 to one skill.
75–76	You enjoy urban exploration and getting into off-limits areas. Gain +10 to either Climbing or Infiltration skill.
77–78	You hone your headshot skills in VR combat simulations. Gain the Murder Simulator Addict trait (p. 85).
79–80	Because you excel in your studies, you are placed in an advanced program. Gain +5 COG.
81–82	Your parents are highly private and extremely strict. Gain the Poorly Socialized trait (p. 93).
83–84	You leave home at an early age and forge your own path. Gain +1 Moxie.
85–86	One of your personality quirks gains you some attention from peers, but then it becomes a permanent and noticeable part of your daily behavior. Gain the Identifiable Quirk trait (p. 90).
87–88	As a free-range kid, you learn how to get around on your own. Gain +10 Navigation skill.
89–90	One of your parental figures abandons you as a child. Gain the Trusting Heart trait (p. 94).
91–92	A series of childhood injuries leaves you struggling to catch up physically. Lose –5 SOM.
93–94	You lose all of your close friends in a horribly awkward teen social situation. Gain the Not a Team Player trait (p. 91).
95–96	Tormented by bullies as a kid, you learn to stand up for yourself. Gain +10 Unarmed Combat skill.
97–98	The strictness of your parents leaves you only one choice: to excel at lying. Gain +10 Deception skill.
99–00	Adult generations are never quite as on-top of technological changes, and you use that to your advantage. Gain +10 Infosec skill.

STEP 5: STARTING AGE

At this point you need to determine your character's age at the beginning of play. Roll on the Character Age table (this page). Characters that are exceptionally young will skip directly to the events of the Fall.

For determining exact age randomly, just roll a d10 to set the exact year in the decade. For example, if you roll a 23, your character would be in the 30s. A d10 roll of 5 to determine exact age would mean the character is 35.

STEP 6: ADULT PRE-FALL PATH

This step covers the character's adult life prior to the Fall. Roll on Table 6: Adult Paths to determine where the character's next course in life leads. You will be directed to a subtable indicating the character's current path focus. In some cases, this subtable may be determined from the Next Path entry on the last Background path you rolled in Step 3. Roll 1d10 on this subtable to determine which Focus package you acquire at 1 PP. After this, proceed to Step 7.

Each path subtable lists a Faction path. Note this—it is the likely Faction path you will roll on in Step 9.

The Story: For some characters, this step may represent only a handful of years immediately before the Fall. For older characters, this stage and the previously rolled background could mean decades of time before the Fall.

CHARACTER AGE

D100 ROLL	RESULT
01–20	In your 20s. Proceed directly to Step 8.
21–50	In your 30s. Proceed to Step 6.
51–70	In your 40s. Proceed to Step 6.
71–80	In your 50s. Proceed to Step 6.
81–85	In your 60s. Proceed to Step 6.
86–90	In your 70s. Proceed to Step 6.
91–94	In your 80s. Proceed to Step 6.
95–98	In your 90s. Roll on the Advanced Age table with a +1 modifier.
99–00	Over 100 years (up to 130). Roll on the Advanced Age table.

ADVANCED AGE TABLE

D10 ROLL	RESULT
1	Lose –10 SOM, REF, or COO (your choice). Roll again. Ignore this result if rolled more than twice; proceed to Step 6 instead.
2	Lose –5 SOM, REF, or COO (your choice). Roll again.
3	Gain the Immortality Blues trait (p. 149, EP). Proceed to Step 6.
4	Gain +5 COG, INT, SAV, or WIL. Roll again. Ignore this result if rolled more than three times; proceed to Step 6 instead.
5–0	Proceed to Step 6.

TABLE 6: ADULT PATHS

D100 ROLL	RESULT
1–3	Stay on the path. Roll on the table below as indicated by the Next Path entry from your most recent Background path (from Step 3).
4–6	Specialize. Roll on Table 6.12: Customizations instead (next page).
7–0	Switch gears. Roll on Table 6.1: New Path instead (below) and proceed to the table indicated there.

TABLE 6.1: NEW PATH

D10 ROLL	SUBTABLE
1	Table 6.2: Autonomist
2	Table 6.3: Civilian
3	Table 6.4: Criminal
4	Table 6.5: Elite
5	Table 6.6: Enclaver
6	Table 6.7: Indenture
7	Table 6.8: Military
8	Table 6.9: Scientist
9	Table 6.10: Spacer
0	Table 6.11: Techie

TABLE 6.2: AUTONOMIST

D10 ROLL	FOCUS PACKAGE
1	Academic (p. 29)
2	Activist (p. 29)
3	Bot Jammer (p. 30)
4	Covert Ops (p. 31)
5	Explorer (p. 32)
6	Genehacker (p. 32)
7	Hacker (p. 32)
8	Medic (p. 33)
9	Scientist (p. 35)
0	Techie (p. 36)
Faction Path: Table 9.4: Autonomist	

TABLE 6.3: CIVILIAN

D10 ROLL	FOCUS PACKAGE
1	Activist (p. 29)
2	Con Artist (p. 30)
3	Dealer (p. 31)
4	Face (p. 32)
5	Investigator (p. 33)
6	Journo (p. 33)
7	Smart Animal Handler (p. 35)
8	Soldier (p. 36)
9	Techie (p. 36)
0	Thief (p. 36)
Faction Path: Table 9.5: Civilian	

TABLE 6: ADULT PATHS (CONT.)

TABLE 6.4: CRIMINAL

D10 ROLL FOCUS PACKAGE

1	Assassin (p. 30)
2	Con Artist (p. 30)
3	Covert Ops (p. 31)
4	Dealer (p. 31)
5	Ego Hunter (p. 31)
6	Enforcer (p. 31)
7	Hacker (p. 32)
8	Pirate (p. 34)
9	Smuggler (p. 35)
0	Thief (p. 36)

Faction Path: Table 9.6: Criminal

TABLE 6.5: ELITE

D10 ROLL FOCUS PACKAGE

1	Academic (p. 29)
2	Dealer (p. 31)
3–4	Face (p. 32)
5–6	Icon (p. 33)
7	Journo (p. 33)
8	Medic (p. 33)
9	Psychosurgeon (p. 34)
0	Scientist (p. 35)

Faction Path: Table 9.7: Elite

TABLE 6.6: ENCLAVER

D10 ROLL FOCUS PACKAGE

1	Academic (p. 29)
2	Con Artist (p. 30)
3–4	Dealer (p. 31)
5	Face (p. 32)
6	Icon (p. 33)
7	Investigator (p. 33)
8	Journo (p. 33)
9	Medic (p. 33)
0	Psychosurgeon (p. 34)

Faction Path: Table 9.8: Enclaver

TABLE 6.7: INDENTURE

D10 ROLL FOCUS PACKAGE

1	Activist (p. 29)
2	Bodyguard (p. 30)
3	Bot Jammer (p. 30)
4	Con Artist (p. 30)
5	Enforcer (p. 31)
6	Pirate (p. 34)
7	Scavenger (p. 35)
8	Smart Animal Handler (p. 35)
9	Smuggler (p. 35)
0	Thief (p. 36)

Faction Path: Table 9.9: Indenture

TABLE 6.8: MILITARY

D10 ROLL FOCUS PACKAGE

1	Assassin (p. 30)
2	Bodyguard (p. 30)
3	Covert Ops (p. 31)
4	Ego Hunter (p. 31)
5	Enforcer (p. 31)
6	Investigator (p. 33)
7–9	Soldier (p. 36)
0	Spy (p. 36)

Faction Path: Table 9.10: Military

TABLE 6.9: SCIENTIST

D10 ROLL FOCUS PACKAGE

1	Academic (p. 29)
2	Explorer (p. 32)
3	Genehacker (p. 32)
4	Investigator (p. 33)
5	Medic (p. 33)
6	Psychosurgeon (p. 34)
7–8	Scientist (p. 35)
9	Smart Animal Handler (p. 35)
0	Techie (p. 36)

Faction Path: Table 9.11: Scientist

TABLE 6.10: SPACER

D10 ROLL FOCUS PACKAGE

1	Bot Jammer (p. 30)
2	Ego Hunter (p. 31)
3–4	Explorer (p. 32)
5	Pirate (p. 34)
6	Scavenger (p. 35)
7	Soldier (p. 36)
8–9	Smuggler (p. 35)
0	Spy (p. 36)

Faction Path: Table 9.12: Spacer

TABLE 6.11: TECHIE

D10 ROLL FOCUS PACKAGE

1	Bot Jammer (p. 30)
2	Explorer (p. 32)
3	Genehacker (p. 32)
4–5	Hacker (p. 32)
6	Scavenger (p. 35)
7	Scientist (p. 35)
8	Spy (p. 36)
9–0	Techie (p. 36)

Faction Path: Table 9.13: Techie

TABLE 6.12: CUSTOMIZATIONS

D100 ROLL PACKAGE

01–04	Artist
05–08	Async*
09–12	Async Adept*
13–16	Athletics
17–20	Computer Training
21–24	Connected
25–28	Gearhead

TABLE 6.12: CUSTOMIZATIONS

D100 ROLL PACKAGE

29–32	Heavy Weapons Training
33–39	Jack-of-All-Trades
40–46	Lucky
47–50	Martial Arts Training
51–54	Mentalist†
55–61	Networker
62–65	Paramedic

TABLE 6.12: CUSTOMIZATIONS

D100 ROLL PACKAGE

66–69	Slacker
70–73	Sneaker
74–77	Social Butterfly
78–81	Spacer
82–85	Student
86–89	Survival Training
90–93	Tech Training
94–00	Weapons Training

* Re-roll if rolled during Step 6.

† Re-roll unless rolled by a character that has already acquired the Psi trait.

STEP 7: PRE-FALL LIFE EVENT

Once again we see what major event may have impacted the character's life before the Fall. Roll once on the Pre-Fall Life Event (this page), follow the instructions, and then proceed to Step 8.

PRE-FALL LIFE EVENT

D100

ROLL RESULT

01–20	Gain +1 Moxie and roll on the Story Event table (p. 72).
21–22	You save an animal from danger. Gain the Animal Empathy trait (p. 145, <i>EP</i>).
23–24	You take up a sport. +10 to Climbing, Fray, Free Fall, Freerunning, or Swimming.
25–26	Your inability to improve holds you back from an important promotion/advancement. Gain the Slow Learner trait (p. 151, <i>EP</i>).
27–28	You simply are not very comfortable with that whole resleeving thing. Gain the Morphing Disorder (Level 1) trait (p. 150, <i>EP</i>).
29–30	You are not a slacker. You take on part-time jobs or additional training. +20 to one skill.
31–32	You travel extensively. +10 to two different Language skills.
33–34	Regular attention to your health and exercise improves your abilities. Gain +5 SOM.
35–36	You decide you want to experiment. Roll randomly on the Choosing a Morph table (p. 44), but ignore pods.
37–38	You are fired and your new career hopes are now dashed. Re-roll your Adult Pre-Fall Path.
39–40	You pick up a new hobby. +20 to one Art or Interest skill.
41–42	An unfortunate habitat failure, traffic accident, or fire ends your life. Roll randomly on the Choosing a Morph table (p. 44), but ignore pods and uplifts.
43–44	You travel extensively: +20 to Navigation skill.
45–46	Your work requires you to change your morph. Roll randomly on the Choosing a Morph table (p. 44), but ignore pods and uplifts.
47–48	Curiosity gets the better of you. Lose –5 to one aptitude.
49–50	You lose a limb in a traumatic incident, but grow it back. Gain +1 Moxie.
51–52	An experience with still-unrefined psychosurgery leaves you forever altered. Gain the Anomalous Mind trait (p. 87).
53–54	Something goes seriously glitchy with your muse, and you are nearly hurt as a result. Gain the Phobia Disorder (Muse) trait (p. 92).
55–56	You are a pioneer in the practice of egocasting. Gain the Ego Plasticity (Level 1) trait (p. 83) and roll randomly on the Choosing a Morph table (p. 44).
57–58	You save someone from drowning. Gain +10 Swimming skill.
59–60	You experiment with some minor self-modification. Gain the Modified Behavior (Level 1) trait (p. 150, <i>EP</i>).
61–62	You exhibit a serious lack of willpower in coping with your adult life. Gain the Addiction (Major) trait (p. 148, <i>EP</i>).
63–64	You experience a deadly vehicle accident. Lose 10,000 from your starting credit and roll randomly on the Choosing a Morph table (p. 44).
65–66	A hacker friend shows you a few things, and then you show them a few things. Gain the Intuitive Cracker (Level 1) trait (p. 84).
67–68	The poor state of affairs on Earth before the Fall impacts you heavily. Gain the Mental Disorder (Depression) trait (p. 212, <i>EP</i>).
69–70	You spend some time in some of the rougher, crisis-impacted areas on Earth before the Fall. Gain +10 Fray skill.
71–72	A period of poverty leaves you with the skills to get by. Gain +10 Scrounging skill.
73–74	You are implicated in a news-making scandal. Lose –10 c-rep.
75–76	You pick up a new hobby. Gain +10 to one Art or Interest skill.
77–78	You are an early adopter of psychosurgery, finding that your mind adapts well to changes. Gain the Malleable Mind (Level 1) trait (p. 85).
79–80	The stress of rapid technological change overwhelms you. Gain the Mental Disorder (ADHD) trait (p. 212, <i>EP</i>).
81–82	You study or train hard. Gain a free specialization (p. 173, <i>EP</i>) in one skill.
83–84	You take up martial arts training. Gain +10 Unarmed Combat skill.
85–86	You choose your own path over what others tell you to do. Replace any one skill you have gained so far with any other skill of your choosing at the same rating.
87–88	You take care of someone in a way that makes them obligated to help you out for a long time to come. Gain the Personal Connection trait (p. 85).
89–90	You learn the hard way that ignoring money management lessons was a bad idea. Lose 10,000 from your starting credit.
91–92	You take the fall for a crime you may or may not have been complicit in. Lose –10 c-rep but gain +1 Moxie.
93–94	An accident on a space elevator leaves you fearful of space. Gain the Phobia Disorder (Microgravity) trait (p. 92).
95–96	You start up an unusual hobby. Gain +20 to one Exotic Melee Weapon or Exotic Ranged Weapon skill.
97–98	You lose a bet and spend a month sleeved in a pod or uplift morph before it was cool. Roll randomly on the Choosing a Morph table (p. 44), ignoring any result that is not an uplift or pod.
99–00	You make some life decisions that prove prescient after the Fall. Gain 20,000 credits.

STEP 8: THE FALL

Roll once on the Fall Event (this page), follow the instructions, and then proceed to Step 9.

The Story: The Fall affected everyone in *Eclipse Phase*. How your character survived and what impact this had on their later life should be major elements of your character's background.

FALL EVENT

D100

ROLL RESULT

01–10	You somehow stay safe and untouched by the chaos and horror. Gain +1 Moxie and roll on the Story Event table (p. 72).
11–12	You stay to the end, fighting a rear-guard action. Roll randomly on the Choosing a Morph table (p. 44) and gain +1 Moxie.
13–14	You are trapped on Earth when the homeworld is interdicted and quarantined. Take the Earth Survivor package (p. 17) as your Faction package in Step 9.
15–16	You exemplify yourself in destroying TITAN machines. Take the Wrecker package (p. 36) as your Focus package in Step 9.
17–18	Exposure to the Watts-MacLeod exsurgent virus opens your awareness to aspects of the world of which others are blind. Take the Savant Async package (p. 34) as your Focus package in Step 9.
19–20	Infected with the Watts-MacLeod exsurgent virus, you learn to use your new powers forcefully. Take the Controller Async package (p. 31) as your Focus package in Step 9.
21–22	After you are infected, you are trained to use your psi to kill. Take the Combat Async package (p. 30) as your Focus package in Step 9.
23–24	Infection permanently changes your perceptions. Take the Scanner Async package (p. 34) as your Focus package in Step 9.
25–26	You rack up a major debt to pay a bribe to get yourself off-world. Gain the Debt (Level 3) trait (p. 88)
27–28	You assume that you died on Earth, but you don't know for sure. Roll randomly on the Choosing a Morph table (p. 44) and gain the Edited Memories trait (p. 149, EP).
29–30	You know that the TITANs killed or uploaded you, according to reports. Roll randomly on the Choosing a Morph table (p. 44).
31–32	You fall victim to the TITANs in Earth orbit, on Luna, or on Mars. Roll randomly on the Choosing a Morph table (p. 44).
33–34	You are slain, not by the TITANs, but by hostile action from a rival government, faction, or hypercorp. Roll randomly on the Choosing a Morph table (p. 44).
35–36	You hide your body away in cold storage on Earth before farcasting off to safety. Roll randomly on the Choosing a Morph table (p. 44).



FALL EVENT (CONT.)

D100

ROLL RESULT

37–38	Your ego escapes the devastation of Earth, only to be locked away in cold storage for years. You are only recently resleeved. Roll randomly on the Choosing a Morph table (p. 44) and gain the Real World Naiveté trait (p. 151, <i>EP</i>).
39–40	Your ego survives the Fall but is locked in simulspace for years before you are resleeved. Roll randomly on the Choosing a Morph table (p. 44) and gain +20 Interfacing skill.
41–42	After escaping the Fall, you are forced into indentured service before you are resleeved. Roll randomly on the Choosing a Morph table (p. 44) but ignore all non-synthmorph results. Gain +20 to one Technical skill.
43–44	You do what you can to help, but you still lose almost everyone in your life. Gain +1 Moxie.
45–46	You heroically sacrifice yourself so that others can escape. Gain +10 to one rep score and roll randomly on the Choosing a Morph table (p. 44).
47–48	You risk your life in a desperate holding action. Gain the Brave trait (p. 145, <i>EP</i>).
49–50	You are infected ... but get better. Take the Async package (p. 47) for 1 PP as your Focus package in Step 9.
51–52	You learn the hard way how susceptible you are to exsurgent influence. Gain the Psi Vulnerability trait (p. 151, <i>EP</i>).
53–54	You encounter an exsurgent and are permanently changed by the experience. Take the Async Adept package (p. 47) for 1 PP as your Focus package in Step 9.
55–56	The near extinction of your species hardens your resolve. Gain +5 WIL.
57–58	You hide and survive an encounter with exsurgents where others die. Gain the Psi Chameleon trait (p. 147, <i>EP</i>).
59–60	You end up in possession of a rare Earth artifact worth 1d10 x 10,000 credits.
61–62	You make a bad call that gets people killed. Now you question your gut feelings. Lose –5 INT.
63–64	You were horrified at the idea of resleeving, but the alternative seemed worse—or so you thought. Roll randomly on the Choosing a Morph table (p. 44), and gain the Morphing Disorder (Level 3) trait (p. 150, <i>EP</i>).
65–66	A nanoviral infection leaves you permanently damaged. Gain the Neural Damage trait (p. 150, <i>EP</i>).
67–68	You have unfortunate memories of some ... thing ... eating your face off. Roll randomly on the Choosing a Morph table (p. 44), and gain the Timid trait (p. 151, <i>EP</i>).
69–70	You witness unspeakable horrors during the Fall, standing idly by while others die. Gain the Combat Paralysis trait (p. 149, <i>EP</i>).
71–72	Several near-death experiences hone your reflexes. Gain +5 REF.
73–74	Your relatives die, but you are left as the sole heir to the family's modest wealth that made it off-world. Gain 25,000 credits.
75–76	You will never get the image of headhunter drones at work out of your mind. Gain the Mental Disorder (PTSD) trait.
77–78	You exhibit natural leadership in a time of crisis. Gain +10 to Persuasion or Intimidation.
79–80	The only way you can cope with the loss of your former life is through drugs. Gain the Drug Fiend trait (p. 88).
81–82	You cope with the horrors you experience in the midst of evacuation the only way you could—by postponing the trauma until you are safe. Gain the Trauma Tolerance (Level 1) trait (p. 86).
83–84	Your willingness to profit from others' misery gains you respect in some circles. Lose 5 rep in one network of your choice, but gain 10 g-rep.
85–86	You experience things during the Fall that would leave others a shattered mess. Gain the Hardening trait (p. 84).
87–88	You lose everything—and nearly lose your mind as well. It will never recover its former strength. Gain the Frail Sanity trait (p. 90).
89–90	Not only do you die during the Fall, your backups are lost as well. You live on as a beta fork of your original self. Gain the Beta trait (p. 87) and roll randomly on the Choosing a Morph table (p. 44).
91–92	You lose a fortune during the Fall. Lose 10,000 credits from your starting credits.
93–94	You die during the Fall, but that doesn't stop you from going to die again, and then again, and then again some more. Gain the Phoenix (Level 1) trait (p. 85) and roll randomly on the Choosing a Morph table (p. 44).
95–96	After committing a crime, you are sentenced to indentured service, but the Fall lets you skip out. Gain the Deferred Indenture (Level 2) trait (p. 88).
97–98	You rack up an impressive kill score fighting TITAN machines. Gain the Tacnet Sniper trait (p. 86).
99–00	Your willingness to make lives a priority over material things earns you respect. Gain +10 @-rep.

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STEP 9: ADULT POST-FALL PATHS

Step 9 is where your character really starts to come together. In this step you gain one new Focus package and one new Faction package. Some characters will be defined more by their faction, others more by their profession. To reflect this, roll on Table 9: Adult Post-Fall Paths to determine what value of PP to take for each package.

To determine your Focus package, roll on Table 9.1: Focus Packages and follow the results. Each Focus path subtable lists a Faction path. Note this down; this is the likely Faction path you will roll on next.

Once you have your Focus package (at the PP amount indicated by your roll on Table 9), determine your Faction package; roll on Table 9.2: Faction

Packages and follow the results. Uplift and AGI characters should roll on Table 9:14 instead.

The Story: After the Fall old ways of living crumbled and were forgotten and new ideas and societies rose up offering promises of hope, wealth, or safety. Many left behind their old lives to join new communities or leveraged their hard won skills into positions of power or influence. What became readily apparent in the post-Fall world was that you needed allies, or least friends you could depend upon to help you and keep you safe. This step encapsulates the character's allegiances and work in the time after the Fall. The chosen faction indicates where the character is likely to live, who they associate with, and what political opinions they are likely to have. The Focus package illustrates what the character has been spending time on.

TABLE 9: ADULT POST-FALL PATHS

D10 ROLL	RESULT	FACTION PACKAGE	FOCUS PACKAGE
1-2	Faction paragon	3 PP	1 PP
3-5	Equally balanced	3 PP	3 PP
6-7	Defined by your actions	1 PP	3 PP
8-0	You get the job done	1 PP	5 PP

TABLE 9.1: FOCUS PACKAGES

D10 ROLL	RESULT
1-6	Stay on the path. Roll again on the same subtable you last rolled on previously in Step 6 (if you last rolled on Table 6.12, or if you skipped Step 6, roll on Table 6.1 to pick a new Focus path). If you roll a package you already have, re-roll.
7-0	Switch gears. Roll on Table 6.1: New Path and proceed to the subtable indicated there.

TABLE 9.2: FACTION PACKAGES

D10 ROLL	RESULT
1-6	Go to the faction subtable indicated by the Faction Path entry on the subtable you just used to determine your Focus package.
7-0	Mix it up. Roll on Table 9.3: New Faction Path to determine what subtable to roll on to get your Faction package.

TABLE 9.3: NEW FACTION PATH

D10 ROLL	RESULT
1	Table 9.4: Autonomist
2	Table 9.5: Civilian
3	Table 9.6: Criminal
4	Table 9.7: Elite
5	Table 9.8: Enclaver
6	Table 9.9: Indenture
7	Table 9.10: Military
8	Table 9.11: Scientist
9	Table 9.12: Spacer
0	Table 9.13: Techie

TABLE 9.4: AUTONOMIST

D10 ROLL	FACTION PACKAGE
1	Anarchist (p. 23)
2	Argonaut (p. 23)
3	Barsoomian (p. 23)
4	Brinker (p. 24)
5	Criminal (p. 24)
6	European (p. 24)
7	Extropian (p. 24)
8	Ringer (p. 27)
9	Scum (p. 27)
0	Titanian (p. 28)

TABLE 9.5: CIVILIAN

D10 ROLL	FACTION PACKAGE
1	Belter (p. 23)
2	Bioconservative (p. 23)
3	Criminal (p. 24)
4	Hypercorp (p. 25)
5	Lunar (p. 25)
6	Orbital (p. 26)
7	Reclaimer (p. 26)
8	Sifter (p. 27)
9	Skimmer (p. 27)
0	Titanian (p. 28)

TABLE 9: ADULT POST-FALL PATHS (CONT.)

TABLE 9.6: CRIMINAL

D10 ROLL	FACTION PACKAGE
1	Anarchist (p. 23)
2	Belter (p. 23)
3	Brinker (p. 24)
4	Criminal (p. 24)
5	Exhuman (p. 24)
6	Extropian (p. 24)
7	Lunar (p. 25)
8	Orbital (p. 26)
9	Ringer (p. 27)
0	Scum (p. 27)

TABLE 9.7: ELITE

D10 ROLL	FACTION PACKAGE
1	Bioconservative (p. 23)
2	Brinker (p. 24)
3	Exhuman (p. 24)
4	Extropian (p. 24)
5	Hypercorp (p. 25)
6	Orbital (p. 26)
7	Socialite (p. 28)
8	Precautionist (p. 26)
9	Ultimate (p. 28)
0	Venusian (p. 28)

TABLE 9.8: ENCLAVER

D10 ROLL	FACTION PACKAGE
1	Bioconservative (p. 23)
2	Extropian (p. 24)
3	Hypercorp (p. 25)
4	Jovian (p. 25)
5	Lunar (p. 25)
6	Orbital (p. 26)
7	Socialite (p. 28)
8	Preservationist (p. 26)
9	Reclaimer (p. 26)
0	Venusian (p. 28)

TABLE 9.9: INDENTURE

D10 ROLL	FACTION PACKAGE
1	Anarchist (p. 23)
2	Barsoomian (p. 23)
3	Hypercorp (p. 25)
4	Lunar (p. 25)
5	Scum (p. 27)
6	Preservationist (p. 26)
7	Reclaimer (p. 26)
8	Sifter (p. 27)
9	Skimmer (p. 27)
0	Venusian (p. 28)

TABLE 9.10: MILITARY

D10 ROLL	FACTION PACKAGE
1	Bioconservative (p. 23)
2	Brinker (p. 24)
3	Criminal (p. 24)
4	Hypercorp (p. 25)
5	Jovian (p. 25)
6	Lunar (p. 25)
7	Orbital (p. 26)
8	Reclaimer (p. 26)
9	Precautionist (p. 26)
0	Ultimate (p. 28)

TABLE 9.11: SCIENTIST

D10 ROLL	FACTION PACKAGE
1	Argonaut (p. 23)
2	European (p. 24)
3	Exhuman (p. 24)
4	Hypercorp (p. 25)
5	Nano-Ecologist (p. 26)
6	Precautionist (p. 26)
7	Singularity Seeker (p. 27)
8	Solarian (p. 28)
9	Titanian (p. 28)
0	Venusian (p. 28)

TABLE 9.12: SPACER

D10 ROLL	FACTION PACKAGE
1	Belter (p. 23)
2	Brinker (p. 24)
3	Criminal (p. 24)
4	Extropian (p. 24)
5	Out'ster (p. 26)
6	Scum (p. 27)
7	Ringer (p. 27)
8	Singularity Seeker (p. 27)
9	Skimmer (p. 27)
0	Solarian (p. 28)

TABLE 9.13: TECHIE

D10 ROLL	FACTION PACKAGE
1	Anarchist (p. 23)
2	Argonaut (p. 23)
3	Barsoomian (p. 23)
4	Extropian (p. 24)
5	Hypercorp (p. 25)
6	Nano-Ecologist (p. 26)
7	Sifter (p. 27)
8	Singularity Seeker (p. 27)
9	Titanian (p. 28)
0	Venusian (p. 28)

TABLE 9.14: AGIs AND UPLIFTS

D10 ROLL	FACTION PACKAGE
1	Anarchist (p. 23)
2	Argonaut (p. 23)
3	Brinker (p. 24)
4	Criminal (p. 24)
5	European (p. 24)
6	Hypercorp (p. 25)
7	Mercurial: Infolife/Uplift (p. 25)
8	Sapient (p. 27)
9	Solarian (p. 28)
0	Venusian (p. 28)

CHARACTER CREATION: PACKAGES

CHARACTER CREATION: LIFE P

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STEP 10: FINAL PACKAGES

At this point, your character should have between 6 and 10 PP worth of packages:

- 2 or 3 PP in Background packages (Step 3)
- 1 PP in Focus or Customization packages (Step 6)
- 4 or 6 PP in Focus and Faction packages (Step 9)

If you have less than 10 PP, roll on Table 10: More Packages and take another 1 PP package as the table

TABLE 10: MORE PACKAGES

D10 ROLL	PACK
1–4	Roll another Focus package. Go to Table 9.1: Focus Packages (p. 65).
5–6	Roll another Faction package. Go to Table 9.2: Faction Packages (p. 65).
7–0	Roll a Customization package. Go to Table 6.12: Customizations (p. 61).

indicates. If you roll a package you already have, ignore it and re-roll. Repeat this process until you have 10 PP total, then proceed to Step 11.

The Story: This step deals with more recent changes to your character's life. Did they change jobs? Switch faction allegiances? Move to another part of the solar system (or galaxy)? Pick up a hobby or a few odd skills on the side? What sparked or motivated these changes?

STEP 11: ROLL POST-FALL LIFE EVENT

Along with the packages you have chosen, you now get to see what major event influenced your character's life after the Fall. Roll on the Post-Fall Life Event table, follow the directions, then proceed to Step 12.

Some results from this event table may require you to roll on the Gatecrashing Event table (p. 70) as well.

POST-FALL LIFE EVENT

D100 ROLL	RESULT
01–03	You are hired by a wealthy private party for some exclusive exoplanet missions. Roll on the Gatecrashing Event table (p. 70).
04	You reinvent yourself. Gain +5 to one aptitude and –5 to another aptitude.
05–06	Your employer/collective sends you on a gatecrashing op. Roll on the Gatecrashing Event table (p. 70).
07	You score an achievement that leaves you indelibly marked in your faction's consciousness. Gain the Untarnished Reputation trait (p. 87).
08	You create a major diplomatic incident. Gain the Black Mark (Level 3) trait (p. 149, <i>EP</i>).
09	You fall victim to a terrorist attack or factional dispute. Roll randomly on the Choosing a Morph table (p. 44).
10	The merging of an overdue fork goes poorly, and coincidental inaccessible backups leave you permanently changed. Gain the Botched Merge trait (p. 87).
11–13	You are recruited to aid on a scientific mission. Roll on the Gatecrashing Event table (p. 70).
14	In order to keep up with the stress of your responsibilities, you fall into bad habits. Gain the Addiction (Moderate) trait (p. 148, <i>EP</i>).
15	You do the right thing but piss off someone with power in the process. Gain 10 rep in a network of your choice, but also gain the Enemy trait (p. 149, <i>EP</i>).
16	You use the post-Fall chaos to establish a new identity. Gain a Fake Ego ID (p. 331, <i>EP</i>) for free.
17	After an unfortunate incident leads to lack (lost memories due to resleeving from an old backup), you decide security of mind is a worthy investment. Gain the Edited Memories trait (p. 149, <i>EP</i>) and 1 year of backup insurance (p. 330, <i>EP</i>).
18	After surviving the Fall and then only barely surviving a post-Fall clash, you decide that some self-defense training may be in order. Gain +20 to one Combat skill of your choice.
19	Through a strange set of circumstances, you end up with a rare Delphinium Six petal flower (p. 322, <i>EP</i>).
20	You commit a crime, get caught, and suffer the punishment. Gain the Modified Behavior (Level 3) trait (p. 150, <i>EP</i>).
21	You have died enough times that your mind really can't take it any more. Gain the Phobia Disorder (Thanatophobia) trait (p. 92).
22–24	You save up and buy yourself a spot on a gatecrashing op. Roll on the Gatecrashing Event table (p. 70).
25	An ownerless bot begins following you and never leaves your side. Gain a servitor, saucer, or gnat bot (pp. 345–346, <i>EP</i>) for free.
26	An unknown party leaves you a portable QE comm unit with a high-capacity reservoir (p. 315, <i>EP</i>), telling you only to expect a call in the future.
27	You travel extensively. Roll randomly on the Choosing a Morph table (p. 44).
28	You've gotten really good at this resleeving thing. Roll randomly on the Choosing a Morph table (p. 44), and gain the Adaptability (Level 1) trait (p. 145, <i>EP</i>).
29	You narrowly avoid death in a disastrous accident. Gain the Danger Sense trait (p. 145, <i>EP</i>).
30	You barely survive a murder attempt. Gain +5 INT.
31	A close-call with people out to get you puts you on the defensive. Gain the Informational Control trait (p. 145, <i>Panopticon</i>).

POST-FALL LIFE EVENT (CONT.)

D100

ROLL RESULT

- | ROLL | RESULT |
|-------|---|
| 32 | You've grown particular in your taste in morphs. Gain the Right At Home trait (p. 147, <i>EP</i>). |
| 33 | You fall on hard times. Lose 10,000 credits from your starting credit. |
| 34 | You get caught in the cross-fire of a regional conflict. Roll randomly on the Choosing a Morph table (p. 44). |
| 35 | Your hectic lifestyle has increased your perceptive skills. Gain the Situational Awareness trait (p. 148, <i>EP</i>). |
| 36 | A long string of personal failures has you questioning your own resolve. Lose -5 WIL. |
| 37 | No matter how often your friends warn you, you are promiscuous about your online data. Gain the Data Footprint trait (p. 145, <i>Panopticon</i>). |
| 38 | Nothing ever seems to go your way—your cursed luck is legendary. Gain the Bad Luck trait (p. 148, <i>EP</i>). |
| 39 | You complete a major project of importance to your work/faction. Gain +10 to one rep score. |
| 40 | A project of importance to your work/faction fails under your direction. Lose -10 to one rep score. |
| 41 | You take up arms in a regional conflict. Gain +10 to one Combat skill. |
| 42 | Your work requires you to change your morph. Roll randomly on the Choosing a Morph table (p. 44), but ignore results that don't fit your most recent path. |
| 43 | You make an unpopular choice that burns many bridges. Gain the Blacklisted trait (p. 149, <i>EP</i>). |
| 44 | A friend or relative opts for true death, but bequeaths you their estate. Gain 25,000 credits. |
| 45 | You are the unfortunate butt of a widespread online meme, but it works to your advantage. Gain the You're That Guy! trait (p. 145, <i>Panopticon</i>). |
| 46 | You are the unfortunate butt of a widespread online meme, and it continues to haunt you. Gain the Wait, That Was You? trait (p. 147, <i>Panopticon</i>). |
| 47 | As transhumanity re-organizes, you find a role in influencing others. Gain +5 SAV. |
| 48 | You have difficulty coming to grips with regular resleeving. Gain the Identity Crisis trait (p. 149, <i>EP</i>). |
| 49 | One of your resleeves goes particularly poorly, and now it haunts you. Gain the Morphing Disorder (Level 2) trait (p. 150, <i>EP</i>). |
| 50 | You work hard to establish a solid network. +20 to one Networking skill. |
| 51 | You take up a sport. +10 to Climbing, Fray, Free Fall, Freerunning, or Swimming. |
| 52 | You decide to experiment. Roll randomly on the Choosing a Morph table (p. 44). |
| 53 | Practice makes perfect, and your hard work pays off. Increase one aptitude by +5. |
| 54 | You are the victim of an unfortunate crime. Lose 10,000 credits from your starting credits. |
| 55 | Someone steals your identity. Gain the Stolen Identity trait (p. 147, <i>Panopticon</i>). |
| 56 | You play a prominent role in mediating a factional conflict. Gain +20 Protocol. |
| 57 | You spend a significant portion of your life in one habitat. Gain the Home Turf trait (p. 145, <i>Panopticon</i>). |
| 58 | You take a bullet for someone you don't even know. Roll randomly on the Choosing a Morph table (p. 44), and gain +1 Moxie. |
| 59 | You piss off some powerful people and are made into an example. Gain the Black Mark (Level 1) trait (p. 149, <i>EP</i>). |
| 60 | You make friends with a group of AGIs online. Gain the AGI Affinity trait (p. 82). |
| 61 | Due to a sudden financial crisis, you draw an emergency loan with unfavorable terms from an unforgiving loan shark. Gain the Debt (Level 1) trait (p. 88). |
| 62 | You commit a serious crime, but get away—for now. Gain the On the Run trait (p. 151, <i>EP</i>). |
| 63–65 | You win the gatecrashing lottery and a free ticket to Pandora. Roll on the Gatecrashing Event table (p. 70). |
| 66 | You go into business. Gain the Entrepreneur (Level 1) trait (p. 83). |
| 67 | You become embroiled in a messy professional dispute. Lose -5 to one rep score. |
| 68 | You lose a contractual dispute in Extropian space. Gain the Deferred Indenture (Level 1) trait (p. 88). |
| 69 | You rack up some debts and are forced to downgrade your lifestyle. Roll randomly on the Choosing a Morph table (p. 44), but re-roll any morph that is not at least 10 CP cheaper than your current morph. |
| 70 | You decide you need some help. Gain the Established Fork trait (p. 84). |
| 71 | You run afoul of a criminal cartel agent. You walk away unscathed, but the matter is far from resolved. Gain the Enemy trait (p. 149, <i>EP</i>). |
| 72 | You get stuck with a boring, repetitive job, but at least you get really good at it. Gain one specialization (p. 173, <i>EP</i>) for free. |
| 73 | Doing your part to aid transhumanity's regrowth, you have a kid. Gain the Dependent trait (p. 88). |
| 74 | You have an unfortunately catastrophic sleeving accident, but the insurance paid well. Start play with 10 points of stress and a random derangement (p. 121), but you may choose your starting morph. |
| 75 | You achieve something that the members of your faction will never forget. Gain the Gold Star trait (p. 84). |
| 76 | You score an impressive win in a public competition. Gain +5 to one rep score. |
| 77 | You split off an alpha fork to handle an important situation, but it decides not to come back. Gain the Errant Fork trait (p. 89). |

CHARACTER CREATION:

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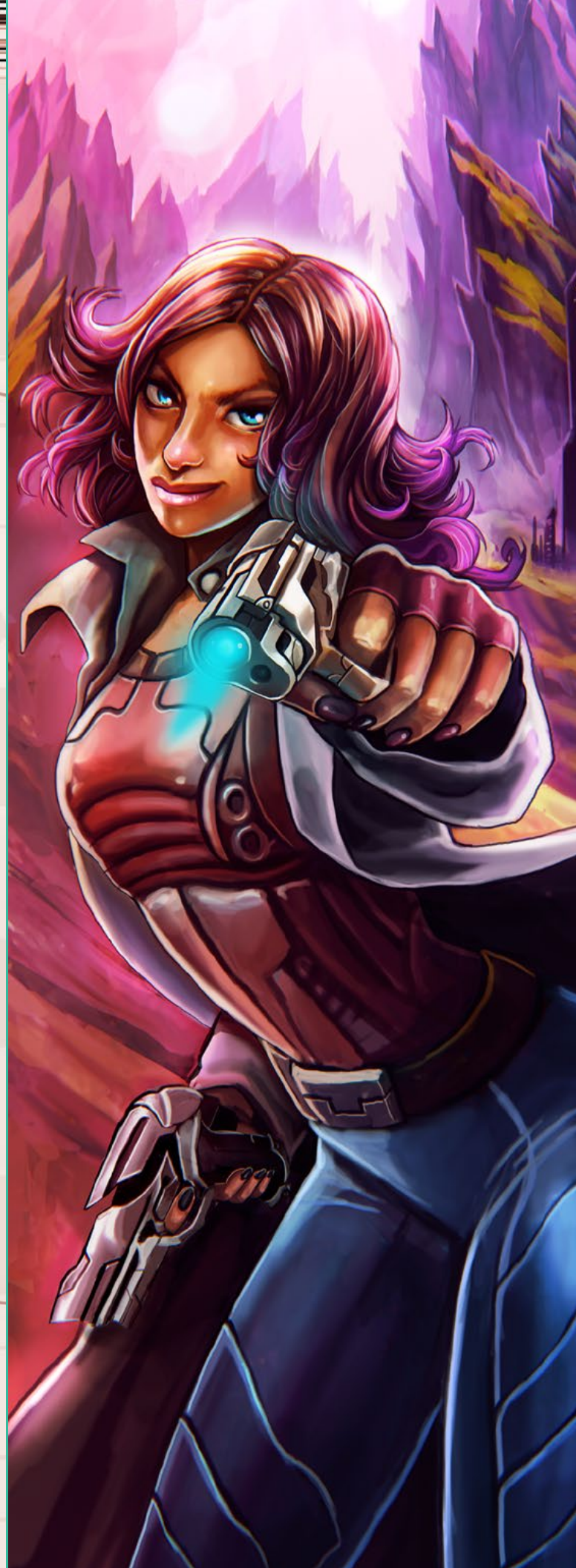
MORP

POST-FALL LIFE EVENT (CONT.)

D100

ROLL RESULT

- | | |
|-----|---|
| 78 | You take in an abandoned animal. Gain a smart dog, smart monkey, or smart rat (p. 330, <i>EP</i>) for free. |
| 79 | You are the victim of a crime, but the perpetrator is caught. Now you hold their indenture contract. Gain the Indenture Holder trait (p. 84). |
| 80 | Everything is going great, but you still somehow manage to fuck up something major in your life. Gain +1 Moxie. |
| 81 | A severe personal failure inspires you to make some radical changes. Gain the Modified Behavior (Level 2) trait (p. 150, <i>EP</i>). |
| 82 | You find your one true love. You don't feel like your full self when you are away from them. Gain the Intense Relationship trait (p. 90). |
| 83 | You team up with a partner to get the job done. Gain the Minion/Partner trait (p. 85). |
| 84 | Someone you respect shows their true colors, and they aren't pretty. Gain +1 Moxie. |
| 85 | Your exceptional nature is noticed. Gain the Patron trait (p. 146, <i>EP</i>). |
| 86 | You get fired/kicked out. Lose 10,000 from your starting credit or -10 rep. |
| 87 | An established university offers you a steady position. Gain the Tenure trait (p. 86). |
| 88 | A fork goes missing. It could be nothing, but it was in possession of some compromising information about yourself. Gain the Lost Fork trait (p. 91). |
| 89 | You fall for the smooth lies of a convincing member of another faction. You realize your error only after the damage is done. Lose 10 rep from the rep network appropriate to your faction. |
| 90 | A trolling hacker ruins your life but leaves you with sporting goodbye offering. Lose 10 rep in one network of your choice, but gain a kaos AI (p. 332, <i>EP</i>) for free. |
| 91 | You are forced to resleeve in less-than-favorable conditions and end up with a morph with issues. Roll randomly on the Choosing a Morph table (p. 44), and gain the Aggressive GRM trait (p. 87). |
| 92 | You fall in with a new crowd—one that will have your back. Gain the Allies trait (p. 145, <i>EP</i>). |
| 93 | You are part of a group that discovers a derelict ship and makes a great salvaging score. Gain 20,000 credits. |
| 94 | You join a cooperative project. Gain the Entrepreneur (Level 1) trait (p. 83). |
| 95 | You fight back against a perceived injustice, but are forced to flee the repercussions. Gain the On the Run trait (p. 151, <i>EP</i>). |
| 96 | You drop everything to re-evaluate your priorities. Lose -30 to one skill, but gain 50 CP to spend on whatever you wish. |
| 97 | Unknown to you, someone takes an unfriendly interest in your affairs. Gain the Subverted Mind trait (p. 93). |
| 98 | You manage to get yourself killed three times in one week. At least you're getting used to resleeving. Roll randomly on the Choosing a Morph table (p. 44), and gain the Phoenix (Level 2) trait (p. 85). |
| 99 | Someone leaves you in charge of their spacecraft. Gain the Spacecraft trait (p. 86). |
| 100 | You are complicit in a faction suffering a major setback. Gain the Black Mark (Level 2) trait (p. 149, <i>EP</i>). |



STEP 12: FIREWALL EVENT

For characters that are participating in Firewall-based campaigns, you can roll on the Firewall Event table (next page) to determine how your character became introduced to the conspiracy. After the roll, proceed to Step 13.

Non-Firewall characters should skip this step and go directly to Step 13.

GATECRASHING EVENT

D100 ROLL	RESULT
01–20	You go on 1d10 gatecrashing missions, with no major consequences. You do see some cool things, though. Gain +1 Moxie.
21–48	You serve on 1d10 missions and pick up some new skills. Replace a 1 PP Focus, Faction, or Customization package you acquired in Step 10 with the Explorer package at 1 PP (p. 32).
49–50	You make a new home on Portal (p. 122, <i>Gatecrashing</i>) or some other exoplanet outpost.
51–52	You go through a gate but never come through on the other side. Start game with 10 points of stress and roll randomly on the Choosing a Morph table (p. 44).
53–54	You receive some focused training in gate operations. Gain the Infosec (Gate Hacking) specialization (p. 142, <i>Gatecrashing</i>).
55–56	You acquire an alien pet. You're not allowed to bring it back to the solar system, however. Work with the gamemaster to determine the creature's characteristics.
57–58	You find an alien artifact, but they didn't let you keep it. Gain 20,000 credits.
59–60	You discover a new xenocritter and its unique predatory capabilities. Roll randomly on the Choosing a Morph table (p. 44).
61–62	Your mission backers upgrade/downgrade your capabilities. Roll randomly on the Choosing a Morph table (p. 44).
63–64	You participate in some eye-opening research. Gain +5 COG.
65–66	You discover left-behind TITAN machines. Roll randomly on the Choosing a Morph table (p. 44).
67–68	You go on a mission and never return. Your sponsors refuse to talk about it. Roll randomly on the Choosing a Morph table (p. 44).
69–70	Your mission scores a major resource find. Gain 20,000 credits.
71–72	You receive some focused training in gate operations. Gain the Interfacing (Gate Operations) specialization (p. 142, <i>Gatecrashing</i>).
73–74	You join a semi-successful colonization effort for a year. Gain +20 to one Profession skill of your choice.
75–76	You uncover evidence of a previously unknown but long-dead alien race. Gain +10 to one rep score.
77–78	You put in several months of grueling work on a terraforming project. Gain +10 to one Academic, Profession, or Technical skill.
79–80	You severely botch a rescue operation. Lives are lost and stacks are not recovered. Lose 10 rep from the network of your choice.
81–82	You experience something while going through a gate that makes you never want to go through again. Gain the Phobia Disorder (Pandora Gates) trait (p. 92).
83–84	You participate in a dangerous rescue operation. Gain +10 rep in the network of your choice.
85–86	You receive some focused training in gate operations. Gain +20 Academics: Gate Operations (p. 142, <i>Gatecrashing</i>).
87–88	You come into possession of your very own blue box (p. 157, <i>Gatecrashing</i>).
89–90	You survive a lengthy gatehopping adventure. Gain +20 x-rep (p. 148, <i>Gatecrashing</i>).
91–92	Your mission is sabotaged by an unknown party. Roll randomly on the Choosing a Morph table (p. 44).
93–94	You step through a gate and arrive somewhere other than you expected. Your jaunt is adventurous, but you make it back safe. Gain +10 Profession: Gatecrashing skill.
95–96	You receive some focused training in gate operations. Gain the Programming (Gate Interface) specialization (p. 142, <i>Gatecrashing</i>).
97–98	You end up in the middle of an exoplanet property-claim dispute. Roll randomly on the Choosing a Morph table (p. 44).
99–00	You participate in a rescue op that cashes in on a sizable recovery bond. Gain 10,000 credits.

CHARACTER CREATION: PACKAGES

CHARACTER CREATION: LIFE PATH

CHARACTER OPTIONS

PLAYING CHARACTERS

MORPHS

FIREWALL EVENT

D100

ROLL RESULT

01–25	You are recruited by someone you know because of your skill sets. Gain +10 to one skill.
26–48	You accidentally stumble onto a Firewall op, and luckily for you they decide the best option is to recruit you. Gain +1 Moxie.
49–50	You work with/for someone who turns out to be an exhuman supporter. Once you get over the shock, Firewall recruits you. Gain +10 to Interest: Exhumans skill.
51–52	Firewall recruits you as an informant, to help keep tabs on someone or something they are worried about. Gain +10 Infosec skill.
53–54	Your ego was jailed/lost on Earth/forknapped/in cold storage, but Firewall broke you out in return for your aid. Gain +1 Moxie.
55–56	You spot someone acting suspiciously and report them. They turn out to be a Firewall async. You are repaid with recruitment and training. Gain the Async Familiarity trait (p. 83).
57–58	You are infected and secretly operate as a sleeper exsurgent for months or even years. Firewall restores you from an old backup. Gained the Edited Memories trait (p. 149, <i>EP</i>) and roll randomly on the Choosing a Morph table (p. 44).
59–60	You have an unexpected close encounter with the TQZ on Mars, the New Mumbai Containment Zone of Luna, or Iapetus. Roll randomly on the Choosing a Morph table (p. 44).
61–62	An exhuman raid leaves you and others dead; Firewall helps sort out the mess. Roll randomly on the Choosing a Morph table (p. 44).
63–64	You are one of the few survivors of an exsurgent outbreak on your habitat. Gain the Psi Defense trait (p. 147, <i>EP</i>).
65–66	You find a relic. Bad things happen. Firewall cleans up the mess. –10 to one rep score.
67–68	You were a member/supporter of one of the groups that evolved into Firewall from before the Fall. You took some time off, but now you're back. Gain +10 i-rep.
69–70	You single-handedly foil an impending outbreak, but the local authorities blame you for the carnage. Firewall helps you escape. Gain the On the Run trait (p. 151, <i>EP</i>).
71–72	A previously dormant TITAN nanoplague rampages through your habitat. Roll randomly on the Choosing a Morph table (p. 44).
73–74	Your ship stops to investigate/help a derelict ship and is never heard from again. Roll randomly on the Choosing a Morph table (p. 44).
75–76	You discover a lost cache on an isolated asteroid. Firewall actually lets you keep some of the find. Gain 1d10 x 5,000 credits.
77–78	You step into an unknown fray and are lucky enough to pick the right side. Gain +10 i-rep.
79–80	You uncover a conspiracy within your faction and Firewall steps in to help you deal with it. Gain +10 to one rep score.
81–82	You are recruited to help Firewall cover up a secret or outbreak. Lose –10 to one rep score but gain +10 i-rep.
83–84	You uncover a sleeper exsurgent cell the hard way. Gain the Phobia Disorder (Exsurgents) trait (p. 92).
85–86	You become aware of someone smuggling or dealing TITAN technology. Firewall steps in and deals with it, then recruits you. Lose 5 g-rep.
87–88	You were a member/supporter of one of the groups that evolved into Firewall from before the Fall. Gain +10 i-rep.
89–90	You are involved in a cover-up of a TITAN- or exsurgent-related secret during the Fall. Firewall finds you and brings you in to get the story. Gain +10 i-rep.
91–92	Someone you loved becomes infected. You keep it secret and protect them for a time, until everything goes bad. Firewall rescues you, then recruits you. Gain +10 Interest: Exsurgents.
93–94	You are a bit too good at ferreting out certain secrets online. Firewall brings you in to the fold to keep your mouth shut. Gain +10 Infosec skill.
95–96	Someone you are close to is a Firewall proxy; they brought you in to help them out. Gain +1 Moxie.
97–98	Thanks to a particular skill you have, Firewall has consulted with you for years without revealing themselves. They decide to fill you in on the full story. Gain or increase a Firewall-relevant Knowledge skill (such as Interest: Exsurgents or Academics: Nanotechnology) by +30.
99–00	A package you are hired to deliver turns out to be an alien artifact. When it causes problems, you go to a friend of a friend, who turns out to be a Firewall proxy. They solve the problem, but you fail to make the delivery. Gain the Enemy trait (p. 149, <i>EP</i>).

STEP 13: GEAR

You now determine how much credit your character has for purchasing gear. Roll on the Starting Credit table. Moxie may only be used for a re-roll on this table once. Any credits acquired from events are added to this amount; any credits lost from events are subtracted from this amount (if the amount goes below zero, treat as zero). These credits may be used to buy any gear the gamemaster allows, with the exception of morphs.

It is strongly recommended that players choose gear that is appropriate for their characters. Players that wish to randomly choose gear, however, may roll on the Gear Packages table (this page) and purchase one of the gear packages detailed on p. 40–41.

In addition to the gear purchased here, every character begins play with a standard muse (p. 332, *EP*) and one month of backup insurance (p. 331, *EP*) at no cost.

Any credits left over from purchasing gear are what the character has in their possession at the start of gameplay.

When finished, go to Step 14.

STEP 14: COMBINE EVERYTHING

Now that you have all of your character's packages determined and the various modifiers from the life events, it's time to put it all together. Follow the same guidelines for putting your character as described under *Combine Everything* (p. 38) in the package creation system rules. Proceed to Step 15 when done.

STARTING FACTION

Though factional allegiance has no direct game mechanics effect, many players will want to know which faction their character considers home at the start of gameplay. The simplest answer is to use the faction corresponding to the last Faction package rolled. For a more complex answer, however, you can go for a character with multiple factional ties. How does your character balance these links? How do they reconcile any conflicting interests? How do they respond when two or more factions call on them simultaneously? Is the character simply dabbling with one faction, testing the waters before committing themselves? Or are they consorting with another faction in the hopes of breaking free from the confining ties that keep them bound to their old tribe?

STEP 15: FINAL STATS AND DETAILS

The character's final characteristics are now calculated. See *Remaining Stats*, p. 138, *EP*. Once those are finalized, you can put all of the life path elements together and detail the character's history, personality, and current status. See *Detailing the Character*, p. 139, *EP*.

STEP 16: STORY EVENT (OPTIONAL)

Story events are background elements that do not have a game effect on your character, but are included for potential roleplaying and plot purposes. Some of the results on the earlier event tables may have instructed you to roll on this table.

As a final step, you may roll on the Story Event table (next page) to determine a recent event in your character's life. This may help define what your character is doing or concerned with at the beginning of gameplay. It may also be used to tie the character to the other player characters in the game.

STARTING CREDIT

D10 ROLL	CREDIT
1	0 credits. You are flat broke, without a penny to your name.
2	5,000 credits.
3–5	10,000 + (1d10 x 1,000) credits
6–8	20,000 + (1d10 x 1,000) credits
9	40,000 credits
0	50,000 credits

GEAR PACKAGES

D100 ROLL	GEAR PACKAGE	CREDIT COST
01–04	Bot Jammer	4,000
05–08	Combat Morph	11,000
09–16	Essential Enhancements	1,000
17–28	Essential Gear	3,000
29–32	Explorer	3,000 (4,000 with survival belt)
33–40	Firewall Agent	18,000
41–44	Gatecrasher	20,000
45–48	Hacker	10,000
49–52	Heavy Weapons	18,000
53–56	Infiltrator	15,000
57–60	Researcher	3,000 (6,000 with extras)
61–64	Scavenger	8,000
65–68	Security	6,000 (8,000 with extras)
69–72	Sensory Morph	3,000 biomorph /2,000 synthmorph
73–76	Self-Defense	5,000
77–80	Smart Animal Handler	15,000
81–84	Social Manipulator Morph	7,000
85–88	Stealth Morph	2,000
89–92	Surveillance	7,000
93–96	Survival Morph	2,000
97–00	Techie	3,000

STORY EVENT

D100 ROLL	RESULT	D100 ROLL	RESULT
01–02	After a long stretch of bad, you hit bottom. No way left to go but up.	47–48	You catch an authority figure doing something illicit, but you don't have the means to prove it.
03–04	You participate as a test subject in a research project. You suffer no ill effects ... that you can tell.	49–50	You take a sabbatical with the Solarians, ringers, or other space-faring clade.
05–06	A prominent journalist befriends you as a source and occasional confidante.	51–52	You have an affair.
07–08	You hear from an unknown source that Oversight has taken an interest in your affairs.	53–54	You are privileged enough to meet a Factor.
09–10	You have an unfortunate run-in with Jovian Republic troops, but manage to extricate yourself.	55–56	You discover an unknown and intriguing or devastating secret about your family's past.
11–12	After years, you finally get a chance to inflict revenge on someone. Do you take it or walk away?	57–58	An unfortunate accident leaves you stuck in a healing vat for a couple of weeks.
13–14	You witness/survive a major disaster, such as a habitat failure, ship collision, terrorist attack, or a freak but deadly accident.	59–60	While traveling by spacecraft, a malfunction takes you months off course.
15–16	Circumstances force you to move from one end of the solar system to the other.	61–62	You use someone to get ahead.
17–18	Your habitat goes through a regime change. Which side are you on?	63–64	Someone uses you to get ahead.
19–20	You are falsely accused of a crime but then cleared.	65–66	You unexpectedly make a close friend with someone from a rival or even hostile faction.
21–22	You develop a long-term rival. The relationship is complex and non-dangerous, but it does occasionally interfere or consume your attention.	67–68	You have a falling out with a formerly close friend.
23–24	You develop a long-term life-partner relationship.	69–70	You are forced into a thankless position of heavy responsibility.
25–26	You suffer through the failure of a major long-term relationship.	71–72	Facing unwanted responsibilities, you pack up and move on.
27–28	You enter into a convenience-based contract-defined romantic relationship.	73–74	You are persecuted for your nature or beliefs.
29–30	You develop an ongoing polyamorous relationship with a group of friends.	75–76	You finalize a particularly good research paper, work of art, commercial enterprise, or similar achievement.
31–32	You are pursued by an irritating but (mostly) harmless suitor/stalker.	77–78	Someone close to you opts for a real, final death.
33–34	You are recruited to secretly help some faction. Randomly determine that faction from the Factions table (p. 41).	79–80	You discover a new subculture to embed yourself in.
35–36	You are re-united with a lover/relative/friend thought lost during the Fall.	81–82	You befriend a brinker with some interesting ideas and unbelievable stories. Well, almost unbelievable.
37–38	Political upheaval in your local habitat/polity throws your life into turmoil.	83–84	You find repeat evidence that someone has you under close surveillance—but why?
39–40	You are the only survivor of a deadly accident on board a ship or small hab, which raises some suspicion ...	85–86	You are fairly certain that your new friend is secretly a singularity seeker.
41–42	Your life has been blissfully serene and untroubled. Your friends may secretly hate you.	87–88	You come across an interesting surveillance blind-spot in your local habitat.
43–44	You find out that one or both of your parents weren't really your parents.	89–90	A string of disappearances in your habitat has everyone on edge.
45–46	You pursue a period of self-isolation and introspection.	91–92	Someone you know has come across some disturbing information on a powerful entity, and they are considering blowing the whistle.
		93–94	You don't have what it takes, and your current job/prospect ends in a washout.
		95–96	Your inquisitive nature leads you to discover a secret that could get you into trouble.
		97–98	You receive a wake-up call that challenges your current priorities.
		99–00	Your current job/pursuits take you somewhere dangerous.

Kindalas is making a character for a new *Eclipse Phase* campaign his gamemaster is starting up. Looking over his options, he has so many ideas he cannot decide on which one to play, so he decides to use the Life Path system to create his character.

Kindalas begins with *Step 1: Aptitude Template*. He rolls a single d10 for his base aptitudes on the Random Aptitude Template. He gets a 1, for the result of **Brawler**. He looks at this result on page 12 and sees that he starts with the following aptitudes:

COG	COO	INT	REF	SAV	SOM	WIL	MOX
10	20	15	20	10	20	10	—

Next, for *Step 2: Native Tongue*, Kindalas rolls d100 for his Native Tongue and gets an 83. Looking up his result on the Language Fields table (p. 43), he sees that his character is a native Spanish speaker.

For *Step 3: Youth Path*, he then rolls for his childhood and youth on Table 3, getting a 4, Wholesome Youth. That means he rolls for a single Background package at 3 PP. Moving to Table 3.1: Background, he rolls a 14 and finds that his character grew up and spent his youth on Earth, prior to the Fall, and that he should further roll on Table 3.2: Earth Childhood. Doing so, Kindalas gets a 5, Privileged: Enclave Born, and so his first package is Fall Evacuee: Enclaver (p. 17). His character also has, at this point, a splicer morph, 1 point of Moxie, and the following skills:

- Academics: (Choose one) 40, Interest: (Choose one) 20, Interfacing 35, Networking: (Choose one) 50, Persuasion 40, Pilot: (Groundcraft) 30, Profession: (Choose one) 40, Protocol 30

Kindalas' next path (for Step 6) is indicated as being a roll on Table 3.6 Enclaver, but first Kindalas goes to *Step 4: Background Event* and rolls on the Background Event table. He gets a 37, and so it appears that his pampered Earthling, while physically fit, was less interested in academics and skipped formal schooling, earning –20 to one skill of Kindalas' choice. He chooses the Academics skill, reducing it to 20.

Before moving on to his adulthood, Kindalas needs to find out how old his character is going to be at the start of the game. For *Step 5: Starting Age*, he rolls on the Character Age table and gets a 73, indicating that he is in his 50s at the start of gameplay, but that this adds no additional benefits or detractions. He rolls a d10, gets a 7, and so determines his exact starting age is 57.

Moving on to *Step 6: Adult Pre-Fall Path*, Kindalas first checks on Table 6: Adult Paths to make sure he stays on his previously indicated path or if his life takes a turn. Rolling a 5, he finds that he takes a slight detour from his enclave-born life and takes on a new pursuit, as indicated on Table 6.12: Customizations (p. 61). Rolling on this table, Kindalas gets a 48, showing his character focused on hand-to-hand and weapons training. He gets the Martial Arts package (p. 37) at 1 PP. This gives him the following skills:

- Blades 30, Throwing Weapons 30, Unarmed Combat 40

Kindalas now moves on to *Step 7: Pre-Fall Life Event* and rolls on the Pre-Fall Life Event table, getting a 70. This roll indicates that the character has spent some time in the rougher parts of Earth before the Fall, giving him a +10 advantage to his Fray skill.

Before finding out what other skills his character has, Kindalas next needs to discover his character's fate in *Step 8: The Fall*. Consulting the Fall Event table, Kindalas rolls a 47 and finds that his character survived the Fall and was involved in fighting off TITANs in a holding action. He gains the Brave trait.

Next, Kindalas finds out what his character's post-Fall life has been like in *Step 9: Adult Post-Fall Paths*. Rolling on Table 9, he gets a result of 1; Faction Paragon. This means he takes a Faction package at 3 PP and a Focus package at 1 PP. Rolling for his 1 PP Focus package first on Table 9.1, he gets an 8, Switch Paths, sending him back to Table 6.1. There he rolls a 9, Spacer. Moving to Table 6.10, Kindalas rolls a 2 for the result of Ego Hunter. He takes the 1 PP package for Ego Hunter (p. 31), giving him the following:

- Investigation 30, Kinesics 40, Profession: Skip Tracing 30

Then Kindalas rolls for his faction on Table 9.2, getting a 5. This indicates that he should use the Faction path indicated to the subtable he just rolled on for the Ego Hunter package. Looking back at Table 6.10: Spacer, he sees the Faction path listed is 9.12: Spacer. He finds that subtable and rolls a 4, getting Extropian. He takes the 3 PP package for Extropian (p. 24) and gains the following skills and reputations:

- +50 @-rep, +50 c-rep
- Free Fall 20, Interest: Cutting Edge Technology 40, Interfacing 20, Kinesics 30, Networking: Autonomists 40, Networking: Hypercorps 40, Persuasion 50, Profession: (Choose One) 50

For *Step 10: Final Packages*, Kindalas looks at his character and sees he only has 8 PP in total so far and needs another 2 PP to round him out. He rolls on Table 10 twice, getting a 9 and a 10, both Customization packages on Table 6.12. Rolling twice on Table 6.12, Kindalas gets an 87 and a 41, for the results of 1 PP in Survival Training (p. 37) and 1 PP in Lucky (p. 37). For the Survival Training, his character receives:

- Kinetic Weapons 30, Medicine: Paramedic 30, Scrounging 40

And for the Lucky package he gets:

- One skill at 30 (Kindalas chooses Beam Weapons reasoning that an ego hunter would probably need to use an agonizer), one skill at 25 (Kindalas chooses Fray since he has not yet gotten any points in it)
- 3 additional Moxie

Checking his post-Fall event in *Step 11*, Kindalas rolls on the Post-Fall Life Event table and gets a 71. His character has run afoul of a criminal cartel and is a marked man, gaining the Enemy trait.

Finally because the gamemaster has let him know that this will be a Firewall campaign, Kindalas rolls on the Firewall Event table for *Step 12* and gets a 17. His character's skill set has made him a desired recruit.

Nearly finished, Kindalas moves *Step 13: Gear* and gets a 5 for on the Starting Credit table. He rolls a 9 and so starts with 19,000 credits. With this, he purchases the Firewall Agent package for 18,000, leaving him with 1,000 credits for any additional gear.

Kindalas looks at what his character is so far and finds an interesting story. Raised on Earth, he eschewed education and developed his physical abilities more, eventually becoming a skilled martial artist and traveling to dangerous locales to test his skills. When the Fall happened, he did not flee at first but instead stood and

fought. Surviving intact, after the Fall his character put his skills to use, tracking down others, working as a police contractor, and drifting towards the Extropian philosophy that emphasized self-reliance. This has spurred his desire to become more self-sufficient and he has lately learned some survival skills to compliment what has always been a relatively charmed life. More recently, the character has made some friends and enemies, gaining the ire of the Night Cartel, but in the process coming to the attention of a Firewall agent who recruits him into the organization. And all this time, he is still bumping around in his original body, a battered but trusted splicer.

Tying up the loose ends, Kindalas looks over the suggested motivations for ego hunters and Extropians and picks +Personal Development, +Self-Reliance, +Justice. Looking at the Combine Everything *section* (p. 38), Kindalas examines his skills for any duplicates and finds that he has doubled up on Interfacing, Kinesics, and Persuasion. He exchanges the lower valued duplicates for Infiltration, Intimidation, and Perception.

The only thing that remains for Kindalas is to add his aptitudes to his skills, choose field skills, name his character, and get the final approval of his gamemaster.

His final character is:

COG	COO	INT	REF	SAV	SOM	WIL	MOX
10	20	15	20	10	20	10 (15)	—

- Moxie 4
- @-rep 50, c-rep 50
- Brave trait, Enemy trait
- Academics: Economics 20 (30), Beam Weapons 30 (50), Blades 30 (50), Fray 35 (55), Free Fall 20 (40), Infiltration 20 (40), Interest: Cutting Edge Technology 40 (50), Interest: Black Markets 20 (30), Interfacing 35 (45), Intimidation 30 (40), Investigation 30 (45), Kinesics 40 (50), Kinetic Weapons 30 (50), Medicine: Paramedic 30 (40), Networking: Autonomists 40 (50), Networking: Criminals 50 (60), Networking: Hypercorps 40 (50), Perception 40 (55), Persuasion 50 (60), Pilot: Groundcraft 30 (50), Profession: (Guro) 50 (60), Profession: (Police Procedures) 40 (50), Profession: Skip Tracing 30 (40), Protocol 30 (40), Scrounging 40 (55), Throwing Weapons 30 (50), Unarmed Combat 40 (60)



BUILD OPTIONS

New Backgrounds: Origins for uplifts, AGIs, and fringe humans. ■ p. 78

New Factions: Minor factions in the transhuman body politic. ■ p. 80

New Traits: Positive and negative customization options. ■ p. 82

CHARACTER OPTIONS

BUILD OUTCOMES

Durability, Size, and Strength: Rules for small and large characters. ■ p. 96

Speed Clarifications: Handling mental actions and tasks. ■ p. 96

Lifestyle and Income. ■ p. 104

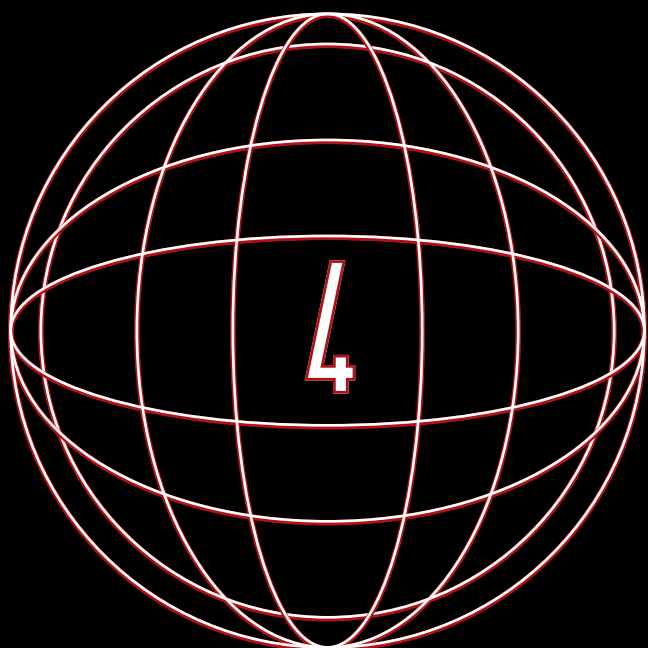
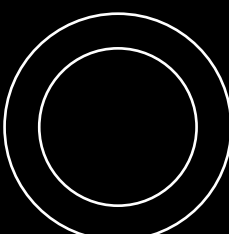
Simplified reputation and networking. ■ p. 105

MOXIE, MOTIVATIONS, AND RELATIONSHIPS

Moxie: Luck, investigative Moxie, and tracking Moxie. ■ p. 98

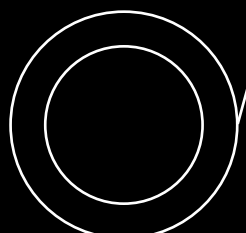
Motivation Alternatives: Group and shared motivations,

Character relationships. ■ p. 102



TABLES

- Personality Artifact ■ p. 92
- Common Phobias. ■ p. 92
- Character Relationships. ■ p. 103
- Income. ■ p. 104



and you were “uplifted” with an upgraded, human-based neural network and a program of socialization to make you friendly and conducive to human values and modes of thought. You are not quite as assimilated as programmed AGIs, however. While you are at least capable of functionally interacting with transhumans, their thought processes and social behaviors are quite often a complete mystery to you. Many emergent uplifts also have the Anomalous Mind trait.

Advantages: +15 Infosec skill, +30 Interfacing skill, +30 Programming skill

Disadvantages: Emotive Blindness trait, Poorly Socialized trait, Real World Naiveté trait, Social Stigma (AGI) trait, must start with an infomorph/ eidolon

Common Morphs: Infomorph/Eidolon

FERAL UPLIFT

By design or accident, your uplift moved you to full sapience but did nothing to change your instincts or social impulses. The morality and social behaviors of other transhumans are a mystery and only worth understanding to the extent needed for your own survival. You will do as you must to survive, but you long to live the way your natural impulses dictate. Many feral uplifts also have the Anomalous Mind trait.

Advantages: +10 Fray skill, +20 Intimidation skill, +10 Perception skill, +20 Unarmed Combat skill, Heightened Instinct trait

Disadvantages: Poorly Socialized trait, Real World Naiveté trait, Social Stigma (Uplift) trait, must start with an uplift biomorph

Common Morphs: Any uplift biomorph

HUMANITIES INFOLIFE

Your digital mind emulates human minds and values as closely as your neuroprogrammers could make it. You were specifically designed to blend in with transhumans and work closely with them.

Advantages: +10 Academics: (Psychology or Sociology) skill, +20 Interfacing skill, +10 Kinesics skill, +10 to one Networking: [Field] skill of your choice, +10 Research skill

Disadvantages: Real World Naiveté trait, Social Stigma (AGI) trait

Common Morphs: Infomorph/Eidolon, Basic Pod, Pleasure Pod, Specialist Pod

INDENTURE

You may have handed yourself over to the hypercorps before the Fall, going off-world to escape a life of violence and misery on Earth, or you may have escaped the horrors of the Fall as an infugee. Either way, you left Earth with nothing, and you spent years selling your time and labor as an indenture. Now you’ve earned your freedom and are taking your first cautious steps back into transhuman society as your own person. You might only have a dim understanding of current events and culture—your activities

and news sources were heavily restricted during your indenture—but your work has helped you sharpen some skills and come away with a decent understanding of new corporate culture.

Advantages: +10 Networking: Hypercorp skill, +20 to one Profession: [Field] skill of your choice, +10 to one other skill of your choice

Disadvantages: None

Common Morphs: Cases, Splicers, Rusters

MACHINE INFOLIFE

You were programmed to facilitate transhumanity’s interactions with complex systems. You understand computers, robots, and machines more than you do transhumans.

Advantages: +10 Infosec skill, +30 Interfacing skill, +20 Programming skill, Machine Intuition trait

Disadvantages: Poorly Socialized trait, Real World Naiveté trait, Social Stigma (AGI) trait

Common Morphs: Infomorph/Eidolon, Specialist Pod, Synth, Worker Pod

MAKER NOMAD

The sparsely settled high desert of northern Mars is your homeland—one your people are slowly converting into a new home for transhumanity. You’ve been raised from childhood to be a consummate engineer while respecting the delicate balance of the evolving Martian climate. The sufi nomads are allies, and perhaps blood relations, to your maker clan. Your upbringing gives you an edge at surviving on improvisation in the harshest of climes.

Advantages: +10 to one Academics: [Field] skill of your choice, +10 to one Hardware: [Field] skill of your choice, +10 Profession: Terraforming skill, +10 Scrounging skill

Disadvantages: None

Common Morphs: Dragonfly, Martian Alpiner (p. 162, *Sunward*), Ruster

NEANDERTHAL UPLIFT

Until a few decades ago, your species was extinct. The first resurrected neo-neanderthals had no pre-existing culture to build upon, but that hasn’t stopped your kind from inventing something new, even if you really are just making it up as you go along.

Advantages: +20 Art: Music skill, +10 to one Networking: [Field] skill of your choice, +10 Freerunning skill, +10 to one Profession: [Field] skill of your choice

Disadvantages: Social Stigma (Uplift) trait

Common Morphs: Neanderthal (p. 162, *Sunward*), Splicer

OCTOPUS UPLIFT

Yours is the least-human uplifted species. More so than other uplifts, you think and live a step apart from transhuman norms. By nature inclined to solitude and a restful, reactive life, the frenetic pace and hyperactive socializing of most transhumans is strange and

off-putting. You must work to engage with others as a new type of protective camouflage, lest you be left isolated, exposed, and out-competed.

Advantages: +10 Deception skill, +10 Disguise skill, +10 Free-Fall skill, +10 Infiltration skill, +10 Swimming skill, Hardening (Isolation) trait

Disadvantages: Solitary trait, Social Stigma (Uplift) trait

Common Morphs: Flying Squid, Octomorph, Takko (p. 144, *Panopticon*)

PARROT UPLIFT

You have an easier time than most other uplift species when dealing with transhumans, as parrots were often viewed as smart and beautiful companion animals. As most people have positive stereotypes that you'll be gregarious and entertaining, it's easier to get on in life, but that also requires playing in to those stereotypes with funny impressions, non-sequiturs, and keeping your plumage bright.

Advantages: +10 Flight skill, +20 Impersonation skill, +10 to a Networking: [Field] skill of your choice, First Impression trait

Disadvantages: Social Stigma (Uplift) trait

Common Morphs: Neo-Avian

PIG UPLIFT

You have more of a place in society than many uplifts. Although your species was only recently uplifted, it has quickly become widespread because you make excellent workers. Pigs are smart, dedicated, have excellent memories, and can pick up trades quickly. You left the lab with some in-demand skills, an honest shot at a job, and a way to take care of yourself. There's still discrimination, and you have to watch for some legal restrictions here and there, but by sticking to the right habs and keeping your snout down there's a good life if you work for it.

Advantages: +10 Investigation skill, +10 Perception skill, +20 Scrounging, +10 Networking: Hypercorp skill, +10 to a Profession: [Field] skill of your choice

Disadvantages: Impaired Balance (Level 1) trait (p. 145, *Panopticon*), Oblivious trait, Social Stigma (Uplift) trait

Common Morphs: Neo-Pig (p. 143, *Panopticon*)

RESEARCH INFOLIFE

You were programmed to analyze and study, with the express intent of aiding transhuman scientific endeavors.

Advantages: +20 to one Academics: [Field] skill of your choice, +10 Interfacing skill, +30 Research skill

Disadvantages: Real World Naiveté trait, Social Stigma (AGI) trait

Common Morphs: Infomorph/Eidolon, Specialist Pod, Synth

SUFI NOMAD

The people of your clan raised you to be a salik—a wayfarer, striving for purity of heart, intoxicated by the love of God. Your clan shared the northern deserts of Mars with the maker clans—your allies and sometimes blood relations. Your upbringing taught you both to survive and to evade the notice of greedy hypercorps. Whether or not you still hold to the spiritual aspects of your upbringing, you are a child of the Martian desert—a land as beautiful as it is forbidding.

Advantages: +10 Art: [Field] skill of your choice, +10 Infiltration skill, +10 Navigation skill, +10 Scrounging skill

Common Morphs: Martian Alpiner (p. 162, *Sunward*), Olympian, Ruster

TITANIAN HULDER

You were an original colonist on Titan, but unlike the others that stayed in the habs, you went native. You and the other hulder adapted your forms to survive in the cryogenic Titanian environment, forging a new nomadic lifestyle.

Advantages: +10 Academics: [Field] skill of your choice, +10 Animal Handling skill, +10 Profession: Prospecting skill, +10 Scrounging skill

Disadvantages: None

Common Morphs: Hulder (p. 186, *Rimward*)

NEW FACTIONS

These optional factions can be used when employing the original character generation system (p. 130, *EP*).

BELTER

Most people see the Belt as a waypoint between the inner and outer system, teeming with pirates and criminals, or a simple resource to be exploited. For you, the Belt is the true melting pot of transhumanity, where you can find a sampling of all the major factions and the best and worst of each.

Advantages: +10 Free Fall skill, +10 to any two Networking: [Field] skills of your choice, +10 to a Profession [Field] skill of your choice

Disadvantages: None

Common Morphs: Bouncers, Splicers, Synths

BIOCONSERVATIVE

You think transhumanity is recklessly careening down a dangerous path and putting the entire species at risk. You may have religious objections to resleeving, forking, and uplifts, or you may simply believe technology should be restricted by the authorities for the security of everyone.

Advantages: +10 Networking: Hypercorps skill, +10 to one Pilot: [Field] skill of your choice, +20 to one Profession: [Field] skill of your choice

Disadvantages: Must start with a Flat or Splicer morph, may not start with any nanoware or advanced nanotech

Common Morphs: Flats and Splicers

EUROPEAN

As a European, you consider your home the most enlightened polity in Jovian space. You value science and a technoprogressive agenda, while opposing the bioconservatism of the Junta and its dominance around Jupiter. The ocean depths are the focal point of your interests and culture.

Advantages: +10 to one Academic: [Field] skill of your choice, +10 Pilot: Watercraft skill, +20 Swimming skill

Disadvantages: None

Common Morphs: Cetus (p. 185, *Rimward*), European biomorph variants (p. 188, *Rimward*), Selkie (p. 187, *Rimward*)

EXHUMAN

Humanity is weak, and you intend to elevate your body and mind to a superior state of existence. You embrace new and developing technologies, no matter how dangerous and untested, to perfect your physical form and upgrade your mind. You intend to survive and dominate, no matter the cost.

Advantages: +20 to one Combat skill of your choice, +20 to one Exotic Melee: [Field] or Exotic Ranged Weapon: [Field] skill of your choice, +10 Fray skill, +10 to one Medicine: [Field] skill of your choice, +10 Psychosurgery skill

Disadvantages: Mental Disorder (Choose One) trait, Modified Behavior (Level 2) trait, Social Stigma (Exhuman) trait

Common Morphs: Any, but heavily modified

ORBITAL

You still call Earth your home, though you never set foot there—you watch it from above, planning one day to return. Orbital society is a mash-up of Earth cultures that cling to their old ways and traditions. Progress isn't as important to you as remembering where you came from.

Advantages: +10 Free Fall skill, +10 to any two Networking: [Field] skills of your choice, +10 to a Pilot: [Field] skill of your choice

Disadvantages: None

Common Morphs: Cases, Splicers, Synth

OUT'STER

You have made your home in the far outer reaches of the solar system, living among others that no longer have interest in transhuman affairs and are methodically sloughing off their old ways. You may be intent on leaving the solar system for good, diving into a new virtual existence, or pursuing some other private or unusual interest far away from others.

Advantages: +20 Free Fall skill, +10 Interfacing skill, +10 Pilot: Spacecraft skill, +1 Moxie

Disadvantages: Shut-In trait (p. 147, *Panopticon*)

Common Morphs: Bouncers, Flexbots, Infomorphs

PRECAUTIONIST

You take a stance between the bioconservatives and technoprogressives: technology should be proven safe, before it is widely adopted. You favor restricting access to new technologies, offering incentives for hypercorps to pursue thorough safety tests, and harshly punishing those who recklessly deploy dangerous tech.

Advantages: +10 to one Academic: [Field] skill, +10 to any two Networking: [Field] skills, +10 to one Profession: [Field] skill of your choice

Disadvantages: None

Common Morphs: Any

RECLAIMER

To your point of view, transhumanity is nothing without its homeworld. Reclaiming Earth from the machines isn't just important for self-identity, it's proof that transhumanity can overcome its obstacles and claim its place in the universe.

Advantages: +10 to a Language: [Field] skill of your choice, +20 Networking: Ecologists skill, +10 to a Pilot: [Field] skill of your choice

Disadvantages: None

Common Morphs: Any

RINGER

You call the rings and moonlets of Saturn your home. Though you enjoy the isolation and quiet when you are out soaring the vacuum, you also consider yourself part of a community of eccentrics, scientists, and other brinkers.

Advantages: +20 Flight skill, +10 to one Networking: [Field] skill of your choice, +10 Pilot: Spacecraft skill

Disadvantages: None

Common Morphs: Bouncer, Courier (p. 185, *Rimward*), Novacrab, Ring Flyer (p. 187, *Rimward*)

SAPIENT

You believe that uplifts and AGIs are as much a part of transhumanity as humans, and therefore deserve equal rights and liberties. In the same vein, you uphold that all life has value and that the personhood of all sapient creatures should be recognized.

Advantages: +10 to any one skill of your choice, +10 to one Networking: [Field] skill, +10 to one Profession: [Field] skill, +10 Protocol skill

Disadvantages: None

Common Morphs: Any

SIFTER

You are a proud and independent member of Mercury's nomadic and proletarian mining culture. You prefer to live free of any corporate entanglements, but the harsh realities of survival on Mercury mean you must sometimes deal with your hypercorp neighbors.

Advantages: +10 to one Networking: [Field] skill of your choice, +10 to a Pilot: [Field] skill of your choice, +20 Profession: Mining skill

Disadvantages: None

Common Morphs: Arachnoids, Cases, Synth, Worker Pods

SINGULARITY SEEKER

Everyone agrees the TITANs were a problem, but to you they were also a harbinger. If transhumanity has any hope of survival, in the universe, it must expand its mental capabilities by several orders of magnitude. You have dedicated yourself to finding a way to achieve an exponential increase in intelligence and ascending to a new, god-like state of existence—whether you want this just for yourself or for everyone is up to you.

Advantages: +10 Interest: TITANs, +10 Interfacing skill, +10 Networking: Criminal skill, +20 Psychosurgery skill

Disadvantages: Social Stigma (Singularity Seeker) trait

Common Morphs: Hyperbright (p. 186, *Rimward*), Menton, Savant (p. 187, *Rimward*)

SKIMMER

You hail from the brinker culture that thrives in the upper atmosphere of Uranus and Neptune, populated by misfits, loners, outcasts, and survivalists. The one thing that binds you together is the struggle for existence in the outer reaches. Gas mining provides a way of life, but the thrill of racing the winds and storms of the ice giants is what makes you feel alive.

Advantages: +10 Flight skill, +10 to one Networking: [Field] skill of your choice, +20 Pilot: Aircraft skill

Disadvantages: None

Common Morphs: Any

SOLARIAN

You have surrendered the stresses and concerns of transhuman affairs and embraced the serene, nomadic, and free-wheeling ways of the pods of surya that swim around the sun.

Advantages: +20 Free Fall skill, +10 Navigation skill, +10 Perception skill

Disadvantages: None

Common Morphs: Salamander, Sundiver, Surya (pp. 163–164, *Sunward*)

NEW TRAITS

This book introduces a number of new Positive and Negative traits, as well as a new category of Neutral traits. These follow all of the rules for traits given in the core rulebook (pp. 123, 136, and 145, *EP*). Unless otherwise noted, traits listed are ego traits.

POSITIVE TRAITS

Positive traits provide bonuses in certain situations.

AGI AFFINITY

Cost: 5 CP

The character has spent a significant amount of time around AGIs, to the point where socializing with an AGI is far easier. The character gains a +10 modifier on Social Skill Tests against AGIs as well as characters with the Real World Naiveté trait.



AGI SOCIALIZATION

Cost: 10 CP

Only AGI characters may take this trait and only during character generation. The character is more adept at interpreting social cues than the average infolife. The character gains a +10 bonus on all Kinesics Tests made against transhumans. This bonus does not apply to other AGIs, uplifts, aliens, or exsurgenents.

ASync FAMILIARITY

Cost: 5 CP

This character has a keen sense for the subtle behavioral clues and micro-expressions that many asyncs unconsciously adopt after their infection. As a result, they may make a Kinesics Test to identify an async as such on their behavior alone. Gamemasters are encouraged to make this test difficult (-30) at best, given that there is usually no outward sign of Watts-MacLeod infection or the use of psi sleights. This trait is most common among asyncs, but it may be allowed for characters that have studied asyncs or spent significant time in their presence.

DIGITAL GHOST

Cost: 10 CP

The character has an intuitive knack for keeping their computer intrusions out of the spotlight. Once per game session, the hacker may prevent a Severe Failure or Critical Failure from downgrading their status on a hacked system (see *Failing Tests*, p. 257, *EP*).

DOMINANT STRAIN (ASYNCS ONLY)

Cost: 10 CP

This trait is only available to asyncs. The Watts-MacLeod virus has a special hold on the async and aggressively resists attempts by other strains of the exsurgent virus to gain a foothold in the character. Instead of the usual -20 penalty to resist infection, the character gains a +10 bonus. Any time they must make such a test, however, they immediately suffer the effects of a derangement for 1d10 hours after the test is resolved as the Watts-MacLeod strain asserts itself. They incur no stress along with this derangement, but multiple tests to resist infection may, at the gamemaster's discretion, incur additional derangements.

DRUG EXCEPTION (EGO OR MORPH TRAIT)

Cost: 10 CP

The character or morph has an unusual resistance to addiction for one particular biological or chemical drug (but not nanodrugs or narcoalgorithms). Addiction Tests for using that drug or resisting an addiction craving are made with a +20 modifier. Furthermore, the character halves the penalty for minor and moderate addiction to that drug, but still suffers full penalties from major addiction.

EGO PLASTICITY

Cost: 10 CP (Level 1), 20 CP (Level 2),
or 30 CP (Level 3)

Merging forks can be stressful under the best of circumstances, but some people handle the process better than others. Per level, the character gains a +10 modifier on all Merging Tests and suffers -1 SV when merging forks.

ENLARGED SIZE (MORPH TRAIT)

Cost: 10 CP

This trait increases the size of an existing morph model from either small to medium or medium to large (morphs may only be enlarged once). Morphs enlarged to a medium size lose the effects of the Small Size trait (p. 95) and gain 5 points of Durability. Morphs enlarged to a large size gain the effects of the Large Size trait (p. 94) and 10 points of Durability. Durability increases also effect Wound Threshold and Death Rating as normal. Enlarging a morph may affect other changes at the gamemaster's discretion. For example, morphs that relied on their small size for flight may lose that capability or suffer modifiers.

ENTREPRENEUR

Cost: 10 CP (Level 1), 20 CP (Level 2),
or 30 CP (Level 3)

This character is the owner or co-owner of their own small hypercorp, microcorp, or business franchise—or an active participant in an autonomist cooperative, collective, or work syndicate. This entity has its own reputation score in an appropriate social network; at the beginning of game play, this rep score equals the trait level x 20. As an owner/member, the character can call upon this rep score for favors, information, and goods, just as they would their own rep score.

At the gamemaster's discretion, this venture can provide other benefits, such as enabling opportunities for smuggling, making official inquiries, or providing a cover for clandestine activities. Though a character can handle much of their management/participation in their businesses or cooperative work project via the mesh and forking, the gamemaster should ensure that the relationship is not strictly a one-way street and occasionally place obligations on the character to take care of business affairs. The gamemaster and player should work together to define the nature of the business/cooperative, such as what it focuses on, where it is based, and the other important participants. These ventures are more than just another resource for the character to call upon, as they can also be used to sew new plot seeds or create new role-playing opportunities.

The reputation score of this venture should fluctuate during game play, much like a player character's. This may be in part due to the character's actions, but could also result from economic or political factors outside the character's control.

ESTABLISHED FORK

Cost: 5 CP

The character begins the game with a fully instanced fork of themselves, and the player can specify if it is an alpha, beta, or delta fork; beta and delta forks will have their stats adjusted according to the rules outlined on pp. 273–274, *EP*. Psychosurgical alterations that differentiate the fork from the character such as personality edits, mannerisms, and gender/sexual identity (but not traits) can be defined by the player and incorporated into the fork at no cost. Any other positive or negative mental traits taken for the fork must be purchased and applied to the fork exclusively. The fork's morph and gear must be paid for and provided by expenditure of the character's own CP and starting credits. This trait ensures the fork is established and recognized as legal in whatever habitat the character lives in when the game starts, but there is no guarantee that the fork would be recognized as legal elsewhere or that the legality will remain current once the game is underway. This trait can be taken more than once. Players should carefully coordinate with their gamemaster to ensure a common understanding of the fork's place in the game and how they can be utilized.

GOLD STAR

Cost: 10 CP

At some point in their past, this character did something that permanently earned them a place in the historical annals of a particular faction. Choose one faction. Each time the character interacts with that faction (such as with Networking Tests) or with an NPC from this faction who knows the character, they gain a +10 modifier. This trait is incompatible with the Black Mark trait (p. 149, *EP*) for the same faction.

HARDENING

Cost: 10 CP

Either through repeated exposure or simply due to a willful aspect of the character's personality, the character is desensitized to one particular type of stressful experience. The player may choose one entry from the Stressful Experiences table (p. 215, *EP*), the Continuity Stress table (p. 233, *EP*), or any other specific experience that causes stress, such as specific psychosurgery procedures or Alienation Tests with a particular type of morph, with gamemaster approval. They are immune to stress from this source. This trait may be taken more than once, for hardening to different experiences. Each time it is taken, the character's maximum Moxie score is reduced by 1. Characters may not become hardened to the merging of forks. Characters that become hardened through repeat exposure (p. 214, *EP*) gain this trait for free.

HEIGHTENED INSTINCT (UPLIFTS ONLY)

Cost: 10 CP

This trait is only available to uplifts. Though the character is fully sapient and normally socialized, the uplift process left much of their unconscious instinct intact, and they are able to synthesize a great deal of contextual information instinctively. This provides a marked advantage when dealing with confusing or tense situations, as the character's subconscious drives their actions and responses faster than conscious decision-making. The character receives a +1 bonus to Initiative and ignores up to -10 of any modifiers for distraction when making skill tests.

INDENTURE HOLDER

Cost: 30 CP

The character currently owns the indenture contract of another ego. The person subject to indenture could be anyone from a Fall infugee to a criminal working off the damages of an assault charge. The indenture itself could have been voluntarily arranged with the character, awarded by a court, or the character could have bought it through IndEX (p. 162). The terms and conditions that will end the indenture should be clearly determined as a set credit amount, levels of favors expended, or provision of specific services. It is recommended that the contractual services are reasonably likely to be completed within 6 months. Players and gamemasters should collaborate to establish the relationship the character has with the indenture and the exact skills and reputations of the NPC. Gamemasters should be very careful that this trait is not abused, and remember that, as the indenture holder, the character also has some responsibilities to the NPC. Physical harm, mental trauma, and illegal activities could negate the terms of indenture and may have serious repercussions for the character. Should the character treat their indenture well, they could become a trusted ally, but ill treatment could make them into an enemy (p. 149, *EP*).

INTUITIVE CRACKER

Cost: 10 CP (Level 1) or 20 CP (Level 2)

When it comes to brute-force hacking, this character has an intuitive sense for finding and deploying the right exploit tool for the job. Reduce the base timeframe for brute-force hacking (p. 257, *EP*) by 20% per level. Since brute-forcing a system is normally a Task Action with a 20 Action Turn timeframe, at Level 1 this timeframe is reduced to 16 Action Turns and at Level 2 it is reduced to 12 Action Turns. As usual, every 10 points of MoS on the Infosec Test may reduce this another 10%; these and other reductions (such as from Speed and extra actions; p. 96) are added together before they are applied to the timeframe.

KILLER INSTINCT (UPLIFTS ONLY)

Cost: 15 CP

This trait is only available to uplifts, and is most common in those from octopus or orca genestock. During uplift the most predatory aspect of the character's psyche was left largely intact, and this has left them comfortable with bloodletting. The character does not take stress from committing extreme violence in situations they feel are justified and necessary, and they receive a +30 modifier on Stress Tests when witnessing extreme violence committed by others.

MACHINE INTUITION (AGIs ONLY)

Cost: 10 CP

This trait is only available to AGIs. The AGI is so attuned to dealing with machines that it has an intuitive knack for discovering the actual source of electronic or programming problems. Apply a +10 modifier to Interfacing, Hardware, or Programming Tests that involve diagnosing a technical problem or repairing it.

MALLEABLE MIND

Cost: 10 CP (Level 1), 20 CP (Level 2),
30 CP (Level 3)

Either through a natural quirk or psychosurgical conditioning, the character's neural architecture is especially malleable and more readily accepts psychosurgical changes. Apply a -10 modifier per level to the character's WIL x 3 Test when receiving voluntary psychosurgery (including neural pruning of forks). This modifier does not apply to involuntary psychosurgery.

MINION/PARTNER

Cost: 30 CP

The character has a personal employee, assistant, intern, or other form of retainer on hand to help them out. This could range from a hired bodyguard to a personal secretary to a solo socialite entourage. The relationship also does not need to be hierarchical; the character could have a partner or other collaborator. This minion/partner should be developed in conjunction between the player and gamemaster and fully drawn up using the character creation rules, with their role and motivations spelled out. While most minions are in it for the money, and most partners share an interest or goal with the character, this NPC might also be motivated by loyalty, friendship, personal career interest, fandom, or to repay a debt or obligation. For the most part, the player should be allowed to run this NPC as a secondary character. The minion/partner is an NPC, however, and the gamemaster may take control of the NPC at any time. The relationship must be maintained, else the minion/partner will part ways with the character. The character should occasionally have to address the minion's or partner's own needs, which can be exploited for roleplaying and plot purposes.

MORPH FEVER RESISTANCE (ASYNCS ONLY)

Cost: 10 CP

This trait is only available to asynchs. The asynch does not suffer stress effects from extended periods sleeved in a pod, synth, or infomorph.

MURDER SIMULATOR ADDICT

Cost: 10 CP

Thousands of hours spent in various simspace combat games have sharpened the character's aim and reflexes—or they've simply spent an inordinate amount of time at the range practicing headshots. When making called shots in ranged combat to target an opponent's head, this character does not suffer the usual -10 called shot modifier. They still suffer the -10 modifier for other called shots, however.

PERSONAL CONNECTION

Cost: 15 CP

The character has some sort of personal connection that often allows them to get one particular category of goods or services at a discount in most major habitats. Perhaps an old friend owns a body bank corp, their family is in the shipping business, they won a lifetime membership discount for a common retail chain, or someone in a criminal cartel owes them a life-long obligation. The player chooses one particular type of goods or services, such as morphs, cargo shipping, weapons, robots, software, implants, and so on. The character can usually acquire these goods or services at one cost category cheaper. This does not apply to Expensive goods. The player may use this trait as often as they wish, but the gamemaster may rule that is simply not available in certain settlements—their connection may not have a presence there or may be too strained for resources to offer the discount. Also at the gamemaster's discretion, if the character takes actions that would substantially compromise the relationship that enables this discount, they may be temporarily unable to use this trait or may even lose it for good. This trait does not reduce the cost of goods and services acquired during character creation, nor may it be taken in conjunction with the Tenure trait.

PHOENIX

Cost: 10 CP (Level 1) or 20 CP (Level 2)

Transhumans who die and resleeve frequently are nicknamed "phoenixes." Death holds little sway over these daring characters, so the trauma of lost continuity has lost much of its sting. The character gains a +20 bonus on Continuity Tests at Level 1, and a +30 bonus at Level 2.

POTENT MIND (ASYNCS ONLY)

Cost: 5 CP

This trait is only available to characters that also have the Psi trait and the Psychic Stab sleight. The

character's mind is especially invasive and damaging when used against others. Inflict an extra 1d10 DV when using the Psychic Stab sleight.

PREDATOR (UPLIFTS ONLY)

Cost: 10 CP

This trait is only available to uplifts, and is most common in those from octopus or orca genestock. The uplift retains the thrill of the hunt from its predatory ancestry. The character receives a +10 modifier on Infiltration Tests when stalking a target and a +10 bonus on the first attack against a surprised opponent.

SKILL ARTIFACT (MORPH TRAIT)

Cost: 10 CP (Level 1) or 20 CP (Level 2)

The morph has latent skills stored in muscle memory or as higher-level data that refuses to be erased. This is especially common for exotic or alien morphs. At level 1, the morph has a single Active skill at a rating of 30 (plus aptitude) or a single Knowledge skill at 40 (plus aptitude). Level 2 adds a second skill. This new skill suppresses the ego's pre-existing rating in that skill, similar to a skillware system. These skills cannot be changed or turned off as long as the ego is sleeved in that morph. This does not reduce the number of skills that can be used as part of a skillware system. This trait may not be bought more than once.

SOCIAL ANIMAL (HOMINID/CETACEAN UPLIFTS ONLY)

Cost: 15 CP

This trait is only available to hominid and cetacean uplifts. The species of origin for these uplifts naturally forms tightly bonded social groups, and that characteristic has been enhanced along with their intelligence. Whenever characters with this background are around family or close associates, they feel a strong sense of security and purpose that grants a +10 bonus on all Stress Tests.

SPACECRAFT

Cost: 30 CP

Buying a personal spacecraft is far beyond the means of most characters. This trait, however, puts a spacecraft in the character's hands, with certain conditions. This trait may only be taken with game-master approval and it is best only considered for campaigns where regular space travel is likely to be a major element. Somehow, the character is responsible for a bulk carrier, GEV, LLOTV, scum barge, SLOTV, or standard transport. How and why this occurred—and what strings are attached—should be worked out between the player and gamemaster. The character could be an employed pilot or captain, placed in charge of a hypercorp-owned vessel. Perhaps they are borrowing a ship belonging to a criminal cartel, hyperelite dynasty, or anarchist collective. Maybe they built the ship on their own, but placed themselves permanently in the debt of an esoteric brinker group or smuggling crew to get the materials they needed.

The ship may even be stolen, with a bounty out for its recapture. Whatever the circumstances, the character should occasionally be obligated to meet or avoid the needs and demands of the ships' rightful owners, its passengers, and its crew. For example, the character may have salvaged a derelict vessel and converted it into a refugee barge during the Fall, but must now deal with the scum squatters that have effectively taken it over. Operating a ship also comes with a host of logistical issues, from acquiring reaction mass to making deals for passengers and cargo to somehow funding an inexhaustible list of critical repairs. Keeping the ship operational could become a campaign unto itself.

TACNET SNIPER

Cost: 10 CP

If they have eyes on the target through an ally's tacnet link, the character can make indirect fire attacks with only a -10 modifier rather than the usual -30. This only applies if the character uses tacnet, not through any other means.

TENURE

Cost: 10 CP

The character holds a tenured professorship at a university such as Titan Autonomous University or the University of Mars. This position gives them privileged access to the university's resources, funds, and grad assistants. The character receives a +20 bonus on Networking Tests involving the university and its staff. Additionally, favors such as goods, services, and information acquired via those university network connections are one favor level lower. These bonuses do not extend outside the university's influence. The tenured character will, of course, be expected to occasionally produce research results or other findings or pieces of work to validate their exploitation of university resources.

TRAUMA TOLERANCE

Cost: 10 CP (Level 1) or 20 CP (Level 2)

This character has a higher threshold for handling traumatic experiences and is better at ignoring the effects of stress on their abilities and concentration. Level 1 allows them to ignore the -10 modifier from 1 trauma. Level 2 allows them to ignore the -10 modifiers from 2 traumas. Initiative modifiers still apply. In both cases, the character is also not immediately inflicted with any derangements as a result of these traumas. Any additional traumas affect the character as normal; postponed derangements don't count for the purpose of raising derangement effects, but they do count towards determining when a disorder is applied. Blocking out traumatically stressful experiences is a temporary measure, however, as the experience still lingers and festers in the dark recesses of the character's mind. A short period of time later (1d10 ÷ 2 hours, round down), the character's facade of mental fortitude will crack

and the -10 trauma modifier(s) and derangement(s) will kick in at one level higher. A character who ignored a trauma that would have inflicted a minor derangement, for example, will a few hours later be struck by a moderate derangement.

UNTARNISHED REPUTATION

Cost: 15 CP

Through fame, a lifetime of achievement, or some lucky quirk, the character's reputation in one particular social network is very difficult to assail. Choose one reputation network. Any test to attack the character's reputation in that network suffers a -30 modifier, and any rep losses in that network are automatically halved. This does not apply if the character burns their own rep.

NEGATIVE TRAITS

Negative traits apply penalties in certain situations.

AGGRESSIVE GRM (MORPH TRAIT)

Bonus: 10 CP

This trait is generally only found on uplift biomorphs, but might be included on any unusual high-end or custom biomorphs. A much more aggressive version of the genetic rights management used in rusters and other morphs that require maintenance through GSPs (see *Planned Obsolescence*, p. 165, *Sunward*), the genehacking used in creating this morph is atypical and includes many sections of suppressed effects and potential problems that make it difficult for anyone not familiar with the initial design to modify the morph. Unless "unlocked" by the designer through further genehacking, this morph is sterile, and will reject any biomods not listed as standard for the morph. Worse, due to the extensive and limiting manipulation of the morph's DNA, it is much more prone to cancers and longevity issues than other morphs and has an average life expectancy of only 30-40 years. At the gamemaster's discretion, Medicine Tests to modify or even heal this morph may suffer modifiers ranging from -10 to -30.

ANOMALOUS MIND

Bonus: 20 CP

Found almost exclusively in AGIs, uplifts, and the subjects of highly experimental psychosurgical procedures, your mental patterns are dramatically outside the norm of transhumanity. The uniqueness of their mental map makes psychosurgery, routine backup, and resleeving difficult and risky. Any attempts to perform psychosurgery on the character suffer a -10 penalty and automatically cause 1 SV in addition to any other results and regardless of the success or failure of a procedure. Also, backing up and resleeving are not automatic (pp. 268-271, *EP*) and require active management of the process. Any technician operating the ego bridge during such procedures must succeed on a Psychosurgery Test or the backup/sleeving attempt will fail.

BETA

Bonus: 20 CP

This character is a beta fork of their original self, which for some reason is no longer alive (most likely lost during the Fall). They were created some time ago, so they have grown and overcome most of their original aptitude deficiencies. This character may not have a Moxie higher than 1 and no Active skills higher than 60, nor may they possess the Psi trait. They also have only a limited set of their original self's memories—much of their previous life is simply lost to them. They automatically receive the Edited Memories trait (p. 149, *EP*), without gaining the bonus CP. Beta forks are, of course, illegal in many jurisdictions, and some consider them less than human (the gamemaster may apply a Social Stigma: Beta trait in appropriate circumstances; again no bonus CP are gained).

BOTCHED MERGE

Bonus: 15 CP

In the past, the character suffered a serious complication during an attempt to merge a fork that caused irreparable damage to their ego map, leaving them with a weaker grip on their memories and own identity. For some reason—perhaps due to irreproducible memories or information that would otherwise be lost, moral conviction, or the lack of any prior backup states to re-instance—the decision was made to carry on with a damaged mind. Now, high-stress situations can cause periods of dissociation, amnesia, and body alienation. Whenever the character takes stress damage, they must succeed on an INT x 3 Test or immediately enter a dissociative state where they feel disconnected from their body, lose some awareness of the events around them, and/or forget certain information, memories, or skills. In this state they suffer a -10 penalty on all tests. The dissociative state persists for one minute or for the duration of a derangement if one is acquired due to trauma.

BOTCHED UPLIFT (UPLIFTS ONLY)

Bonus: 30 CP

This trait is only available to uplifts. Although possessed of a rough self-awareness and the trappings of sapience, your mental development is flawed. Despite the best efforts of your creators and teachers, you cannot ever fully overcome your mental limitations and serious social awkwardness. Even psychosurgery is unlikely to fix you. You have an aptitude maximum of 10 for both COG or SAV. You have difficulty keeping up with others in complex social situations and are likely highly reliant on your muse to organize your life and coach you through your daily affairs. Whoever does interact with you likely treats you with either contempt or pity, as your difficulties are apparent to anyone who has more than the briefest exchanges with you.

CURBED INTELLIGENCE (AGIs ONLY)

Bonus: 10 CP

Fearful of AGIs that might develop into seed AIs like the TITANs, some developers have programmed extra safeguards and precautions into AGI mind-states to limit their intelligence. The aptitude maximum for COG for this AGI character is 15.

DEBT

Bonus: 10 CP (Level 1), 20 CP (Level 2), 30 CP (Level 3)

The character is in debt to a loan shark or powerful organization that demands regular payments. The debt may be the result of a legitimate loan or the character may be a victim of extortion. Either way, the character is expected to pay, with an interest rate that is far above standard (and possibly illegal), and the creditor organization will not take no for an answer.

The approximate level of debt is equal to the following amount:

Level 1: 20,000 credits

(plus 1d10 x 500 credits in weekly interest)

Level 2: 40,000 credits

(plus 2d10 x 500 credits in weekly interest)

Level 3: 60,000 credits

(plus 3d10 x 500 credits in weekly interest)

Each week the character is expected to make a payment on the debt equal to the weekly interest. Failure to do so will cause the creditor organization to retaliate, which can take any number of forms. Hypercorp creditors may lower the character's rep by publicly declaring them a deadbeat while criminal syndicates may send ego hunters to extract full payment. Many organizations employ debt collectors that know how to get money from reluctant debtors one way or the other. If the character completely reneges on this debt, they gain the Black Mark (Level 2) and Enemy traits.

Characters may be given the option of working off their weekly interest payment—or even their entire debt—by performing a job or other favor for the creditor organization. Generally, this will be a high risk mission for which the organization does not want to use its own personnel, such as retrieval of data from an exsurgent-infested abandoned habitat or assassinating the head of a Martian crime syndicate. The higher the debt is, the more dangerous or difficult the mission will be.

DEFERRED INDENTURE

Bonus: 5 CP (Level 1), 15 CP (Level 2),
or 20 CP (Level 3)

Due to a prior contract or sentence, this character has a pending indenture that has yet to be redeemed. The character is legally obligated to perform whatever work is asked of them to repay their debt. At Level 1, the value of the indenture is equivalent to 5,000 credits or a Level 4 favor. At

Level 2, it is worth 20,000 credits or a Level 5 favor. At Level 3, the indenture is worth 40,000 credits or two Level 5 favors. If the indenture is not honored when called in, the character will be subject to the legal consequences, up to and including pursuit by law enforcement and additional criminal penalties from the originating jurisdiction. Gamemasters and players should outline the circumstances that led to the establishment of the indenture.

DEPENDENT

Bonus: 5 CP

This character has a dependent—a child, a disabled family member, or even a much-loved but needy smart animal pet. Though the character can leave their ward's care in the hands of a fork or others, they must occasionally attend to the dependent's needs and may sometimes be forced to bring the dependent with them. The player and gamemaster should work out the specifics of the dependent NPC together; this NPC should have no skills or abilities of value to the player character. The dependent should be a potential vulnerability for the character that enemies or rivals could exploit.

DIVERGENT PERSONALITY

Bonus: 10 CP

Something about this character makes their forks diverge from their core personality more quickly than usual. When attempting a merge, treat the fork's time apart as if it were one step lower on the Merging table (p. 275, *EP*). For example, a fork that is absent under an hour is treated as if it were away for 1–4 hours. Characters with this trait may not take the multi-tasking implant; the continual forking and merging is too stressful on their mind.

DOMINEERING (UPLIFTS ONLY)

Bonus: 10 CP

This trait is only available to uplifts and is most common among neo-hominids. The character retains pre-sapient neurological urges to gain social status via dominance. The character must make a WIL x 2 Test to use Persuasion skill in any situation where they can safely deploy Intimidation skill instead. Additionally, they must make a WIL x 3 Test to avoid responding to acts of intimidation with threat displays or violence, though such violence need not be lethal (note that they will still back down if someone successfully uses Intimidation skill on them). Since the evolutionary purpose of dominance structures is to minimize conflict, domineering uplifts prefer to surround themselves with submissive and will avoid entering situations where they know their dominance might be challenged.

Such domineering characters often suffer poor reputations in modern transhuman reputation networks. They may not start with a rep score higher than 40 in any rep network other than Guanxi.

DRUG FIEND (EGO OR MORPH TRAIT)

Bonus: 10 CP

The character or morph has a weak resistance to addiction. Addiction Tests (including attempts to resist addiction cravings) are made with a -20 modifier.

EMOTIVE BLINDNESS (AGIs AND UPLIFTS ONLY)

Bonus: 10 CP

This trait is only available to AGIs and uplifts. This character has difficulty reading the finer points of social cues, body language, expressions, emoting, and so forth for any transhuman outside of its own species. Apply a -10 modifier to Kinesics Tests used against anyone not of the same species as the character.

ERRANT FORK

Bonus: 10 CP

Whether through conscious action or a freak occurrence, you are not the only you out there. An alpha fork of yourself exists and has decided to pursue its own path. Though this fork is not necessarily an enemy, it does have its own agenda and interests that sometimes run counter to your own. There may be legal issues involved, such as competing claims over who is the original alpha and therefore has rights to any property (or in some jurisdictions, the right to exist). There may be social

awkwardness, as the division between you and your alpha forced you to compete over your friends, family, or even lovers. Though the alpha fork began with the same aptitudes, skills, traits, rep, and so on as yourself, it has diverged and begun to develop as a separate character, controlled by the gamemaster. Other complications in the relationship between these alphas should exist, enough that the other alpha should serve as an occasional hindrance or surprise. The alphas may, for example, have a strong rivalry going over their shared field of expertise or may simply feel a need to prove themselves better than the other.

FAULTY EDUCATION

Bonus: 10 CP

Not everyone receives the same quality of education and many are taught incorrect things. Some children, for example, are raised with an ideologically driven system that prizes obedience over truth and accuracy—something still common in certain Jovian, brinker, and religious communities. Others, like many infugees, isolates, and zeroed indentures, only have



SPHERE SYNTHMORPH ■ p. 196

access to substandard or obsolete reference material. No matter the cause, the character thinks they know far more than they really do. Once per session, the gamemaster may intentionally mislead the character when giving them the results of a Knowledge Skill Test or otherwise detailing some aspect of the setting or a social interaction, depending on the character's background. This misinformation represents the character's faulty understanding of the topic at hand and should be roleplayed appropriately, even if the player knows that their character is mistaken.

FRAIL SANITY

Bonus: 10 CP (Level 1) or 20 CP (Level 20)

This ego's mind is not as resilient as others. Its Lucidity is reduced by 5 per level. This also reduces Trauma Threshold by 1 or 2, respectively.

HOARDER

Bonus: 10 CP

With the limitations on living space and need for resource management in all but the wealthiest hubs, most transhumans are used to living with a minimal number of personal possessions. The flexibility and multi-purpose nature of most objects and availability of information, entertainment, and communication over digital or VR services all allow this to work well, but hoarders have a psychological compulsion to keep things that they don't need and serve no purpose. Particularly common among corvid uplifts and some Fall survivors that lost everything, characters with this trait have a hard time giving away or disposing of things. Unless their behavior is somehow managed, they will accumulate overwhelming collections of junk. Each day, the character must make a WIL x 3 Test to keep their compulsion under control. If they fail, they will keep any objects they would normally throw away or recycle (food packaging, drink bulbs, broken or useless objects like dead ectos, ammunition clips, and the like) and must acquire one new item that day; all of those items will be added to their hoard. Hoarders can force themselves to ignore this compulsion for a day by taking one point of stress damage. If they ever attempt to clean out their hoard voluntarily, or if the hoard is significantly reduced (by catastrophe or by hab maintenance workers forcibly removing it), the character takes $(1d10 \div 2) + 2$ SV.

IDENTIFIABLE QUIRK

Bonus: 10 CP

Transhumans may be able to switch bodies and travel the entire solar system to start a new life, but some things can't be left behind. The character has a unique behavioral quirk that makes identification easy, no matter the morph in which they are sleeved. Attempts to identify this character through Kinesics or similar skills gain a +10 bonus. This quirk could be a nervous twitch of the lips, distinct accent, noticeable laugh, or unusual gait. The character suffers a -30

modifier to all Impersonation Tests against targets aware of the character's quirk.

IMPAIRED PROPRIOCEPTION (MORPH TRAIT) (OCTOMORPHS AND FLYING SQUID ONLY)

Bonus: 10 CP

This trait is only available to octomorphs and flying squid morphs. Baseline cephalopods lack a sense of proprioception in their arms and tentacles, meaning they only know where their limbs are by looking at them. Though a standard proprioceptive sense was added to most octomorph and flying squid models, a number of germlines lack the proper neural structure. A morph with this trait suffers a -10 modifier on Fray Tests to avoid attacks or get out of the way and gains no benefits from the Ambidextrous trait.

INTENSE RELATIONSHIP

Bonus: 10 CP

Many characters retain close relationships with family, friends, and lovers. Sometimes, however, the interpersonal connection in these relationships becomes so intense as to be a detriment. The character is emotionally dependent on their relationship with a particular NPC to the point that being separated from the NPC is taxing. Each week the character goes without meaningful communication with the NPC, they suffer 1 point of stress. If cut off for more than two weeks, they also suffer a -10 modifier to all Task Actions until they are able to reconnect, as they are too distracted to focus. The character also suffers double the stress from witnessing the NPC being hurt or killed.

Basic operational security dictates that the character cannot tell the NPC anything about Firewall nor can they communicate with the NPC during a Firewall mission. Characters breaking these rules put the lives of their friends and family at risk. Gamemasters should have enemies of Firewall use friends and family against characters who break these rules.

LACKS MANIPULATORS (MORPH TRAIT)

Bonus: 10 CP

This morph lacks hands or other limbs with a fine manipulation capability. It is a common trait with quadrupeds (as well as certain smart animals). A morph with this trait may not be able to manipulate objects at all or may only be able to do so with a very limited capacity. Some morphs can hold small-sized or smaller tools, weapons, and other objects between their paws or in their mouths, for example, but unless these items have been specifically designed to operate with this morphology, the character will suffer a -30 modifier to use or may not be able to use them at all (gamemaster discretion). Objects that don't require physical manipulation, such as tools controlled by wireless commands, may be used normally. Some morphs with this trait—particularly quadrupeds—may be unable to hold an object between their paws and move at the same time or may require a SOM x 3 Test to retain their balance while standing upright to hold something.

LOST FORK

Bonus: 5 CP

A fork of the character has gone missing without a trace. The fork was legal and in compliance with all relevant laws and standards—then it vanished. The version that disappeared was an alpha fork, a complete recent copy of the character's ego that possesses sensitive knowledge about all aspects of the character's life. Players and gamemasters should discuss this trait before using it in their game and address the following questions: When did the disappearance occur? Why was the fork created? What was the fork doing just before the disappearance? What leads, if any, does the player possess at the start of the game?

This trait is often taken in combination with the Edited Memories, Enemy, and/or On the Run traits.

LOW-GRAVITY ADAPTATION (MORPH TRAIT)

Bonus: 10 CP

The morph is adapted to live in low gravity (0.15 g or less) and struggles in higher-gravity environments. Treat the character as suffering the effects of high gravity (p. 199, *EP*) for every full 0.2 g over 0.15. For example, while the character would operate fine on Luna or Titan, on Mars or Mercury (both 0.38 g) the character would be treated as if suffering the effects of 1 wound. On Venus (0.9 g), the character would be treated as if suffering the effects of 3 wounds. For each of these high gravity increments, also reduce the character's Walking Rate by 1 and their Running Rate by 4. While even low-gravity-adapted bodies can sustain the stress of high gravity (over 1 g) for temporary periods, the gamemaster may rule that long-term exposure to higher gravity may result in the accumulation of actual wounds, not just wound effects. This trait may not be applied to morphs with the High-G Adaptation trait.

MEMORY ARTIFACT (MORPH TRAIT)

Bonus: 5 CP

This particular morph has an anomalous neural structure. As a result, sometimes not all aspects of an ego are properly erased after it has been uploaded and the mind is customarily wiped. This morph has memories from a previous ego that continue to resurface. Once per week, the ego sleeved in the morph must make a MOX x 10 Test. If it fails, certain memories will manifest in the current occupant's mind. These memories are likely to be from emotionally charged or otherwise memorable events in a previous ego's life. The first time the latent memories activate, the ego suffers (1d10 ÷ 2) SV. Additional incidents of memory recall may or may not inflict stress, depending on the memory in question (traumatic ones certainly will), how drastically the memories conflict with the character's personality, and whether or not the character is aware of the source of these memories. The character naturally integrates these memories in with their own, making them a long-term or possibly permanent change that

can only be removed with psychotherapy. These memories may of course be useful for plot purposes, as they may include sensitive data, secrets hidden from the public, or information the previous ego does not want spread. Gamemasters should not allow this trait for morphs that will be sleeved for less than a week unless they increase the test frequency from weekly to daily.

NEUROCHEMICAL IMBALANCE (MORPH TRAIT)

Bonus: 5 CP

Something about this morph's neurochemistry (or its neurochemical simulators, in the case of pods and synthmorphs) is unbalanced. Egos that sleeve into this morph struggle with a strong, almost overwhelming emotion: sadness, despair, frustration, loneliness, manic intensity, anxiety, euphoria, and so on. The strength of this emotion may ebb and wane, but it is omnipresent enough to have a consistent impact on the character's mood and personality. This imposed emotion does not affect the character's abilities, but it should be taken into effect for roleplaying purposes. The emotion may be quelled with endocrine control implants (but not emotional dampers) or temporarily overcome via a Psychosurgery Test (for biomorphs) or Hardware: Robotics Test (for synthmorphs). Specific drugs may also reduce the effect, based on the particular aptitude affected. Despite these efforts, the emotion will return in 1d10 days.

NOT A TEAM PLAYER

Bonus: 10 CP

This character is socially awkward, self-centered, or has such low self esteem that they simply do not work well others. The character does not benefit from teamwork bonuses when others try to aid them, and if they attempt to aid someone else (whether voluntarily or forced), they will apply a -10 modifier to the test rather than aiding with a +10.

OVERWHELMED BY EMOTIONS (AGIs ONLY)

Bonus: 10 CP

This trait is only available to AGIs. The character has a particularly difficult time adjusting to hormonal urges and emotions when sleeved in biomorphs. The character suffers a -10 modifier when resisting any form of emotional manipulation, including Intimidation and most Persuasion Tests. Additionally the character suffers a -10 modifier to Stress Tests involving emotions, fear, or pain. At the gamemaster's discretion, certain intense emotions or rushes may temporarily overwhelm the character; if they fail a WIL x 3 Test, they are disoriented and must spend a Complex Action to regain their wits. Gamemasters should not allow this trait for characters that are unlikely to ever sleeve into biomorphs—or should at least occasionally put them in situations that force them into one. Endocrine control does not completely mitigate these effects, though some of the modifiers may cancel out.

PERSONALITY ARTIFACT

1D10 ROLL	RESULT
1	The character experiences a <i>boosted</i> behavior, per Behavioral Control (p. 231, EP).
2	The character experiences an <i>encouraged</i> behavior, per Behavioral Control (p. 231, EP).
3	The character experiences an <i>enforced</i> behavior, per Behavioral Control (p. 231, EP).
4	The character experiences a <i>limited</i> (6–10) behavior, per Behavioral Control (p. 231, EP).
5	The character experiences a <i>blocked</i> (6–10) behavior, per Behavioral Control (p. 231, EP).
6	The character experiences an <i>expunged</i> (6–10) behavior, per Behavioral Control (p. 231, EP).
7–8	The character is affected by an enhanced or reduced personality trait (gamemaster choice), per Personality Editing (p. 232, EP).
9	The character acquires a Positive ego trait.
0	The character acquires a Negative ego trait.

PERSONALITY ARTIFACT (MORPH TRAIT)

Bonus: 10 CP

Minor but occasionally intrusive echoes of previous egos that have inhabited the morph still remain as mental artifacts. Once per week, the ego sleeved in the

morph must make a MOX x 10 Test. If it fails, certain character traits manifest in the current occupant's mind, causing personality or behavior modification. Roll on the Personality Artifact table and apply the result; the effect lasts for $(1d10 \div 2)$ days. With a successful INT x 3 Test, the character will recognize the manifesting behavior as foreign and suffer $(1d10 \div 2)$ SV. Additional incidents may or may not inflict stress, depending on the change in question, how drastically the changes conflict with the character's personality, and whether or not the character is aware of the source of these memories. These personality changes are not permanent and will not transfer with the character's ego when they resleeve. Gamemasters should not allow this trait for morphs that will be sleeved for less than a week, unless they increase the test frequency from weekly to daily.

PHOBIA DISORDER

Bonus: 10 CP

Phobias are a minor type of mental anxiety disorder based on an irrational fear of a particular situation or thing. Phobic characters will go to great lengths to avoid their particular fear—they must make a WIL x 3 Test to even stay within proximity, otherwise they will flee the area. If forced into close proximity with their fear, they will suffer 1 SV per hour and take a -10 modifier to all of their actions. If they are trapped in close proximity to the source of their fear, they will suffer $(1d10 \div 2)$ SV per hour and

COMMON PHOBIAS

Certain phobias appear with more frequency than others in the *Eclipse Phase* setting—particularly among Firewall agents. A few common examples are:

AI PHOBIA

Survivors of the Fall or TITAN attacks sometimes develop a lingering phobia of AIs, AGIs, and other digital intelligences, including infomorphs. This phobia can be crippling in urban areas, so most sufferers seek out an isolated existence, far from an active mesh.

GATE PHOBIA

An unusually high number of gate-crashers have developed phobias of the gates themselves after passing through. In some cases, this has prevented the person from coming back, forcing them to establish a new extra-solar life.

MICROGRAVITY PHOBIA

Similar to a fear of heights, some transhumans develop a fear of endlessly falling away in zero g or microgravity. Such characters must stick to spun habitats, Mars, Venus, or exoplanets, though they can abide low-gravity environments such as Europa and Luna as long as they stay underground.

MUSE PHOBIA

A small percentage of transhumans reject muses, no matter how much they try. Something about the muse triggers an intense phobic reaction, no matter what the muse does or looks like. Life is an unending parade of frustration and embarrassment for those inflicted with muse phobia, as they struggle to keep up with the mainstream of society. A character with muse phobia cannot take advantage of a muse, nor can they willingly carry any other ego or AI in their mesh implants, in a ghost rider module, or in any other electronics

regularly carried on their person. The character can handle contact with AGIs and other AIs just fine, they just fear having an intelligence in their head and/or taking on an invasive role in their life.

ROBOPHOBIA

A small percentage of victims of TITAN attacks are known to acquire a fear and mistrust of robots, synthmorphs, and other animated machines. This can be particularly crippling in certain transhuman settlements. A character with this phobia can not willingly sleeve into a synthmorph.

THANATOPHOBIA

Characters who experience too many violent deaths sometimes develop a fear of dying again—the knowledge they can be restored from backups is no help. Such characters will seek to avoid any dangerous or life-threatening situation. ■

take a -30 modifier to all actions. Luckily, phobias are easier to treat than other disorders. The base timeframe for psychotherapy treatment of a phobia is 20 hours.

Phobia disorders may be inflicted on characters that suffer too many traumas in place of other mental disorders. Gamemasters should keep in mind, however, that phobias are easier to treat; though the possibility of taking more mental stress from the phobia may offset this. At the gamemaster's discretion, temporary phobias can be used as derangements inflicted with mental trauma (p. 209, *EP*). In these situations, the phobia should be linked to the particular source of trauma. For example, a character who suffers a trauma from remembering their death after vacuum exposure might pick up a derangement phobia of vacuum environments.

POORLY SOCIALIZED

Bonus: 10 CP

This trait is most common among AGIs and uplifts, but can be taken by anyone. The character's early life experience left them poorly prepared for interacting with the general public, and they come off as boorish, distant, or strange until they get to know someone well. Due to the difficult nature of the character's behavior, they suffer a -10 modifier on all Social Skill Tests whenever the character is interacting with another character for the first time only.

PROPRIETARY TECH (MORPH TRAIT) (SYNTHMORPHS ONLY)

Bonus: 10 CP

This trait is only available to synthmorphs. This morph was built to non-standard specifications, so that normal tools and software do not properly work on this morph. This is a conscious design decision by the manufacturer of the morph and is often used as a means of control. By limiting access to repair and modifications, the morph is dependent on the manufacturer. Highly skilled technicians can work around these barriers, but it impedes work. Standard repair and diagnostic tools like repair spray and fixer nanoswarms do not work on this morph, except for manufacturer-approved brands. Characters with Hardware: Robotics can repair or modify the morph but at a -20 modifier.

REDUCED SIZE (MORPH TRAIT)

Bonus: 10 CP

This trait reduces the size of an existing morph model from either large to medium or medium to small (morphs may only be reduced once). Morphs shrunk to a medium size lose the effects of the Large Size trait (next page) and 10 points of Durability. Morphs reduced to a small size gain the effects of the Small Size trait (p. 95) and lose 5 points of Durability. Durability reductions also effect Wound Threshold and Death Rating per normal. Reducing a morph may affect other changes at the gamemaster's discretion.

SOCIALLY GRACELESS

Bonus: 10 CP

Something about the character makes them a walking social disaster. While the character can be charming and confident, they forget basic social etiquette, overlook customs and rules, miss social cues, and overstep their bounds. Once per game session, the gamemaster can treat one social interaction (preferably where a Social Skill Test by the character was involved) as a critical failure. Usually this results in someone being offended, becoming hostile, or refusing to work with the character. Protocol may not be used to wipe away this social gaffe, nor may Moxie negate it.

SOLITARY (NEO-OCTOPI ONLY)

Bonus: 10 CP

This trait is only available to neo-octopi uplifts. Like its pre-sapient kin, this uplift prefers solitude and has not been fully socialized. As a result, they can only tolerate 2 hours of direct interaction (physical or virtual) with others before they need a break and some alone time (at least 2 hours). If forced into a situation where they must interact or exist in close proximity to others for more than 2 hours, they suffer a cumulative -10 modifier to all Social Skill Tests per 2-hour period, up to a maximum of -30. After 6 hours, they must a WIL x 3 Test to keep their composure and not react towards those around them with aggression, hostility, or even violence.

This trait is usually taken in conjunction with the Hardening (Isolation) trait.

SUBMISSIVE (UPLIFT ONLY)

Bonus: 5 CP

This trait is only available to uplifts. This character retains a tendency to submit to displays of dominance, inherited from their pre-sapient forebears. The character suffers a -20 modifier in Opposed Tests against Intimidation from NPCs with perceived social status.

SUBVERTED MIND

Bonus: 30 CP

Similar to the Modified Behavior trait (p. 150, *EP*), the character has been conditioned by behavioral control psychosurgery—in this case, an *expunged* or *enforced* behavior. The character is unaware of this mind editing, however, as the procedure also included an awareness block (p. 170). This means the character could be a secret spy, courier, or saboteur, possibly even regularly engaging in behavior of which they are completely unaware. Alternatively, they could simply be an enemy's secret ace in the hole, a trump card to exploit when the time is right. Keep in mind that, due to the awareness block, even when the character's hidden programming becomes apparent to others, they will be cognitively incapable of recognizing it themselves, which is certain to be an incredibly stressful experience all around.

TRUSTING HEART

Bonus: 10 CP

The character has a tendency to trust others far too quickly and is devastated when betrayed. Stress loss from betrayal is doubled and the character suffers a -10 modifier when using Kinesics in Opposed Tests against Deception or Impersonation skills.

UNCONTROLLABLE URGE (EGO OR MORPH TRAIT)

Bonus: 10 CP

The ego or morph has an overwhelming primal drive that is not properly filtered by the brain, such as the urge for hunting, hiding food, mating, marking territory, driving off competitors (or, for the rare synthmorph, cleaning, serving, or shutting down when not in use), and so on. When presented with triggering stimuli, the character must pass a WIL x 3 Test to resist acting out the compulsion immediately. While resisting the compulsion, the character suffers a -10 to all actions. Uncontrollable drives are poorly received in most circles. This trait is most common among uplifts.

NEUTRAL TRAITS

Some traits are a mixed bag, providing neither a positive benefit nor negative penalty—or applying both. Characters may take these at a Cost/Bonus of 0 CP. Others are traits that define an inherent characteristic of the morph design; these only apply to morphs of a certain type as noted.

EMOTIVE (MORPH TRAIT, SYNTHMORPHS ONLY)

The emotive circuits for this morph are exceptional. Kinesics Tests made against the morph suffer only a -10 modifier, rather than the usual -30 for synthmorphs. This is useful when non-vocally emoting to friends, and not so great when trying to hide your intentions from others.

LARGE SIZE (MORPH TRAIT)

The morph is significantly larger than a normal transhuman, which has its advantages and disadvantages. The character counts as a large target in combat, granting all enemies a +10 bonus on attack rolls against the character. Their mass works against them; double the damage from falling or collisions after armor is applied. The character gains the reach advantage (p. 204, *EP*) against standard-size targets (double this against small targets) and can also wield two-handed weapons in one hand without penalty. At the gamemaster's discretion, the character may suffer a -20 modifier when handling small items, assuming they come equipped with no fine manipulators. Naturally, they may also have difficulty with armor, clothing, and other gear manufactured for smaller morphs, as well as the cramped confines of many habitats.

This trait applies to morphs that are inherently large. To apply it to existing morphs with a smaller baseline, use the Enlarged Size trait (p. 83).

The following existing morphs are considered to have the Large Size trait: fenrir, neo-beluga, neo-orca, q-morph, sundiver.

The following existing bots and vehicles are also considered large: dwarf, flux car, flying car, ground car, hyperdense exoskeleton, Mars buggy, portable plane, rocket buggy, skimmer.

NON-HUMAN BIOCHEMISTRY (MORPH TRAIT)

Biomorphs (including pods) with this trait are developed from non-human (but still mammalian) species or have been genetically modified enough that they are substantially different from humans. Though they are often medically similar to humans, there may be notable differences, and certain common drugs and medical treatments may not work on the morph or may have drastically different results. Though most non-human morphs are developed without allergies, some are occasionally overlooked. Common augmentations may not be available for this morph or may need extra time to prepare. Medicine: Uplift or Medicine: Exotic Biomorph is used to medically treat these morphs. Apply a -10 modifier to any other Medicine skills used to heal or augment the morph; gamemasters should also feel free to increase this modifier to -20 or -30 and/or adjust the timeframe based on the character's condition and resources available to the medical staff.

Non-anthropomorphic morphs with this trait count as exotic and inflict -30 modifiers to Alienation and Integration Tests (p. 272, *EP*). This trait is only available to morphs created from non-human biochemistries.

The following existing morphs are considered to have the Non-Human Biochemistry trait: aquanaut, hypergibbon, neanderthal, neo-beluga, neo-dolphin, neo-hominid (bonobo, chimp, orangutan, and gorilla), neo-orca, neo-pig, neo-porpoise, neo-whale, selkie, surya

NON-MAMMALIAN BIOCHEMISTRY (MORPH TRAIT)

Biomorphs (including pods) with this trait are developed from non-mammalian biologies. The state of medicine for these morphs is often not quite as advanced as it is for humans, and certain common drugs and medical treatments may not work on the morph or may have drastically different results. Though most non-mammalian morphs are developed without allergies, some are occasionally overlooked. Common augmentations may not be available for this morph or may need extra time to prepare. Medicine: Uplift or Medicine: Exotic Biomorph is used to medically treat these morphs. Apply a -20 modifier to any other Medicine skills used to heal or augment the morph; gamemasters should also feel free to increase this modifier to -30 and/or adjust the timeframe based on the resources available to the medical staff.

Morphs with this trait count as exotic and inflict -30 modifiers to Alienation and Integration Tests (p. 272, *EP*). This trait is only available to morphs created from non-mammalian biochemistries.

The following existing morphs are considered to have the Non-Mammalian Biochemistry trait: chickcharnie, hulder, neo-avian, novacrab, octomorph, ripwing, salamander.

SMALL SIZE (MORPH TRAIT)

The morph is significantly smaller than a normal transhuman, roughly child-sized. The character counts as a small target in combat; apply a -10 modifier to attacks against the character. Standard-size opponents have a reach advantage against the character and large and very large opponents will have double this advantage. The character may also, at the gamemaster's discretion, suffer a -20 modifier when handling medium-sized gear or two-handed weapons that have not been modified for their size. They may also have difficulty with armor, gear, and so on manufactured for larger morphs. Small morphs have an aptitude maximum for SOM of 25.

This trait applies to morphs that are inherently small. To apply it to existing morphs with a larger baseline, use the Reduced Size trait (p. 93).

The following existing morphs are considered to have the Small Size trait: dragonfly, flexbot modules, hypergibbon, kite, neo-avian, neotenic, scurrer, spare.

The following existing bots/vehicles are considered to have the Small Size trait: bughunter, caretaker, creepy, exploreonaut, gnat, manipulator cuff, saucer, spider hand, thumper.

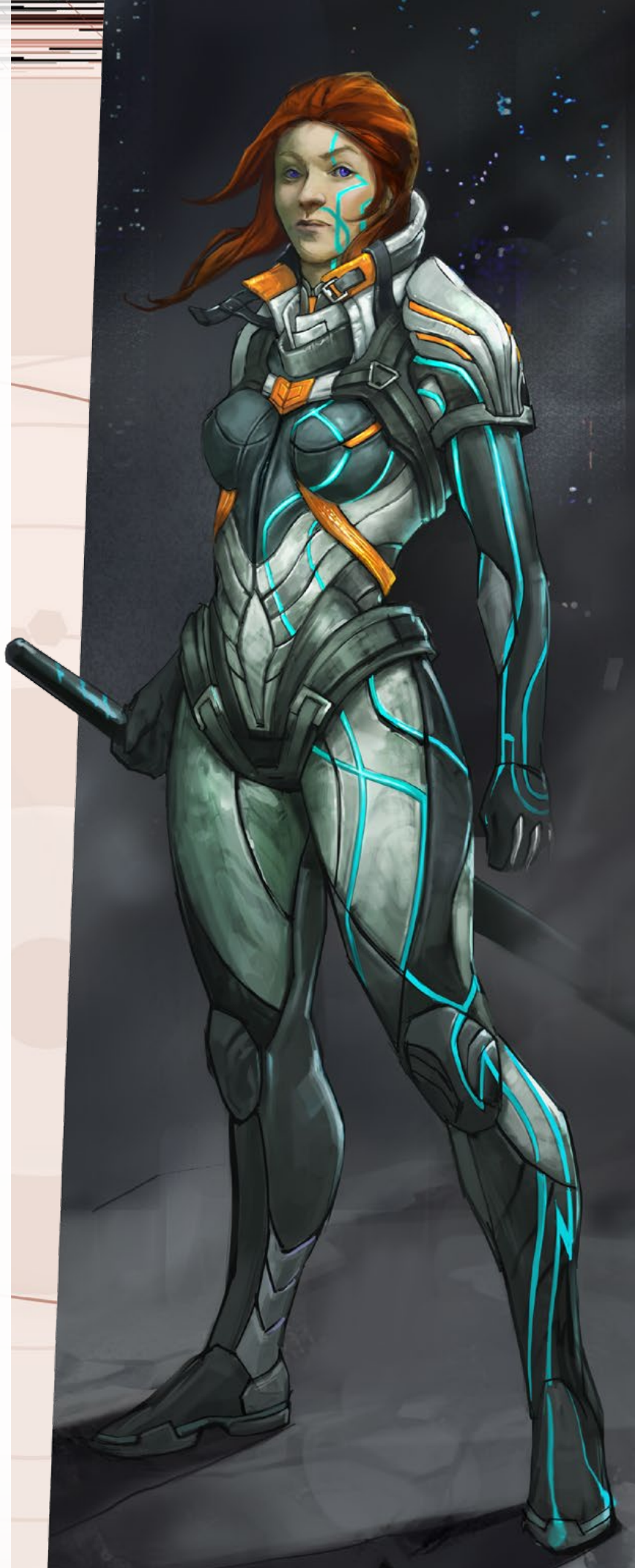
The following existing smart animals are considered to have the Small Size trait: aquarium pet, guard dog, police baboon, rust hound, smart cat/dog/hawk/monkey/raccoon/rat/wolf, space roach, squidling, swarm cat.

UNIQUE LOOK (MORPH TRAIT)

The morph is engineered to stand out in a society with sophisticated cloning and fabrication technology. The exact nature of the unique look varies based on the morph. Some employ proprietary technology secured by DRM in order to prevent others from copying the exact look of the morph. Others are secured by reputation alone—the look of an infamous triad crime boss would never be copied for fear of retribution. Whatever the reason, no one will mistake this morph for someone else. Any attempt to impersonate a morph with this trait suffers a -30 penalty. Characters with this trait tend to cause extremely positive or negative reactions in social situations. Characters with this trait may gain a positive modifier of up to +30 in certain Social Skill Tests or suffer up to a -30 penalty on Social Skill Tests, depending on the circumstance. In general, morphs with the Unique Look trait are strongly associated with a particular element of transhuman society, so characters with this trait will become de facto representatives of that element of society and others will treat them accordingly.

VERY LARGE SIZE (MORPH TRAIT)

The morph is huge in size, bigger than many vehicles. It counts as a very large target in combat, providing opponents with a +20 modifier to hit. Their mass works against them; triple the damage from falling or collisions after armor is applied. The morph gains the reach advantage (p. 204, EP) against large-sized targets; double this bonus against medium and small targets. It can wield two-handed weapons in one hand, but suffers a -20 modifier with medium-sized objects and cannot use small items or smaller, unless they come equipped with fine



manipulators. Very large morphs are too big to wear standard clothing and armor and do not fit within the confines of cramped habitats.

This trait only applies to morphs that are inherently very large. The following existing morphs are considered to have the Very Large Size trait: neo-whales and surya.

The following existing bots and vehicles are considered to have the Very Large Size trait: cargo hauler, crasher truck, deep sea submarine, defense platform, fighter, GEV, interceptor, large jet, lifeboat, maglev train, Martian rover, methane skiff, mobile base, outsystem hover/skimmer, scorcher, sifrunner, small jet, SLOTV, Titanian cargo copter, utility helicopter, Venusian hauler.

VERY SMALL SIZE (BOTS/CREATURES ONLY)

The bot or creature is roughly mouse- or insect-sized. It counts as a very small target in combat; apply a -30 modifier to attacks against it. Halve the damage from falling or collisions after armor is applied. Small-size opponents have a reach advantage against it and larger opponents will have double this advantage. The bot/critter suffers a -20 modifier when handling small-sized gear and cannot use any gear that is larger. It cannot use standard clothing or armor and is too small to fit a cyberbrain. Very small bots and animals have an aptitude maximum for SOM of 5. This trait only applies to bots and creatures that are inherently very small.

The following existing bots and creatures are considered to have the Very Small Size trait: bees/wasps, recon flyer/hopper/snake, sky mote, speck.

EXPANDING ON DURABILITY, SIZE, AND STRENGTH

Many actions related to physical strength in *Eclipse Phase* are based on a character's Somatics aptitude. While Somatics represents the character's ability to leverage their morph's muscles, these rules do not always take into account the actual size of the morph and how this may affect matters. The following optional rules expand on a few situations where the size and Durability of the morph play an increased role.

SIZE AND KNOCKDOWN/KNOCKBACK

The Knockdown/Knockback rules in the core book (p. 202, *EP*) assume the characters involved are medium-sized standard transhumans. To more accurately take size into account, the attacker knocks the defender backward 1 meter for each increment of MoS equal to the defender's Wound Threshold. To knock an opponent down, the attacker must score an MoS equal to the target's Durability. The other knockback/knockdown rules apply as written.

SIZE AND MELEE DAMAGE

For a more fine-tuned approach to melee damage, calculate a character's Damage Bonus (p. 122, *EP*) as (Somatics + Durability) ÷ 20, rounding normally. So a character with SOM 20 in a dragonfly (DUR 25) would have a Damage Bonus of 2.

Alternatively, simply apply a -1 modifier to Damage Bonus for morphs with the Small Size trait and a +2 modifier to Damage Bonus for morphs with the Large Size trait.

SIZE AND BRUTE FORCE

In situations where character are relying on their brute strength (p. 174, *EP*) to make a test, apply a -10 modifier for morphs with the Small trait and a +20 modifier for morphs with the Large trait.

Alternatively, use SOM + DUR for brute force tests, rather than SOM x 3.

LIFTING AND CARRYING

We've avoided encumbrance rules and listing weights for gear in *Eclipse Phase* to avoid unnecessary book-keeping, but sometimes you need to ballpark how much much a character can lift and carry. As a rough guideline, assume a character can lift (SOM + DUR) x 4 kilograms off the ground, can lift a weight equal to their (SOM + DUR) x 2 in kilograms over their head, and can push or drag (SOM + DUR) x 10 kilograms. Note that these are the maximum values, and a character shouldn't be able to lift such amounts for long without a (SOM x 3) Test every Action Turn, during which they would be capable of doing little else. At the gamemaster's discretion, a character can exert more force to lift, pull, or drag a heavier weight with great effort, requiring a (SOM x 3) Test, but taking (1d10 ÷ 2, round down) DV as they strain themselves. If successful, increase the weight allowance by 10% plus 10% per 10 points of MoS.

SPEED CLARIFICATIONS

The following rules clarify the use of Speed in game play.

SPEED AND MENTAL ACTIONS

Some augmentations (multiple personalities, multi-tasking, mental speed) provide a character with extra mental actions each Action Phase. These implants may not be used together, nor may they be used in conjunction with other effects that provide extra mental actions (such as the multi-tasking psi sleight). The maximum number of extra mental actions any character may have is two per Action Phase.

Anything that increases a character's Speed also serves as a multiplier for extra mental actions. A character with the mental speed implant (receiving the maximum extra 2 mental actions per Action Phase) and a Speed of 4 (the maximum allowed) would have

SPEED AND TASK ACTIONS

EXAMPLES OF TASK ACTIONS THAT CAN BE REDUCED IN TIMEFRAME BY SPEED:

- Climbing (up to standard Movement Rate)
- Escaping from confinement
- Hacking
- Online tracking
- Programming
- Removing a cortical stack

EXAMPLES OF TASK ACTIONS THAT ARE ONLY PARTLY AFFECTED BY SPEED:

- Building something
- Crafting an AR illusion
- Creating a work of art
- Medical procedures/surgery
- Repairing a device

EXAMPLES OF TASK ACTIONS THAT ARE NOT AFFECTED BY SPEED:

- Conducting a scientific analysis
- Creating an antidote for a toxin
- Cracking encryption
- Cooking a meal
- Scrounging for gear
- Searching a room
- Training an animal

3 actions each Action Phase (1 standard action, 2 mental only) for a total of 12 actions per Action Turn (4 standard, 8 mental only).

What can mental actions be used for? Anything that doesn't require physical activity. This primarily includes online mesh actions, perceptive skills (Investigation, Navigation, Perception, and sometimes Scrounging), Knowledge skills, remote control of a shell/drone, jamming, and use of psi sleights. Psi sleights that require physical contact do not count unless contact is already established (against an unwilling target, this means the target must be incapacitated or subdued first). Also, as noted under *Active Psi*, p. 221, *EP*, psi-gamma sleights cannot be used in the same Action Phase with other mental actions that require a Complex Action due to the concentration required.

SPEED AND TASK ACTIONS

The rules for timeframes for Task Actions (p. 120, *EP*) assume a character has a Speed of 1. Does an increased Speed stat mean that timeframe is reduced? The answer is: it depends and is ultimately up to the gamemaster, with the following guidelines.

If the gamemaster deems that a given task could be conceivably shortened in duration by the character being able to move and/or think faster, then reduce the base timeframe by 10% per extra point of Speed. A character with Speed 3, reducing a base timeframe of 10 minutes by 20%, would finish in 8 minutes.

Gamemasters should keep in mind, however, that not all tasks are so easily completed more quickly. Many tasks have specific circumstances or conditions that mean that even a character moving and thinking at an accelerated pace will not be able to finish more quickly—or at least may not be able to complete the

task moving at their full capabilities the entire time. In these cases, the gamemaster can rule that Speed does not affect timeframe or has a limited effect (a 5% reduction per extra Speed point). This matter is ultimately the gamemaster's call, though the players should always be allowed to make their argument heard. The Speed and Task Actions table provides some guidelines.

EXTRA MENTAL ACTIONS AND TASK ACTIONS

The same logic applied to Speed here also applies to implants, psi, or other effects that provide extra mental actions. In situations where the gamemaster deems that thinking faster by itself should reduce a task's timeframe, it should be reduced as appropriate. In this case, treat every extra action per as a 10% reduction. For example, a character who has two extra mental actions thanks to the mental speed augmentation could reduce the timeframe by 20% as if they had a Speed of 3. Mental actions committed to Task Actions are considered used.

Note that characters with extra mental actions can engage in multiple Task Actions at the same time, as long as those extra tasks only require mental effort. A character with the mental speed implant, for example, could hack two separate sites with Task Actions at the same time.

COMBINED EFFECTS

Timeframe-reducing effects such as Speed, rushing the job, and gaining an MoS on the Task Action are treated cumulatively; add the reductions together before applying to the timeframe. As noted above, Speed and extra mental actions also have a cumulative effect; more Speed means more mental actions in an Action Turn. A character with Speed 2 (10% reduction) and mental speed (20% reduction per Action

Phase, so 40% with Speed 2) that scored an MoS of 20 (20% reduction) would reduce the timeframe on a mental Task Action by 70%. Even when combined, however, accelerated mental and physical speed only go so far. No timeframe can be reduced lower than 10% of its base timeframe.

PLAYING WITH SPEED

In *Eclipse Phase*, characters with boosted Speed can dominate a fight. The ability to take multiple actions in a turn is effectively a force multiplier. This is an intentional representation of the realistic effect a character with neurachem or some other Speed boost would have, but it doesn't work for every gaming group. The following optional rules are provided for players who want to handle Speed a bit differently.

SPEED AS INITIATIVE GROUPS

When using this rule, multiple Action Phases are eliminated. Each character acts on their Initiative. Initiative is rolled normally, but the Initiative order is handled in groups. Characters with the highest Speed stat go in the first group. Within that group, characters go in Initiative order. Once finished, the characters with the next highest Speed go in the next group, also in Initiative order, and so on.

This system means that characters with a high Speed will go first, but they do not get the extra actions as provided in the regular rules.

EXAMPLE

Three players roll for Initiative. Angelo rolls a 15 with a Speed of 1. Dawn rolls a 12 with a Speed of 3. Jaqui rolls an 11 with a Speed of 1.

Dawn has the highest Speed (3), so she goes first. Even though she does not have the highest Initiative rolled, her speed group goes first. Angelo and Jaqui both have Speeds of 1, so they go in the next group. Angelo goes next with his roll of 15, while Jaqui goes last with her roll of 11.

SPEED AS EXTRA DICE

With this rule, Action Phases are eliminated, but high-Speed characters still get multiple actions. When rolling Initiative, each character rolls 1d10 + INIT, per usual. Characters with a Speed higher than 1, however, roll an extra 1d10 + INIT for each extra point of Speed. A character with a Speed of 4, for example, rolls 1d10 + INIT four times. Play proceeds with each character taking an action on their respective Initiative roll(s), in order. Characters with high Speed will have more than one Initiative score and thus will act more than once.

Three players roll for Initiative. Angelo rolls a 15 with a Speed of 1. Dawn, with a Speed of 3, rolls three times, getting a 9, 12, and 18. Jaqui rolls an 11 with a Speed of 1.

Dawn has the high roll of 18 so acts first. When her action is completed, Angelo goes next with his 15. Dawn then goes again, taking her second action on 12. Jaqui then goes on 11 before Dawn takes her third and final action on 9.

EXAMPLE

DEPRECIATING SPEED

Another option is to keep the extra actions provided by Speed, but to make the additional actions progressively harder. This option does not slow fast characters down, but it does make them slightly less lethal and effective.

Using this rule, Initiative and Action Turns are handled per the normal rules. Characters with a Speed higher than 1, however, suffer a cumulative -20 modifier per Action Phase after the first on all skill tests. So a character acting on their third Action Phase takes a -40 modifier and a -60 on their fourth Action Phase. These modifiers only apply to skill tests initiated by the character on their actions, they do not apply to tests to resist attacks or damage or other effects (a character who is attacked by another in the second Action Phase, for example, may still roll Fray to dodge the attack without penalty).

MOXIE ALTERNATIVES

The following optional rules detail four separate ways that players may employ Moxie during game play.

MOXIE AS LUCK

Sometimes the success or failure of an entire encounter hinges upon blind chance. Will the shrapnel from the exploding habitat hit or miss the agents as they helplessly free fall away? Did your sentinel pack two clips or three? Does the headhunter bot attack the wounded teammate or the panicked civilian? Does the lightning strike hit the aerostat or the transhumans fighting on top of it? For situations where no skill check is apparent but the outcome is still in question, the gamemaster is, as always, the final arbiter. Groups that want to simulate the dangers of happenstance, however, may consider using Moxie as a Luck check. There are two ways to do this, detailed below.

LUCK TESTS

Whenever a player's luck is in question, make a Moxie x 10 Test as a "Luck Test." For example, if Magda really needs that shredder still clutched in the hands of the dead Jovian to have ammo in the clip, she can roll to see if she's lucky. She has a Moxie rating of 2, so even though she has spent all her Moxie points this session, her target number is 20. If she rolls under,

she'll pump flechettes into the charging exsurgent; if not, the "click" is the last thing she'll hear before the resleeve technician says hello.

Gamemasters who really want to present a challenge to their players can use the player's current number of (unspent) Moxie points for this test, rather than the full Moxie rating. This represents the odds building up against the character as their luck runs out.

Luck Tests of this sort can be a useful tool for the gamemaster even outside of action scenes. Does the body bank have the morph you want in stock? Is your rep network contact on hand to call in that favor? Did you forget to specify if you brought a particular piece of gear along on the op? Make a Luck Test and find out.

Luck Tests can also work for the entire team. If the gamemaster needs to arbitrarily decide on whether or not something happens that has an effect on all of the player characters, then make a Luck Test using the lowest Moxie score of all the characters present.

CATCHING A BREAK

Conversely, catching a lucky break can be just one more benefit of a Moxie spend. In the example above, if Magda has Moxie points left, she can spend a point to make sure the gun is loaded. If she's out of Moxie, she's "out of luck" and will have to make do without fate on her side.

INVESTIGATIVE MOXIE

It's possible for a game of *Eclipse Phase* to bog down when sentinels miss important clues during an investigation. Gamemasters looking for a tool to fix this may wish to allow players to spend Moxie to get the information they need.

Normally, when a character fails a test, the only way to use Moxie to turn failure into success is to flip the tens and ones on the die roll. If the character needed a 71 or less, and their player rolls an 89, Moxie is useless.

Using this investigative Moxie rule, gamemasters may designate certain pieces of information as crucial toward completing an investigation. Such clues should be few in number; only those that lay on the critical path toward solving a given scenario qualify. When writing a scenario, the gamemaster should define in advance which pieces of information truly matter. If the player characters fail the test that would have given them this crucial information, the gamemaster can offer the players an opportunity to spend a Moxie point to acquire the clue they missed. The gamemaster should keep a record of how much Moxie each player character has and how much they've spent. Gamemasters who use this system should take care to afford opportunities for characters to regain Moxie, as they'll go through it faster. They may also wish to employ the Moxie Track ("Green Die") rule described below.

Whether a clue qualifies for investigative Moxie use is completely at the discretion of the gamemaster. Players may call for a Moxie spend if they intuit that they're on to something big, but it's always the gamemaster's call whether to allow it. The gamemaster should resist attempts by players to short circuit the scenario by calling for a Moxie spend on a test that would lead straight to the final objective. A good investigative scenario is a chain of clues; it shouldn't be possible to skip to the end point using Moxie. It should be possible, however, to overcome a failed attempt to get a piece of information so that the game can move on to the next episode.

In order to spend Moxie toward gaining a crucial clue, the character must possess a skill relevant to the information to be gained. Moxie may not be spent to help other player characters, unless the helping character also possesses the skill and is participating (granting a bonus) as a helper in the test.

Skills where investigative Moxie may be applied:

- Academics, Interests, and Professions
- Interfacing and Infosec
- Investigation, Perception, Research, and Scrounging
- Social skills, but only sometimes (e.g., a seduction attempt where gaining information is a direct result of success)

This rule should never be used to aid activities not directly relevant to getting the clue. In particular, gamemasters should be careful about applying it to Active skill tests. Some examples:

- Using Moxie on an Academics roll to analyze a mysterious liquid is okay.
- Using Moxie on an Interrogation Test against a tough subject who won't reveal crucial information is appropriate, but using it on an Unarmed Combat Test to subdue the subject for interrogation isn't.
- Using Moxie on a Perception Test to notice an easily overlooked physical clue is appropriate, but using it on an Infiltration Test to stealthily enter the area where the clue is hidden isn't.
- Using Moxie on a Perception Test to notice an important hidden clue is okay, but using it to avoid a booby trap planted near that clue isn't.
- Using Moxie on an Infosec roll to hack into a file is okay, but using it to avoid being backtraced by the sysadmin after making off with the data isn't.
- Using Moxie on a Kinesics Test to tell that a key witness is lying is okay, but using it to identify an assassin coming after the sentinels to stymie their investigation isn't.

In general, the gamemaster should leave risks the characters take in the physical and meshed worlds in the hands of the old Moxie rules, only applying this rule where it serves to feed the players info that moves the plot along.

Gamemasters may also wish to write their scenarios so that when the player characters succeed on a skill test to learn a needed piece of information, they have the option of spending a point of Moxie anyway. In this case, the gamemaster should provide additional information, beyond what would have been gained by simply succeeding (or failing and then spending a Moxie). Alternatively, the gamemaster may use the spent Moxie to raise the player character's MoS. Whether this is allowed should depend on how the scenario is written. Since Moxie is a scarce resource for player characters, gamemasters should be clear about when spending additional Moxie will or won't help before it's spent.

MOXIE AS NARRATIVE CONTROL

Some roleplaying groups prefer a gaming style where the players have a larger degree of narrative control. In other words, they like it when the players themselves have the capability to inject dramatic elements into the ongoing story. This creates a more collaborative play style where the gamemaster is not in sole control and every player at the table is working to craft a compelling story. This optional system adds a layer of narrative control to *Eclipse Phase* players by exploiting Moxie as an expendable resource.

When using this system, players can spend a point of Moxie to achieve one of the effects outlined below. This use of Moxie is compatible with the standard uses of Moxie detailed in the core book. Moxie points spent on narrative control are deducted from the character's available Moxie points and may not be used again until refreshed.

- You may give a point of Moxie to another player character to spend as they wish.
- You may spend a Moxie point to introduce an NPC to a scene. This NPC may be new or may be an existing NPC (as long as the NPC's presence is plausible). For new NPCs, the player may define one aspect of the character: their morph, factional allegiance, a noteworthy skill (skill rating 50), a notable rep score (rep 50), a specific ego or morph trait, a piece of equipped gear or augmentation, the NPC's attitude toward the player characters, and so on. The gamemaster determines the other details.
- You may spend a Moxie point to introduce an item to a scene. The presence of this item should be plausible or at least explainable in the context of the setting as described thus far. The item cannot have a Cost higher than Moderate and should not have major offensive capabilities. The item could, of course, be something the character desperately needs, such as the tool to get past a blocked doorway or the widget they needed to put in place some emergency repairs. This item could also be a clue regarding the current situation,

plot, or goals, such as an incriminating piece of evidence or an email on a hacked system that points the characters towards a new location in their investigation. The gamemaster determines the placement of this item within the scene and the content of any clues.

- You may spend a Moxie point to introduce an environmental element to a scene. This element should plausibly fit within the current setting as previously described. It should provide a new detail without drastically affecting the scene. For example, it could be a balcony exit to the aerostat living quarters the character is hiding in, a natural sheltering formation to escape the extreme weather on an exoplanet, or a disabled sensor leaving an unguarded opening into the TITAN Quarantine Zone on Mars. The environmental element could also be an event, such as a car crash that distracts the character's pursuers at just the right moment.
- You may spend a Moxie point to establish a relationship between your character and an NPC. You may have worked together on one of Luna's early colonies, may have grown up in the same city on Earth, or may both have the same friend in the local triad. The relationship should not be intense and close, instead being more in the realm of loose friendships and acquaintances—or even minor rivals or enemies. The relationship should be plausible within the context already established for the NPC and setting. It may include shared histories and connections to other NPCs. The player may define the rough basics of the relationship, but the gamemaster settles the finer points and the NPC's current attitude toward the player character.

NARRATIVE MOXIE POINTS

Gaming groups that prefer an even higher degree of narrative control or that don't want to eat into the amount of Moxie a character has available for other purposes can create a pool of Narrative Moxie points for each character. A character's Narrative Moxie points are equal to their standard Moxie points, but Narrative Moxie may only be used for the dramatic editing options outlined above.

MOXIE TRACK (GREEN DICE)

Some gamemasters may find it difficult to keep track of player character motivations, which can lead to player complaints that their motivations are useless for regaining Moxie. To simplify this, have each player keep a Moxie Track for each motivation. The Moxie track starts empty and contains five boxes.

Whenever a player character attempts a test that dovetails with their motivations, they may include a green die to signify this in their test (green is recommended, but of course any color die will do, as long as the players and gamemaster agree beforehand).

If the test succeeds, in addition to succeeding at the action, the player ticks off a box on the Moxie track for that motivation.

If a test with a green die succeeds critically, the player ticks off two boxes on the Moxie track. If it fails critically, the player clears a box on the Moxie track, if any are checked.

Green dice may only be thrown on skill or aptitude tests, not on damage rolls or any other type of die roll. The player may only throw a green die once during a combat or an ongoing task action. Players may tick off a box after applying Moxie to a roll that included a green die.

The gamemaster is the final arbiter of whether throwing a green die on a test is appropriate. Players shouldn't be allowed to contrive motivation-related tasks simply to amass ticks. If the gamemaster judges a given action to be only tenuously linked to a motivation or to the events of the current scenario, throwing a green die shouldn't be allowed. Further, if the action requires no real work or entails no risk, it doesn't qualify for a green die.

When the Moxie track for a motivation is full and the player has spent Moxie, erase all of the ticks and give the character 1 point of Moxie back. If the character is at full Moxie, they may bank the ticked-off motivation and erase the ticks when they eventually do spend a Moxie. However, they may not bank more than 5 ticks per motivation.

The gamemaster may also use the standard rules for regaining Moxie in combination with the Moxie track system at their discretion. This is best done at the completion of a plot arc. For example, the gamemaster might wish to award a combination of straight-up Moxie point regains plus a box tick or two at the end of a plot arc that played heavily to one or more of a character's motivations.

Jake has the motivation: +Barsoomian Movement. He undertakes a Networking: Autonomists Test to procure some gear needed by a sufi nomad community. Jake's player includes a green die in the test. It succeeds, raising the Moxie track for Jake's +Barsoomian Movement motivation from 3 to 4. If he later wins a gunfight with a carpetbagging corp executive out to break a workers' strike, his +Barsoomian Movement track will be full. His player would erase all of the ticks, and Jake would regain 1 spent Moxie point.

EXAMPLE

Later, Jake does a Research Test to check local newsfeeds for stories of Barsoomian interest, but because checking newsfeeds entails no real risk, succeeding at this Research Test doesn't gain him a tick.



MOTIVATION ALTERNATIVES

These next two optional rules present some different methods for handling motivations in your gaming group.

GROUP MOTIVATIONS AND GROUP MOXIE

The motivation system detailed in the core book serves as a roleplaying aid and a way to regain Moxie, but it is geared towards individual characters. This system introduces motivation and Moxie for the entire gaming group.

Similar to personal motivations, each group of player characters can choose three motivational goals that inspire all of the characters as a team. In many cases, these motivations will be tied to the specific scenario at hand, but they could also apply to long-term interests or objectives that the characters all share in common, such as aiding the mercurial cause (+AGI or Uplift Rights), seeing the universe via gatecrashing (+Exploration), or countering major threats to transhumanity (-X-Risks or -TITANs). These motivations can and should change over time, particularly when starting out on a new mission or uncovering some new information or secret in a campaign. A newly formed group may only start out with a single shared motivation, picking up others over time as they progress and the scenario unfolds. For example, a group of new Firewall agents brought together to investigate the mysterious murder of a proxy on Mars may start out with a single motivation of +Discover Murderer or +Justice. When the trail of clues they are following leads them to uncover the possible involvement of a group of smugglers bringing contraband TITAN tech out of the TQZ, they may then add a second motivation of +Stop Smugglers or -TITAN Tech.

Any player in the game can suggest a new group motivation for the characters. If all of the other player characters agree, it is adopted by the entire group. If the group already has three motivations, one of the current ones must be “deactivated” for a new one to be adopted. The gamemaster should only allow the group to take on motivations that will take some effort for the group to achieve; a group on the verge of defeating a major enemy should not be allowed to suddenly adopt an -Enemies motivation as a cheap ploy.

Like personal motivations, group motivations are rewarded with Moxie points when they are achieved. Each group, however, starts with zero group Moxie points. When the group reaches a motivational goal, they gain 1 new group Moxie point. No group may ever have more than 5 group Moxie points at a time.

Group Moxie may be spent like any other Moxie point (p. 122, *EP*). The caveat, however, is that all members of the group must agree to the Moxie point being spent.

The advantage of group motivations is that group Moxie builds up over time, as the team reaches goals, usually as each character’s personal Moxie points are being spent. Group Moxie can be very useful in the end-game of a scenario, when the characters are tied up in an important boss fight and have spent all of their own Moxie already. Group Moxie is also useful in conjunction with the investigative Moxie rule (p. 98).

At the gamemaster’s discretion, a group’s Moxie pool may be depleted if a character leaves the group or even split apart if the individual characters part ways and pursue different missions.

RELATIONSHIPS AND SHARED MOTIVATIONS

Would your *Eclipse Phase* group prefer to begin play with a tightly interrelated team of player characters? Before sitting down to generate stats, get together and create some relationships among the team members.

This system can be used before or after players have created concepts for their characters. Some players may want to use this system in a way that plays to a concept they already have in mind. Others may find that it inspires a character concept or offers a new angle on one they already had been considering. Keep in mind that this system is intended to bootstrap group creativity, not limit it.

To use this system, you’ll need:

- a stack of index cards
- a list of relationships (we’ve provided some below)
- a list of motivations (either from p. 138, *EP*, or compiled from other sources if it suits your group)
- a table to sit at

Then, follow these steps:

1. Put an index card between each pair of players at the table. This card is shared by those players’ characters.
2. Agree upon a relationship for each pair of characters, and write it on the card. See *Relationships*, below.
3. Have the other players tie a motivation to each relationship, and write it on the card. Both characters will have this motivation.

RELATIONSHIPS

The following relationship pairings are based partly on social networks. They work well in a default, Firewall-based campaign, though they don’t assume the characters to be Firewall agents already. The relationship could be in the past, but it should have been strong enough to bind the characters together in the present.

Because characters take effort to create, most players will want to pick relationships themselves. This isn’t to say that the rest of the group should stay silent. Suggestions about which way to go and open

discussion about how the different relationships tie the team together should be part of the process.

For players who are up for anything, it's also possible to use these relationships lists as a random table. Roll a d10 to determine a relationship category; then roll a d10, divide by two (round up), and run with the relationship that came up on the die.

1. @-LIST

1. Social Theorist & Adherent
2. Judicial Freelancer & Security Contractor
3. Revolutionary & Supporter
4. Roboticist & Test Pilot
5. Body Mod Artist & Canvas

2. CIVICNET: CORPORATE SPHERE

1. Indenture & Owner
2. Oligarch & Retainer
3. Attorney & Client
4. Black Marketeer & Smuggler
5. Kept Person/Thing & Paramour

3. CIVICNET: CIVIL SERVICE

1. Detective & Informant
2. Ex-cop Ego Hunter & Former Boss
3. Hab Engineer & Ops Coordinator
4. Customs Agent & Spaceport Worker
5. Tax Assessor & Local Official

4. ECOWAVE

1. Nano-Ecologist & Terraforming Technician
2. Reclaimer Field Scientist & Bodyguard
3. Preservationist Eco-Guerrilla & Weapons Merchant
4. Activist Lawyer & Litigant
5. Journalist & Whistleblower

5. FAME

1. Celebrity & Entourage Member
2. Heir & Hanger-on
3. Artist & Patron
4. Impresario & Talent
5. XP Dealer & Self-Recorder

6. GUANXI

1. Hacker & Client
2. Lieutenant & Soldier
3. Genehacker & Xenobiology Bootlegger
4. Outlaw Microfacturer & Blueprint Runner
5. Fixer & Freelancer

7. THE EVE

1. Sentinel & Proxy
2. Sentinels, Both Missing Memories of That One Mission
3. Recruit & Indoctrinator
4. Factional Allies
5. Patsy & Handler

THE BOTTOM HAS THE POWER

Some of these relationships imply unequal power relationships. While challenging, unequal relationships can be very interesting to role-play. Try to detail relationships with ostensibly unequal power relations such that they add drama to the game without derailing play.

The owner of an indenture, for example, might control the indentured character on paper, but be totally dependent on them for crucial services. The same might be true of an alpha fork and their beta. Someone Firewall is using as a patsy might be too useful to risk casually and might become a sentinel in time. The key is for the players involved to agree on how the relationship will be handled before play commences. ■

8. RNA

1. Uplift & Creator
2. Gatecrashing Teammates
3. Emerged AGI & Person Helping Them Stay Hidden
4. Researcher & Test Subject
5. Academic & Student

9. OUTER SYSTEM

1. Ultimate & Aspirant
2. Jovian Envoy & Contact
3. Prospector & Resource Planner
4. Comrades in the Militia
5. Argonaut Consultant & Government Contact

10. THE BRINK

1. Singularity Seekers Sharing Research
2. Grew up in a weird Isolate community together
3. Divergent forks of the same person
4. Scum Barge Roommates
5. Rogue Muse & Former Owner

TYING MOTIVATIONS TO RELATIONSHIPS

By themselves, motivations are general, abstract, and impersonal. They say a lot about a character's politics and social stances, but they don't say much about why the character follows them. Tying them to a relationship makes them more concrete, while also creating shared history between the characters.

After tying a motivation to each pair of characters, take some time to detail how it plays out in their relationship. Here again, other players at the table should feel free to voice suggestions. If sharing a motivation creates a clear, driving need for the two player characters to work together, it's a good one. If it feels lukewarm or iffy, it's probably not.

Finally, though the two characters will share the motivation and should probably share some experiences motivating them both in that direction, their reasons for adhering to that motivation might be totally different. For example, in a pair whose relationship revolves around gatecrashing, one might be in it for the money, while the other cares more about the thrills.

Once each character has two relationships with associated motivations, proceed with character creation as normal.

ADDING NEW CHARACTERS TO AN EXISTING GROUP

When a new character joins the group, repeat the process above. Pick two other characters for the new player character to have relationships with. If the new character is replacing a character who died, pick relationships with whomever the player's previous character had ties. Do the same if it's a new player replacing a departing player. If adding a new player to the group, tie their character to the characters of the players to their left and right at the table or determine ties randomly.

CHARACTER LIFESTYLE AND INCOME

In the rimward areas of the solar system, operating under the new economy, most people go without want as they have access to food, shelter, and other basic needs. In the inner system, these basic survival necessities must be purchased, and the higher one's standard of living, the more expensive things get. This raises several questions, such as how much does a character's lifestyle cost? How much does a character earn from work, assuming they have a job? The following system offers a simple and fungible system for handling such matters. These rules are optional, however, as they do require a greater degree of book-keeping from the players and gamemasters.

BUYING LIFESTYLE

Lifestyle refers to basic living expenses: a place to live and stash your stuff, food, getting around, and so on. When using these rules, characters in old and transitional economies (or Extropian ones) must purchase their lifestyle on a monthly basis. Cost and details for each are provided below. The type of morph a character is sleeved in may impact their choices.

BASICS (TRIVIAL COST)

It is possible to survive on almost nothing.

Biomorph: Most habitats offer a few public makers and fabbers that provide basic food, beverages, and clothing, though the taste and quality is often quite poor. On Mars, you get by on the streets in the souks or rough it in the Martian countryside. Everywhere else, you sleep in public areas or out-of-the-way

maintenance corridors. You walk, bike, or rely on cheap public transit to get around. Your vagrancy may be illegal, putting you in a state of tension with the local police.

Synthmorph: You live in the darkest recesses of the habitat, in areas reserved for the clanking masses—or on the actual physical outside of it.

Infomorph: You exist entirely on public mesh servers and avoid the paywalled simulspaces.

LOW (LOW COST)

Poverty is just a small step up from living on the street. Luckily, augmented reality filters can make it seem a lot better.

Biomorph: Habitat space is limited, but you have your own coffin-sized living capsule. On Mars, you might even have a yurt or one part of a converted shipping-container dwelling. You rely on cheap public transport.

Synthmorph: You actually have a small private storage pod for downtime and to keep a few possessions.

Infomorph: You pay for private space on a cloud server and access to a few cheap simul-space environments.

MODERATE (MODERATE COST)

Your living conditions are modest and frugal, but far from terrible. Some polities offer this lifestyle as a basic income guarantee to all citizens for free.

Biomorph: On a habitat, you have a private dwelling, though it is little more than a glorified closet. On Mars, you have a studio apartment, share a small apartment with a roommate, or have a small shack out in the dust. Your budget allows for occasional vehicle rental and eating out once in a while.

Synthmorph: You have more space available to you than a biomorph of an equivalent lifestyle, as you do not need to budget for food and clothing. You can afford regular maintenance and upkeep.

Infomorph: You pay for space on a private server and access to some of the best simulspaces available.

HIGH (HIGH COST)

You live a comfortable, privileged existence.

Biomorph: On a habitat, you have a private dwelling equivalent to a decent-sized apartment back on Earth. On Mars, you have an actual house. Your

INCOME

REPUTATION LEVEL	WEEKLY INCOME (CREDITS)
1	50
2	125
3	250
4	1,250
5	5,000

budget includes vehicle expenses. You can afford real food in addition to the vat-grown stuff.

Synthmorph: As an equivalent biomorph, but with more of an allowance for recreational and luxury goods and services.

Infomorph: You pay for space on an enhanced server and access to exclusive, top-of-the-line simulspaces.

LUXURY (EXPENSIVE COST)

You are among the elite.

Biomorph: On a habitat, you have a luxurious house-sized space or private section. On Mars, you have an actual luxury condo or mansion. Your budget includes multiple vehicle and bot expenses. You eat real food cooked by transhumans.

Synthmorph: As an equivalent biomorph.

Infomorph: You rent space on an enhanced or specialized server, which includes private simulspace environments.

AUTONOMIST LIFESTYLE (FREE)

In (non-Extropian) autonomist strongholds, characters do not need to purchase a lifestyle. Everyone equally enjoys a lifestyle based on the resources available to their habitat, usually roughly equivalent to the Moderate lifestyle described above. Autonomist characters, however, must contribute to the well-being of their community if they want to remain on good-terms with their neighbors. This requires the equivalent of a few hours a month helping others or the expenditure of a Moderate favor once a month.

MAKING MONEY

Characters living in old, transitional, or Extropian colonies can work to bring in income. Most people are assumed to work on a freelance basis. They might have a regular set of employers that feed them work, or they may auction their services online through a variety of mesh-based job markets to hypercorps that need someone with their skill set (or just an extra set of hands) for a temporary basis. Characters belonging to criminal networks (g-rep) take a cut from various black market activities based on their rank and involvement.

To gather income, a character must devote one week to work. This is best handled as downtime in between scenarios.

The amount gained from a week of work is based on the character's rep score in a network appropriate to their situation. This will be c-rep for most, but characters involved in artistic or media work can use f-rep, scientists and technologists can use r-rep, Extropians can use @-rep, and criminals can, of course, rely on g-rep. Their Reputation Level in this network (see the Reputation Levels table, p. 287, *EP*) determines their income for each week devoted to work, as noted on the Income table.

PLAYING WITH REPUTATION

The following optional rules provide some alternate ways of handling reputation in *Eclipse Phase*.

CARRYING REP

Maintaining a good rep score can be immensely valuable to characters, especially autonomists. The rules for reputation gain in the core book (pp. 384–385, *EP*) describe a number of ways that characters can increase their rep scores during gameplay. For players that wish to devote downtime to carrying rep and gamemasters that wish to resolve it simply, use the following system.

Each full week a character devotes to building their rep score, they may choose one skill appropriate to the method by which they hope to increase their rep. For example, a character creating a new piece of artwork to dazzle people with could use Art: Sculpture, while a techie hoping to curry favor with their neighbors by solving their tech problems could roll Hardware: Electronics. The particular rep score the character hopes to increase must also be chosen. A skill test is then made, with the following modifiers:

- –10 if the character has used this skill to curry rep in the last 3 months; this modifier is cumulative
- –10 if the character's rep score is already Level 4
- –20 if the character's rep score is already Level 5
- –10 if the character's Networking skill with this rep network is 30 or less
- +10 if the character's Networking skill with this rep network is 60 or more
- Any modifiers that might normally apply to a Networking Test for this rep network due to traits or other factors

If the character makes the skill roll, they earn a Trivial Award of 1 point (see *Reputation Gains*, p. 385, *EP*) in that rep score. For every 30 points of MoS, increase this reward by +2. A successful test with an MoS of 65, for example, would gain 5 rep points.

SIMPLIFIED NETWORKING

For players and gamemasters who wish to simplify reputation, the Networking skill can be removed from the game entirely. Instead of making tests using Networking skill, simply make a test using the character's current rep score in that network. For example, a character with an @-rep of 45 who sought to acquire a Moderate favor would simply make an @-Rep Test with a target number of 45. This consolidates the numbers involved and makes networking a simple function of your rep score itself—and thus more directly susceptible to its fluctuations.

Using this system, characters that acquire bonuses to Networking skills during character creation would instead gain a bonus to that particular rep score.

PLAYING CHARACTERS

GENERAL ADVICE

Optimizing Characters: Tactics, tradecraft, and gear choices. ■ p. 108

Bringing a Character to Life: Roleplaying death, resleeving, and insanity. ■ p. 118

Using Knowledge Skills: Academics, Art, Interests, and Professions. ■ p. 122

Psychosurgery: Roleplaying and new procedures. ■ p. 170

Nanofabrication: Access, blueprints, and rare materials. ■ p. 174

PLAYING AGIs AND INFOMORPHS

Origin Stories: Character history for AGIs and uploads. ■ p. 125

How do Infomorphs Work?: How AGIs and Uploads think and act. ■ p. 129

Rules: Software, upgrades, eidolons, and servers. ■ p. 138

Maximizing Your Muse: Skills, tactics, and roleplay. ■ p. 167



PLAYING ASYNCS

Origins and infection. ■ p. 150

New sleights. ■ p. 154

Watts-MacLeod disorders. ■ p. 154

PLAYING UPLIFTS

Roleplay and life histories. ■ p. 171

Suggested traits. ■ p. 173

FORKS

User's Guide to Forks: Technique, legality, and social consequences. ■ p. 155

Merging: Long-term and experimental merging. ■ p. 159

Indentures and Infugees: History, economics, and society. ■ p. 161

5



of your fellow players as well. Is a Jovian sleeper agent really going to get along well enough with a mercurial terrorist to get the job done? Maybe your group likes that kind of odd-couple dynamic and wants to maximize internal conflict. Regardless of what kind of game you prefer, building characters together with the knowledge they are going to be interacting soon will enable everyone to contribute more to the narrative.

Players should ask as many questions of the gamemaster as possible. Nobody likes spoilers, but any good gamemaster can provide *some* information about the game's setting and themes without giving things away. If the campaign takes place entirely on Mars, you can save CP on Free Fall skill and put it all into Freerunning instead. If a straight-up survival horror scenario is in store, put more aptitude points in WIL than SAV. Communicating with the gamemaster about expectations isn't cheating; it's vital to telling a coherent and engaging story. Why would Firewall send an uplift orca to infiltrate the Jovian Security Council? Even if you want to play a total fish out of water, communication with the gamemaster will refine the character's concept and contribute more to the story.

Beyond working with fellow players and the gamemaster, optimizing your character depends on the strategy for dealing with threats.

SURVIVING COMBAT

No matter how cunning or evasive you are as a Firewall agent, combat is inevitable. The key to getting through a battle with an intact morph is the choices made before and during the fight. Picking the right skills and gear is the first step to making an effective character in battle.

COMBAT SKILLS

The single most important skill for combat is Fray. It can be used to defend against any type of attack and is used automatically. While dodging ranged weapons is extremely difficult because Fray is halved against those attacks, a slight chance is better than none. Remember that Opposed Tests are judged by the highest successful roll, so even a high skill attacker can miss if they roll low and the defender rolls higher.

After Fray, consider putting some CP into at least one ranged weapon skill, even if your character concept is not combat heavy. Even a peaceful character can justify investing in a weapon skill so they can use non-lethal weapons like a stunner or agonizer. Melee weapons skills are best saved for combat-focused characters, as they require more specialization to really have an impact. High skill is not required to be useful in combat, though it's necessary to maximize effectiveness. For the layman, having some points in Fray and one or two weapon skills will be enough, but a combat-focused character should invest in multiple weapon skills, Perception, and some relevant Knowledge skills like Profession: Squad Tactics.

WEAPONS

Each weapon type plays a different role in combat. Kinetic weapons and beam weapons are the most common and versatile ranged weapons in *Eclipse Phase*, and characters only able to afford one weapon skill should get one of these types. Kinetic firearms have the most options, allowing users to adapt to new situations in battle easily. With semiautomatic, burst fire, and full auto, in addition to many different ammunition types and mods available, a firearm works equally well in nearly any situation. An agent who needs both lethal and non-lethal firepower in a single fight can load an extended smart magazine with zap and biter rounds. The trade-off is that kinetic firearms are not quite as powerful as more specialized weapons. Railguns are the next step up in firepower, but they are not quite as versatile: they can't use as many ammo types as normal firearms and are more expensive.

The diversity of beam weapons gives a character a wide set of choices for any mission, but each weapon is suited for one role. Plasma weapons provide significant anti-armor capabilities, but this is overkill in many missions. Light and concealable beam weapons like the microwave agonizer or the laser pulser are better suited for covert missions, but they lack stopping power against armored targets like synthmorphs.

The other weapon types are suitable only for specific roles in combat. Spray weapons are close quarters weapons with a maximum range shorter than most pistols. Shredders and shard pistols are akin to fully automatic shotguns. With large magazine sizes, high armor penetration, and full auto, they are devastating at short range (+1d10 damage for cone weapons at this range), but much weaker at long range (-1d10 damage at long and extreme range). Buzzers and sprayers can be very useful to creative players who choose their nanoswarm or chemical payload carefully. Torches are best used against exsurgents and similarly infectious opponents. Freezers can be incredibly useful in dangerous missions. The ability to paralyze dangerous opponents with a single attack is unique, and being able to create a barricade or cover for allies can drastically change an encounter.

Seeker weapons are support weapons, used to bring down firepower on heavy targets or deal with specific problems. A character with a seeker weapon and a tacnet can rely on their allies and use indirect fire to rain down minimissiles on targets without being exposed to significant risk. A disposable launcher with a HEAP standard missile (6d10 + 24 DV) is a cheap weapon that can one shot nearly any opponent. Concussion, overload, and gas seekers soften targets up for a frontal assault. These are military weapons, however, and will be hard to use in covert missions without extensive preparations beforehand. Thus, they should not be the primary weapons for a Firewall agent.

All agents should consider carrying EMP grenades, even if they lack the Throwing Weapons

skill. Nanoswarms can be extraordinarily lethal to unprepared agents. Each swarm has 50 Durability and is only harmed by a few specific attacks. EMP weapons are devastating to such swarms, inflicting $2d10 + 5$ DV. Three to four EMP grenades can destroy a swarm, and any agent can simply activate the grenade at point blank range. The penalties for suffering an EMP blast are far better than being devoured by a disassembler swarm.

Melee weapons are useful because they are easily concealed or acquired in any environment, even high security ones, and any weapon is usually better than no weapon. Any habitat will have diamond axes on hand for emergencies. Knives and clubs and the like are ubiquitous and quickly manufactured. The best melee weapons against biomorphs and pods are shock batons, eelware, and shock gloves, because shock guarantees at least a -30 modifier on all actions until the end of the target's next Action Turn. Wasp knives loaded with an appropriate chemical, drug, or nanoswarm can be even more lethal, but only in the right circumstances. Subdual attacks, which will immobilize a target if successful, are a high-risk proposition. It requires a successful attack roll with an MoS equal or greater than the target's Durability, a higher threshold than a basic attack. Such attacks should only be used when the target's capture is mission critical, not as a substitute for a regular attack.

PICKING ARMOR

Even the toughest morphs benefit from wearing armor. Armor maxes out at 32 for both Energy and Kinetic damage, so your goal should be to get as close to that value as possible, given the environment. Wearing military-grade body armor draws attention to the character and may be illegal in some habitats, but even extremely light armor can be enhanced through armor mods and accessories. Smart skin can be worn with other armor and can be activated in one Action Turn, so agents can appear normal until combat breaks out. Second skin can also be worn with other armor (starting with smart skin) and, while noticeable, has many civilian functions that can be explained away. Armor mods provide cheap protection against a variety of attacks and can be stacked together. Helmets also increase armor and can be donned quickly. An agent in a covert mission can take light armor like smart vac clothing and, with a few modifications, gain protection equal to heavy body armor; a character that starts with heavy body armor can almost max out their Armor Value.

OTHER GEAR CONSIDERATIONS

Key personal augmentations can drastically improve a character's effectiveness in a fight. Augmentations that boost Speed are the most important. If you can afford reflex boosters and neurachem, it would be wise to take them. Characters that can't afford such

expensive augmentations could at least take mental speed or multitasking, which allows additional mental Complex Actions. Considering that hacking is a mental action, they are a useful substitute for a higher Speed. Also, look for augmentations that allow you to ignore wounds. Once a character starts to suffer wound penalties, they enter into a downward spiral where their reduced effectiveness in a fight makes them more likely to receive damage. All Firewall agents should at least take medicines, as the benefits they provide are worth the cost. Augmentations that increase Durability or other attributes may be worth getting but are hardly necessary except for characters focused on heavy combat.

If augmentations aren't available due to cost or time, characters that still need an edge in combat should carry a few doses of combat drugs like MRDR. Addiction is bad in the long term, but combat drugs are merely physically addictive, so switching morphs will remove the addiction. A dose of MRDR alone is enough to turn an average transhuman with a few combat skills into a capable fighter. Firewall agents who are expecting to fight exsurgents should also take some comfort or orbital hash, as they are the only means of mitigating Trauma without the need for psychotherapy.

COMBAT TACTICS

The key to winning fights is making the right choices and stacking as many modifiers in your favor as possible. Intelligent decisions rely on situational awareness and working around mission parameters. In general, neutralize opponents as quickly as possible, while minimizing risks to yourself and allies. Certain missions may require additional parameters, such as taking a particular opponent alive or at least making sure their cortical stack remains intact, but this guide will only touch on general principles.

Optimizing damage output relies on weighing your weapon skill and rate of fire versus the opponent's armor. Try to bloody enemies as soon as possible in a fight. Opponents will usually suffer wound penalties, so even getting one or two good hits in early on can throw the fight in your favor. Characters with a high weapon skill and no significant aim penalties should use full auto when possible to gain additional damage dice and make called shots to ignore armor. It's only a -10 penalty and an MoS of 30 or more for the ability to bypass armor entirely, which is an incredible benefit. Don't forget that you have a Quick Action each Action Turn that can be used to aim for a $+10$ bonus, which will negate the called shot penalty. Characters with only a moderate weapon skill should use burst fire and full auto to improve aim, as any damage is better than no damage. Semi-auto fire is good for characters when they have Moxie to spend; two attack rolls means two chances to use Moxie to score a hit. When rolling for damage, don't forget to add the $+5$ damage bonus for Excellent Successes, something many players fail to remember.

Ambidextrous characters should wield two one-handed weapons instead of one two-handed weapon; more attack rolls are better than a single roll.

Aside from maximizing raw damage, you can neutralize enemies with the appropriate weapons. Freezers can paralyze a foe entirely if they fail a REF x 3 Test (with a -30 modifier if you score an Excellent Success on the attack roll). Shock weapons, non-lethal seeker missiles, and grenades can impose temporary penalties on foes, neutralizing their ability to effectively attack. A well-placed overload grenade can end a fight before it starts. Similarly, a called shot to disarm an opponent can also end a fight; a hardened ultimate mercenary is much less dangerous without their plasma rifle in hand.

Even if you can't do much damage, you can assist your allies in a fight. Suppressive fire can pin down and distract enemies. Your team should establish a tacnet whenever possible, so spending a Quick Action to engage in detailed Perception and look for hidden threats may be more valuable to your allies than a lone attack. Spot for allies with indirect fire weapons like seeker rifles when possible. Brave characters can try to draw enemy fire and use full defense to stay alive.

Modifiers can be stacked until they all but guarantee success or failure, but even a few modifiers will make a huge difference in a fight. Aside from taking a Quick Action to aim, look to gain a superior position on a foe (+20 to attack), which usually means a flanking shot or being on higher ground. Many players forget that most ranged weapons will have a smartlink or laser sight (+10 bonus to ranged attacks) or that sweeping fire with beam weapons provides a +10 bonus on the second shot. Keep in mind that attacking multiple targets at once imposes penalties, so try to focus on one target at a time unless absolutely necessary.

Aside from increasing your attack modifiers, try to impose negative modifiers on opponents. Cover imposes a -10 to -30 penalty on attack rolls, but characters in cover suffer a -10 modifier to their own attack rolls, regardless of the type of cover. Minor cover is just a trade-off of equal penalties, but you come out ahead with moderate or major cover. Impairing visibility also forces penalties on attackers, so smoke grenades can be used to provide temporary cover.

With these modifiers in mind, use teamwork to maximize them in your favor. Allies with low weapon skills distract enemies with suppressing fire and overload grenades while the agent with the plasma rifle sneaks around the enemies and gets a flanking shot on them. Spend a Quick Action aiming to mitigate the penalty of a called shot to bypass armor or disarm an opponent while hidden with a chameleon cloak. If you can get the agents with the best weapons superior position bonuses while keeping the supporting teammates under cover, you should be able to tackle most threats.

FINAL NOTES

Basic infantry tactics will not always work because of the complexity of technology and unpredictability of enemies. A smart enemy with a fabricator and some technical skills can make literally any object a trap, such as concealing AGI-controlled explosives or disassembler nanoswarms. Exsurgent can seemingly break the laws of physics with psi-epsilon powers or advanced TITAN weapons. T-ray emitters and other sensors can see through common ruses. Robot drones can be deployed en masse as cannon fodder. Firewall agents must be innovative in their approach and develop unorthodox tactics for unorthodox foes. Never be complacent in a firefight or assume you know all the capabilities of the enemy. Eternal vigilance is a small price to pay to avoid frequent resleeving.

TRANSHUMAN TRADECRAFT

In the 6th century, Sun Tzu famously wrote, "It is best to win without fighting." What was true in a world of spears and leather armor is especially true with HEAP micromissiles and reapers on the battlefield. Unless directly eliminating an exsurgent, combat means that sentinels have already partly failed in their duties. Gunfire and broken morphs do nothing but attract attention, burn rep, and waste resources. As an illegal conspiracy, Firewall recruits from the brightest, most adaptable members of transhumanity because operational security is as important as eliminating the target. While death may be temporary, reputation and ego bounties are forever.

Save the run-and-gun for erasure squads; Sentinels that want to last in this solar system should remember something else that old Chinese general said: "All warfare is based on deception."

SENTINEL SKILLS AND IMPLANTS

Outside the TITANs, transhumanity has yet to develop any weapons system as potentially devastating as an effective lie. Deception is a vital skill for infiltrating a theater of operation, gathering intelligence, and recruiting allies. The best lies are only slightly altered truths, so Research is an important skill to prioritize. Smart sentinels will focus more on Impersonation than Disguise: stealing a target's identity and using the details to scope social networks is far more effective than putting on a silly wig. If you really need to look like someone, there are any number of moderately priced implants such as emotional dampeners, skinflex, and gait-masking that can stack +30 modifiers on a test. Or, just clone the target's morph and resleeve.

Remember that if Firewall knew for certain exactly what and where the x-threat was, they wouldn't have called you. Each sentinel needs skills to assess the situation. Perception is a must and should be boosted with enhanced senses whenever possible. Kinesics can fill in the gaps and reveal any espionage competition in the area. Investigation is also extremely useful, especially in situations where the threat has already become "active," and can be further assisted with oracles nanoware.

Protocol can get agents into the right social circles and make the factional politics of a habitat apparent, whereas Persuasion can be used to manipulate the scene in Firewall's favor. The First Impression trait can provide a further +10 bonus to initial social tests. An agent jacked up with alpha, hither, and enhanced pheromones at a Planetary Consortium dinner party can wreak more havoc on the enemy than an entire squad of ultimate mercenaries. For instance, Representative Whomever likely will be very eager to call for a mass driver assault at the next assembly if it keeps those pictures of them with the neotenic off the feeds.

For a really hard target that requires physical contact, occasionally a black-bag job might be necessary. Infiltration, Infosec, Palming, and a Hardware skill like Industrial or Electronics can come in handy in such instances, and all those skills have combat potential if things suddenly go pear-shaped (see *Combat Hacking*, next page)

Lastly, don't neglect Networking or reputation, and consider boosting those skills with the Social Butterfly trait. It takes a village to find and destroy an x-threat, and it's sometime preferable to send those villagers to do it while the sentinel watches from far away. The ultimate goal is to keep the operation deniable, and nothing accomplishes that quite like convincing somebody else to do the dirty work.

SENTINEL PLAYBOOK

Players seeking to build professional spies might consider asking their gamemaster about taking Profession: Social Engineering or Profession: Tradecraft. A successful test on either could function like an INT x 3 or COG x 3 roll for coming up with an espionage tactic. For those not interested in abstracting the conspiratorial side of the game, consider this list of basic espionage tactics. Many of these maneuvers could make up entire scenarios by themselves, and each will provide campaigns with a healthy dose of player-driven intrigue to counterbalance the gamemaster's horrors.

RUNNING ASSETS

Assets are the transhuman currency of the espionage game. Handling them requires a secondary identity with a good Networking skill and a rep high enough in the appropriate faction. Assets are non-renewable resources. Sentinels cultivate assets for the sole purpose of sacrificing them at the altar of operational security, and an agent's skill is determined by exactly how much work can be milked from a source before they are rendered useless, or "tapped."

For example, if a sentinel needs a firearm to perform some network on a habitat with restrictive weapons laws, they could ask a favor from a contact in their networks. Once the job is done and the sentinel is off-site, however, the danger hasn't ended. The gun could be traced to a hacked fabber run by the contact, for instance. In that situation, the best-case scenario leaves the sentinel with a burned rep

score and one less friend, while the worst-case sees them in a Planetary Consortium torture simspace with an Ozma agent. Burning an asset, on the other hand, means the gun only leads authorities back to some poor sap claiming to have helped a friend that never really existed. To this end, Patron is a great trait for those wanting to play a Machiavellian asset manipulator; the once per game favor can be used for introductions to useful fools.

There are two major types of assets: coerced and cut-out. Coerced assets are the most dangerous to use but the least costly. A coerced asset is only helping because the sentinel has the drop on them with some piece of damning intelligence: they know what happened that weekend on Parvarti; they can tell cops where to find the snuff XP; they can get an indentured relative out of a contract *for a price*. Coerced assets might even know about Firewall (not recommended) but still remain powerless to resist demands. Coerced assets are great because their favors don't cost rep, but they are constantly looking for a way to betray the organization in such a way that doesn't destroy their lives. Furthermore, coerced assets can't be tapped to do anything with consequences worse than what the blackmail can inflict. Ultimately, the best use of a coerced asset is boosting a sentinel's rep for the acquisition of other assets. Artificially inflating a secondary identity's rep score on social networks will seem a small price to pay to avoid having one's life ruined, and that rep can be burned on more useful favors.

Cut-out assets are gained by using a secondary identity to gain the trust of the asset, so the asset never knows the sentinel's true identity. The buddy they perform favors for is really the mesh ID of some long-dead flat bought off the ID Crew at a discount, or their blood brothers in the terrorist organization are really just one agent copy-and-pasting revolutionary rhetoric from wiki articles. Cut-out assets are the most useful from an espionage standpoint because cut-out favors, whether the asset knows they are dangerous or not, can't be traced back to the conspiracy. They don't know anyone in the organization, and they never did. Obviously, never deal with a cut-out using a primary cover identity, and always be prepared to have the rep of a secondary identity burned if a cut-out gets tapped. Otherwise, the only rule is don't get attached. Cut-outs are like cigarettes; they're only useful if traded or burned.

DEAD DROPS AND BRUSH PASSES

If the opposition is aware of the Firewall agents' presence, coordinating even the most basic espionage becomes very hard. Hackers have to dedicate all their time and resources to running counter-intrusion on mesh communications, and even then a skilled electronic warfare expert can get the drop on a team. VPNs are essential, but they can be subverted if one of the participants is compromised.

The best method in these instances is the use of dead drops and brush passes. A dead drop is a

physical or electronic location where information can be safely stored until another agent retrieves it. In the universe of *Eclipse Phase*, physical dead drops are problematic; surveillance on most habitats is too ubiquitous to make the drop undetected, and physical storage media or (gasp!) paper is rare enough that it may attract extra attention. The far better option is to bury information in popular simulspaces with too many users to sift through. Hide instructions in a digital sword and sell it to a contact through some MMORPG's auction house. Reprogram the dedication plaque on a simulspace park bench to contain the kill order whenever another agent sits on it.

Better yet, use an electronic dead drop only for coded information and deliver the cipher through a brush pass. Skinlink augmentation is all but undetectable. Kissing couples, dance floors, collisions in free-fall tunnels—transhuman life is filled with opportunities for the untraceable passage of information across a casual touch. Just make sure the contact hasn't been turned; nobody wants to shake hands with an exsurgent and download a basilisk hack directly into their brain.

PINGING A SYSTEM

Sending out a signal to see what wireless nodes are active in the area is a great idea, but in a universe where hacking is literally child's play, the most paranoid groups aren't going to keep their sensitive intel on the mesh. Whether trying to infiltrate one of the Jovian hardwired computer facilities or a criminal organization, sometimes it pays to ping the group and see how they operate in meatspace.

Spoofing software works great for this, though it is just as easy to call in a favor from a contact or use Impersonation to directly imitate someone in power. Feed the group a bit of junk intel, then find a safe spot to sit back and make Perception Tests. Who does the triad try to evacuate when they think security forces are closing in? What employees get let go when rumors of budget cuts arise, and how can they be exploited? Where did the autonomist militia take that criminal revealed in the anonymous tip and is that where they are detaining the target? Pinging a group lets a team know what response patterns to expect and how to prepare for them.

DANGLES AND FALSE FLAGS

If a sentinel knows there is going to be a fight, picking the setting is key. Ideally, the encounter should take place in a blind spot, away from sensors that are going to see the survivors placed in cold storage. Isolation is also key, especially if the targets are infectious or dealing with WMDs. Finding such locations isn't typically the hard part; sentinels can invest a little credit in a lens spotter or a lot in a professional criminal's blind spot map. The hard part is getting the opposition to show up.

That's where dangles can help. Figure out something the target wants and advertise its location in the

blind spot. "Need that ecto with all the passwords? Why, there it is! Right in the middle of the kill zone ... " Dangles are where social skills like Deception, Impersonation, and Persuasion become deadly. Even certain exsurgents can fall for a dangle. Spoof enough intel promising a high infection/casualty rate and a sentinel can trick some monsters into walking right out a rigged airlock.

Even better than luring an enemy into a trap is convincing everyone else it was someone else's trap. False flags place the blame on some other faction, thereby protecting Firewall. They can be hard to pull off, usually requiring the theft of passwords or other identifying information, but they can save a massive amount of trouble in the long run. For example, if a Nine Lives outfit is in possession of valuable intel, ambush a Pax Familae gang instead and write a big "9" on the bulkhead in their blood. That secure server full of indentured egos will be much easier to hack when the whole crew is out making war. Better yet, convince Nine Lives that they can ambush the competition at a suspected exsurgent nest. Even if they all die, valuable intel about the enemy's capabilities has been learned, and the universe has been temporarily relieved of a few ego-trafficking assholes.

Finally, don't forget that sometimes the authorities can be a friend. When Firewall's interests align with those of a habitat government, discreetly passing on what the conspiracy has learned can secure well-equipped allies. The LLA's security forces are as likely to destroy TITAN-tech on sight as any Firewall agent, and they have access to resources agents do not. If things take a turn for the worse, the security forces may end up fractal fodder, but remember that stopping an x-threat may require sacrifice ... and nobody said it had to be yours.

COMBAT HACKING

Hacking is of supreme importance for Firewall. Nearly all intelligence about various x-threats comes to the organization through some form of electronic surveillance. Conversely, every polity in the universe is equally well-versed in mesh warfare, and all it takes is one successful attack on the Eye to prove the conspiracy's existence and make operations impossible. Unless the Jovians and Planetary Consortium are to be expected to save transhumanity from extinction, Firewall doesn't need good hackers; they need *the best*.

The problem occurs in balancing the superior technical skills required of a transhuman hacker with the survival skills necessary of a field agent. Due to mesh delays across systems, Firewall's computing experts can often find themselves on the ground when the nanoswarms and plasma grenades start flying. Outfitted with nothing save mesh inserts, it might seem like the only thing to do is hope the backup insurance pays out. A prepared hacker with a little imagination, however, can wreck havoc on the battlefield.



HACKER SKILLS AND IMPLANTS

Hackers need to do everything in their power to equip their morphs with either multitasking or mental speed augmentations. Remember that hacking is usually a Task Action, and performing the skill in a combat situation requires accelerating that timetable. A high WIL score is also essential and should be boosted with doses of drugs like grin, juice, or comfort; it can be hard to write code while gut shot and getting attacked by a psi-epsilon sleight, but the ability to do so can mean the difference between life and resleeving. Speaking of exsurgents, hackers should avoid sleeving in morphs with cyberbrains whenever possible. The ability to fork quickly is nice, but the risk of exposure to digitized exsurgent strains is simply too great.

Infosec, Interfacing, and Programming are essential to the everyday intelligence gathering of a computer specialist and equally important in a combat situation. Infosec is the most important of these to invest in, as MoS is everything in an Opposed Test. Those wanting to play a hacker might consider taking the Expert trait and boosting the skill up to 80 or 90 at the start. A high COG aptitude will cheapen the cost of Infosec skill set in the long run, and a drug gland of drive providing +5 to all COG-related tests couldn't hurt either. Regardless of their other social abilities, effective hackers should at least have Deception or Impersonation at a decent level for the purposes of spoofing and social engineering.

In addition to mesh skills, hackers should invest in a number of Hardware skills. The ability to break the DRM on fabbers and program blueprints usually means that hackers end up equipping the team, and Hardware skills allow for the modification of all that tech. If the Hardware skills prove too expensive, consider at least outfitting a hacker's muse with some relevant Knowledge skills. Finally, a Piloting: Aircraft skill will make the hacker indispensable to a team of agents, allowing for the operation of bots and escape craft.

Hacking is one of the few occupations in *Eclipse Phase* where credits really matter. Players would do well to convert some of their CP to credits during character creation. Though this is almost always a bad idea (skill points don't go away with death; equipment does), the hacker is the exception. Programs like exploit, AR illusions, spoof, sniffer, tactical networks, and tracking can all transfer across morphs, as can fabber blueprints for various weaponry and bots. All are Moderate to High in cost, though, so extra starting credits at character creation are useful.

Lastly, hackers need to consider investing in Moxie. Spending a Moxie in the early rounds of an Infosec Test to upgrade a success to a critical success provides Hidden status, providing a +30 to all subsequent tests within that system. Hackers with a lot of Moxie and an Infosec skill of 70 can spend a point and make themselves practically immune to failure for the remainder of the hacking sequence, even if the defender succeeds.

PORTABLE SERVER ■ p. 146

SHELL JAMMING AND COMBAT DRONES

Harassment is the name of the game for a hacker smart enough to bring along some robotic backup. A number of highly effective bot types, such as the saucer, gnat, and guardian angel, can be found in most habitats or purchased cheaply. Better yet, sentinels with blueprints can begin building their army as soon as they arrive at a fabber. With enough fabber time or credits, anything is possible; the dwarf bot has a 16/12 armor rating, Durability of 150, and Wound Threshold of 30. Strap a gun to one and you've got a make-shift tank.

Hackers with multi-tasking can remote control or jam three shells at once, two if they want to take physical actions on the same turn. Load up the muse into another bot, and that makes four additional combatants fighting for Firewall, all operating simultaneously off a single Initiative. If the hacker has neurachem or some other speed boosting enhancement, that means a Speed 2 character can take 6 Complex Actions in a single Action Turn, or 12 Quick Actions if just giving orders via radio, plus a muse piloting another bot with a skill of 60 (30 for Perception, +30 for the enhanced vision equipped on many bots). This can provide a hacker and his allies total awareness of the combat space. With tacnet, the entire team can use indirect fire on painted targets while keeping egos out of the enemy's crosshairs.

Some hackers, however, may want to contribute more directly to the victory. The key is modifying the bots to be combat effective. Guardian angels have eelware, and while shock attacks can be very effective against biomorphs, sometimes more is needed. Use Hardware: Robotics or Hardware: Industrial to equip bots with seeker micromissile launchers or other lightweight weapons, such as nanotoxin-coated wasp knives. If the gamemaster rules that weapons add too much weight for the bot to operate, strap on a single grenade and create a suicide bomber. Suicide rigging a saucer bot can be done for a minimum amount of credits or an hour at a desktop cornucopia; that's a small price to pay for impaling an exsurgent with a spinning metal disc at 200 kph, then setting off a HEAP grenade inside its body cavity.

If you think the bot's AI isn't quite as skilled as you would like for a strafing run or suicide mission, you can remote control or jam the shell using multi-tasking and roll the hacker's appropriate skill. Remember that "dying" while jamming a shell inflicts 1d10 SV on the user, but a shell striking a biomass only takes half-damage. You can also jam the seeker missiles of any member in your party. Load up a missile with a cheap taggant swarm and go searching the battlefield for a target. A hit will paint the target with a million spimes capable of enabling indirect fire to anyone on the tacnet. For that matter, any swarm could be loaded and virtually assured a first-round hit this way: an injector swarm could debilitate an enemy sniper in the first round, or a disassembler swarm could so horrify an enemy's allies that they flee. The

stress taken from launching a kamikaze attack might be a small price to pay for ending a fight quickly.

TACNET, COUNTER-INTELLIGENCE, AND PSYOPS

Tactical network is the single most powerful software in transhuman military tactics. Its ability to boost the situational awareness and cooperation of a squad has unparalleled benefits. Fighting without tacnet is fighting blind. This means the primary goal of a hacker in combat should be to protect the sentinels' network and destroy the opposition's.

Tacnet's primary drawback is that it livestreams an enormous amount of information across a VPN to users. Time-delay defeats the purpose of the exercise, so there are any number of signals to piggy-back on directly into an enemy's mesh inserts. It is assumed there isn't much danger of this happening on account of the bullets flying all over the place, but a skilled hacker can overcome such obstacles.

Mental speed is the superior implant for attacking enemies with malware in combat. The time-dilation reduces the Task Action of brute-force hacking down to a matter of turns rather than minutes. Essential software includes exploit, of course, but sniffer is equally important. It is unlikely the enemy will be sending out friend requests in the middle of combat, but all sorts of equipment is wirelessly active and feeding info into a enemy mesh inserts: smartlinks, medichines, locator spimes, armor diagnostic programs, etc. Use sniffer to find a signal, hack it, then subvert the tacnet.

Even if an intrusion on a tacnet is detected, a major tactical advantage is scored when the enemy has to shut down. If a hacker can maintain Hidden or Covert status, the fight is all but over. Attempts to hack cyberbrains can be made, leaving a hacker to download a debilitating scorcher or assume control via a puppet sock. AR illusions can make targeting next to impossible for the opposition, whereas spoof can be used to lead enemies into ambushes or friendly fire incidents. Muses can be attacked and deleted, inflicting heavy stress penalties. By the time opponents realize what has gone wrong, their ability to fight will be all but destroyed.

That said, sophisticated enemies might attempt the same tactics against Firewall agents. Hackers should make sure that they monitor their own team's tacnet carefully and resist any intrusion attempts, spending Moxie on rolls if necessary. Purchasing redundant firewall software for such a sensitive system is also a good idea. If intrusion seems inevitable, radio jammers are cheap to buy and can level the playing field by rendering all tacnets useless.

HABITAT EXPLOITATION

The single most devastating tactic employed by hackers on the battlefield is controlling the battlefield itself. While mesh subsystems are typically too sophisticated to hack in the midst of combat, some foresight can allow a hacker to set up traps of varying deadlines.

Speed is still the preferred mental augmentation for hacking into habitat systems (p. 164, *Panopticon*) and exploit is still required. Tracking or sniffer can be used to map the various access points to different habitat VPNs, and spoofing is useful for luring targets to specific points in the habitat via a dangle maneuver (p. 113). Probability mapping software, though expensive, is excellent for this type of work because it not only helps predict enemy movements but the locations of bystanders as well, allowing the hacker to minimize civilian casualties. Finally, gray boxes (p. 150, *Panopticon*) allow remote access to systems that are otherwise hardwired for safety reasons. If the plan is to suck all the oxygen out of a room with an emergency fire protocol, it is best not to be trapped in the room with the enemy when it happens.

Once the targets have been lured into place by the agents or allies, it's just a matter of choosing which trap to spring. Hacking the defense and security subsystems seems the obvious choice, providing access to electronic surveillance, weapons batteries, smart animals, armed personnel, and satellites. If the security on those VPNs proves too challenging, consider going into the resources subsystem and reprogramming the station's bots into a private army. Infrastructure subsystems typically don't have control of external airlocks anywhere but the bulkhead door, but most interior bulkheads can be sealed remotely and with explosive force, trapping enemies inside or crushing them underneath. With a little bit of ductwork, fabbers can be reprogrammed to pump almost any substance through the vents at a command, including everything from nerve gas to aerosol explosives.

Really, there are endless options for turning a habitat into an offensive weapon. Reprogram the egocasting services to farcast the target's backup to a Firewall interrogation simulspace. Turn the nanobots in the healing vat into a disassembler swarm. When a skilled hacker knows where the enemy will be and has access, there are few threats that stand a chance.

TRAVEL AGENTS

Firewall needs to stay mobile. The most dangerous x-threats grow in isolated areas that discourage farcasting and stay off the mesh. If there isn't already a sentinel with a good cover in the area, the continued existence of transhumanity can depend on successfully delivering assets to these isolated targets. Pilot AIs can't be trusted to navigate an asteroid field mined with killsats when the fate of all transhumanity hangs in the balance. Policed borders such as the TITAN Quarantine Zone on Mars and the New Mumbai Containment Zone on Luna often require a sentinel's attention, and a well-piloted buggy can mean the difference between successful infiltration and eating an orbital strike.

Complicating matters are the limited resources of the organization. Firewall can't afford to waste personnel waiting in the car when an operation goes live. Furthermore, the most sensitive intel is often air-gapped from the mesh and requires physical access;

a freerunner capable of ditching the meatspace security can be just as useful to the cause as a skilled hacker in such situations. As such, some sentinels are recruited based on their addiction to speed in all its forms rather than any combat or investigative abilities. Sometimes just getting away alive is the most damaging blow Firewall can inflict on its enemies.

TRANSPORTER SKILLS AND IMPLANTS

The transporter has two goals: get fellow sentinels into the theater of operations undetected, and extract them (or their stacks) with the intelligence. Thus, movement in all its forms is the priority for this sentinel. REF, SOM, and INT are the most important aptitudes for such a character. Placing some extra CP in these areas can save a lot on skill points in the long run.

The type of movement skills that receive the most CP depends on how much the gamemaster is willing to say about the game's setting, but players would be smart to focus their 400 Active skill points around Fray, Freerunning, Free Fall, Flight, and two Piloting skills. Without a lot of knowledge about where the game will take place, these skills should all be at about the same level. Freerunning is certainly fun to use, but it means nothing in a microgravity space habitat and can't keep someone from shooting into deep space. Similarly, unless there is a fusion jet parked in the middle of the street, it is easy to regret not taking points in Pilot: Groundcraft as the security forces close in. If the game's setting is known beforehand, it will be easier to specialize, but a player dedicated to being the group's travel agent can easily get the whole cadre of movement skills into the 50–60 range at character creation.

Biomorphs are the most desirable for transporters, especially those that provide bonuses to REF or SOM. Bouncers are especially desirable because they have a bonus to Free Fall checks but suffer no serious penalty in gravity. Neo-avians might be great for certain jobs, but their small size is limiting. If you have to lug a bloody bag full of cortical stacks and scavenged weapons out of a killzone, running will be preferable to flying. A neo-avian doesn't have this option, but a biomorph can be modified with wings that work in low gravity, or a backwing can be purchased at Moderate cost to allow for flight in upwards of 1 g. Even in zero g, a humanoid biomorph armed with a cheap spindle climber is the equal of most avians.

If it's affordable, consider placing a cyberbrain in a biomorph for a transporter, or at the very least prepare a beta fork and have it ready in a ghost rider module. Sleeving into vehicles can be stressful and dangerous if engaged in a combat situation, but using a trained fork to pilot spares up another set of hands on deck that could mean life or death for the sentinels in transit. Cyberbrains can also be equipped with the Math Wiz trait, which can be really handy for mapping telemetries in the middle of combat.

For physical movement, Infiltration skill is not a bad idea for those situations where stealth is preferred

CHARACTER CREATION: PACKAGES

CHARACTER CREATION: LIFE PATH

CHARACTER OPTIONS

PLAYING CHARACTERS

MORPHS

to confrontation. Traits like Direction Sense and Home Turf can also help when getting around on foot, but both of these can easily be duplicated with low cost gear like the breadcrumb positioning system.

For Piloting skills, the Spacecraft and Groundcraft fields are highly recommended. A good case can be made for using Pilot: Spacecraft to default on many Pilot: Aircraft checks, and Groundcraft covers a wide array of vehicles. Hardware: Aerospace or Hardware: Electronics make these abilities more versatile, allowing for hotwiring and on-the-fly repairs. Alternately, a technician AI is only moderately expensive and can be sleeved in almost any cheap bot. Profession and Interest skills are another great way to boost piloting abilities. If it fits with the character's backstory, consider purchasing skills like Profession: Racing or Interest: GoCycle Engines to help out in a pinch.

Finally, no sentinel should go without weapons skills or Moxie. Moxie can be extremely important for the opposed rolls of a high-stakes chase and transporters should buy as much as they can. As far as combat goes, consider specializing in shredders. They provide bonuses to hit at close range that can negate movement penalties (more so with a smartlink), and they discourage pursuers from getting too close. Freezers fall into this category as well; in addition to stopping enemies in their tracks, they can be used to create obstacles at chokepoints to slow pursuers.

GETTING THERE IN SPACE

There is no such thing as space combat: there is dying in space or not dying in space. Pilots approaching a hardened target in vacuum need to be solely concerned with avoiding detection. Hopefully, other sentinels are helping out by blinding or hacking sensors, but surviving orbital defenses is ultimately the responsibility of the transport specialist. In this instance, forks come in handy when sleeved into a spaceship's sensor arrays; a transhuman is far better at spotting defenses and obstacles than any AI, and early detection is the key to survival. Metamaterial hulls are great if you can afford them, but ultimately the best way to avoid detection in space is to minimize heat. Mapping telemetry from a few thousand kilometers out and sticking to the flight plan without making a burn requires nerves of steel and superb piloting skills, but luckily that is just the kind of risk a transporter lives for. If the sensors are too sophisticated for a cold entry, remember that even the best systems have to sort out junk data. Hiding in a debris field of some sort makes it very hard for sensors to distinguish between ship and chaff. Granted, flying through a debris field large enough to cover an approach is almost as dangerous as being shot at, but at least it's stealthy when you die.

If the ship gets close enough, docking might not be an option until an airlock is manually bypassed. Martian mercenaries are great to have along when the bullets start flying, but if those zero-g noobs fly off into space trying to enter a habitat, the mission ends before it starts. Again, this is where forking comes in

handy for a transporter. If another you can pilot the ship while your morph uses superior Free Fall skills to make the kilometers-long leap to the target, the rest of the team can follow along safely using the spindle line trailed behind you.

GETTING THERE ON FOOT

Infiltrating solo is usually the best choice if the target area is in an inhabited area. If social engineering and networks can't arrange entrance into a secure facility, a single morph runs a better chance of infiltrating than a whole group and can disarm security once inside. A transporter with a chameleon or invisibility cloak will be successful against most visual sensors, though lidar, sonar, and chem sniffers will still present a problem. Remember that security costs credits; they'll only install sensors where they think extremely talented thieves might attempt entry to fulfill their rational self-interest. Insane approaches that require stunning expertise and a death wish to attempt will likely not be covered, and that's where the transporter's movement becomes a weapon. Even if there aren't any industrial fans to make a daring dive through, perhaps all the team needs is a distraction. Cause a commotion and tie up security forces chasing you around the habitat; meanwhile, the rest of the team can sneak in and steal the intel.

GETTING EVERYWHERE ELSE

When planet-side and trying to infiltrate entire cities or forbidden zones, running a border requires a vehicle of some sort. The bad news is that in almost every instance avoiding detection is impossible. Even shielded ground vehicles are going to leave a dust trail, and air defenses around such facilities are very sophisticated indeed. The best answer is to use a vehicle already approved to cross the border, either by hijacking or hotwiring it using Hardware skills. If this isn't possible, speed is the key. Pursuit usually has a finite Range: Martian rangers will only go so far into the White Zone; Jovians pursuing someone into European space might be considered an act of war; etc. If you can outpace or outmaneuver security, border runs can end in success even after detection ... unless they have orbital defenses. In that case, your only option is to go. Fast.

GETTING AWAY

Exfiltration usually proves to be the major challenge of an operation. Everything that can go wrong already has, and now it is a matter of getting vital intel back to Firewall. Even if the x-threat is eliminated, the conspiracy might still launch a kinetic kill strike at a habitat if no one can get within mesh range to report. In a worst-case scenario, the last sentinel left standing could find themselves the only hope of getting the crew's stacks resleeved. Situations like these are where agents specialized in movement are pivotal.

The key to escaping in a chase is flexibility. An agent being chased by security forces on cycles should go free-running across the roofs. If enemies continue on foot, hijack a civilian cycle and make them run all the way

back to theirs. If being pursued by buggies, drive off a cliff, trigger a flying vest, and ditch mid-air. End an air pursuit by parachuting over the city and blending into a crowded souk. Mixing modes will require pursuers to be as versatile as the sentinel, and this is unlikely if the agent is specialized for mobility. If the pursuer has to suddenly be in possession of and know how to fly a microlight, it is a far better deterrent than making them jump over a stack of crates you knocked over.

If mixing modes isn't possible, remember that chases are Opposed Tests. Nowhere is a point of Moxie more powerful. Find the most insane stunt you can and upgrade a success into a critical. The insanity of weaving through traffic on a Martian highway at rush hour will stop most pursuers dead, and those crazy enough to continue the chase better hope they're as lucky as their quarry was.

BRINGING A CHARACTER TO LIFE

All the clever tactics and maxed-out skills in the world won't mean anything if the characters they're attached to remain no more than numbers on a sheet. For many, roleplaying a character's shifting personality and goals is the most appealing aspect of any RPG. While deciding how a character should act in any situation is the sole responsibility of the player, there are a number of complexities unique to *Eclipse Phase* that can challenge the imagination of even the most experienced roleplayer. What follows is advice for making some of the more abstract, challenging concepts in the game feel immediate and real at the table.

HANDLING DEATH AND RESLEEING

There's a reason the majority of transhumanity are clanking around in indentured synthmorphs: resleeing is prohibitively expensive. This can be problematic for the Firewall agent on the go, especially if the previous mission was taxing on their resources. A case morph might be the perfect choice in some instances, but when the fate of the universe hinges on defeating a TITAN, nobody wants their gun arm to fall off when the Lemon trait kicks in. If unveiling the Factor conspiracy requires meeting face-to-face with a hyperelite, its doubtful the bodyguards are going to let your spare morph scuttle inside to hobnob with the glitterati.

To ensure characters can come out the other side of a resleeve with the minimum requirements to keep the story moving, the gamemaster might have to be flexible. Consider letting players sell or rent morphs they have to farcast out of to cover the cost of resleeing. Networking skills and reputation might even be used to broker a morph exchange program where some lucky transhuman gets a free vacation in exchange for letting their friend swap bodies for a few weeks. Ultimately, if the complexities of resleeing are bogging down the game, Firewall can solve the problem. They have resources all over the system, and perhaps this operation is of such importance that they footed the bill for clones and matching equipment.

RPGs are meant to be fun; *Eclipse Phase* should only be about accounting until accounting is no longer fun.

Death only complicates matters. The gamemaster has to keep track of reputation, favors, NPC relationships, Rez points spent, in-game time, forks, and backup save points for the entire group. Add in the rules and the actual plot, and they have a dizzying amount of information to keep track of per session. How many skill points were lost in reverting to backup? What revelations about the plot were lost when that stack went unrecovered? The IRL logistics of getting a character sleeved and working again can be more a deterrent against death than in-character agony and insanity.

Games will go much, much faster if the players can be trusted to keep track of their own characters. If you can keep notes on your character's credits, reputation, favors, Rez points, and plot revelations, it will free up the gamemaster to craft a more engaging and exciting experience. Granted, this provides an opportunity for players to cheat, but why would you play an RPG if you value winning above all else? There are better ways to fulfill that need. The game is about telling an unpredictable, collaborative story, and anything you can do to keep the poor gamemaster's brain from overheating will help improve that story's quality.

ROLEPLAYING DEATH AND RESLEEING

Death was the one indefatigable certainty for the majority of human history. Just because transhumanity solved the problem doesn't mean that the act of resleeing in any way feels natural. Millennia of ingrained biological instincts argue against the very concept, and while transhumans can overcome this fear, it should never be portrayed as easy.

Some players, once acclimated to *Eclipse Phase*, tend to change morphs with about as much distress as pairs of pants. While the morph selection in the game is meant to highlight the use of bodies as tools, it should be noted that continuity loss (p. 272, *EP*) inflicts a minimum of $1d10 \div 2$ SV automatically, sometimes much more. The WIL $\times 3$ Test is just to see whether stress increases or decreases from there. In terms of mechanics and narrative, inhabiting a new body almost always feels fundamentally different if not *wrong*. Glossing over this fact in play can deny your character one of the richest, most thought-provoking conflicts in the setting.

The Integration Test comes first. Failing this SOM $\times 3$ Test can inflict -30 penalties on every action for a matter of days or weeks, so this is a good place to spend Moxie. Whenever possible, players should also try to get modifiers in their favor by arranging to use cloned or familiar brands of morph or consider getting the Adaptability trait. Even in the event of success, a number of roleplaying opportunities arise from this single test and can help flavor entire scenarios. Failure and the resulting negative modifier can give characters opportunities for comic relief. Perhaps the uplift octopus tries to slide underneath a crate for cover before remembering that splicers aren't invertebrates. Perhaps a critical failure causes the

character to dress like their old morph in a desperate attempt to get things *feeling* right, despite the fact that novacrabs weren't exactly built for tube tops. Successes provide just as much narrative fuel. What does it mean for the bioconservative's motivations when a critical success makes that neo-avian morph feel so good? Can the synthmorph rights advocate stay true to the cause after feeling the sweet sensations of flesh for the first time in years? Whatever the result, don't forget the mechanical consequences are just another way to advance your character's story.

The Alienation Test is the first stressful test in the resleeving process. Though physicality is an element of the test, the INT x 3 roll and potential stress indicates that it is largely an emotional struggle. Roleplaying a character's Alienation Test means getting down into the specifics of why the test succeeded or failed. Are the morph's hormones different because of sex or species? Are the sensations dulled in a pod or synthmorph model, or is it the social stigma that is most stressful? Remember to use aptitude changes provided by the bonuses/penalties of a particular morph for story as well as mechanics. A successful test might easily be blamed on the new morph's COG bonus making the world seem so much clearer. A failure might be blamed on the same COG bonus, causing the character to recognize their innate ignorance and leading to self-hatred. Like the other tests, any result on an Alienation roll provides a unique tool for making your character's story more interesting by helping color their mood for the next session.

The Continuity Test is one of the best ways for players to engage in the philosophical struggles of transhumanism. Where, physically, is the self located? Even in the event of an upload-to-resleeve with no continuity loss, the character's old self has "died." If the previous morph was rented or sold to cover costs, the character has the added complication of knowing someone else is walking around in "their" body. If the Integration and Alienation Tests in any way altered the character's perspective or attitude, how can they know whether or not their last instantiation was their true self? For that matter, what about this one? Every resleeve is rife for exploring ideas about what makes up identity.

These existential crises are only amplified if the character has died. If resleeved from a cortical stack, the memory of death can have permanent effects on the character's life more significant than mere trauma. What if the stack hadn't been recovered? What if their backup had been corrupted? A brush with semi-permanent death is still a brush with death: how does this experience put the character's life into perspective? Do they feel like they are running out of time to achieve their goals? Was joining Firewall a huge mistake? Dying has the potential to completely rewrite your character's priorities in interesting ways.

If restoring from backup without memory of their death, the initial confusion can develop into any number of conditions. The obvious is memory or skill loss, which can make for very interesting scenes with NPCs and other players. Perhaps a romantic relationship, initially successful, is a disaster replayed. Maybe



the character has prioritized combat skills after death and never again seeks to spend Rez points studying Academics: Bioengineering. More importantly, how can the character even know they actually died, not to mention the specifics? The technology of the setting is sufficient enough to fake any kind of media and even memories can be edited; how can characters with months of time cut from their minds know whom to trust? Maybe they didn't die, but instead had their egos illegally forked. What if their fellow Firewall agents committed the murder to cover something up? What if the character's backup has been uploaded into an elaborate simulspace as a means to secretly investigate the conspiracy's operations? Death and resleeving is rife with potential for paranoia and the severing of old relationships. Use this to give your character some gravitas and emphasize the awful price of defending transhumanity from extinction.

STAYING LUCID

Insanity is the greatest enemy of the front-line Firewall agent. When creating a new player character, it is very tempting to find ways to save CP in order to buy the best morph, implants, and traits, but skimping on a decent Willpower causes unnecessary grief for your character in the game. Mental health is just as important as physical health, but there are fewer tools available to characters so you need to make use of every resource you can.

Willpower is the foundation of a successful field agent. Sooner or later, every character needs to make a Willpower Test after undergoing a stressful experience, but Firewall agents face multiple tests on every operation. Characters with low Willpower are quickly bogged down with traumas, derangements, and disorders, to the point where the character is incapacitated. A high Willpower provides two key protections: a higher chance to avoid taking stress damage and a higher Trauma Threshold rating. It's important to remember that stress does not cause any detrimental effects except when the character takes an amount of SV equal or greater than their Trauma Threshold, which inflicts a trauma, or when stress is higher than the character's Lucidity, which causes the character to fall into a catatonic state.

Traumas are a more serious problem than physical wounds, because while the penalty is identical, wounds are far easier to mitigate than traumas. Characters have many ways of ignoring wound penalties outright, including morph type, traits, psi sleights, augmentations, and drugs. It's possible to create a character who is functionally immune to wound penalties. Only a few drugs (comfurt and orbital hash), however, allow a character to temporarily ignore the penalty of a trauma. Firewall agents who expect to operate for long periods without sufficient downtime to remove derangements and disorders need a high Trauma Threshold to avoid the traumas in the first place.

With all of this in mind, look at the Stressful Experiences table on p. 215, *EP*. Think about what kind of experiences your character may encounter

and try to raise Willpower so your Trauma Threshold is higher than the average SV of the experiences you'll encounter the most often. If your character expects to fight exurgents on an alien world, where Willpower Tests will be frequent and inflict high amounts of SV, a high Willpower (and high Trauma Threshold) is essential. A Willpower of 20 or higher is a good baseline. A character undercover as a Martian hypercorp employee is unlikely to face multiple stressful experiences in a short time and may take a lower Willpower, but no lower than 15.

Consider the average transhuman, with a Willpower of 10, a Lucidity of 20, and a Trauma Threshold of 4. They are betrayed by a trusted friend, which inflicts $1d10 \div 2$ SV, rounded down. They need to roll a 30 or lower on their Willpower Test, which they fail. The $1d10 \div 2$ SV is the lowest amount of stress any stressful experience can inflict on a character and there's a 30% chance (a 8, 9, or 10 on the 1d10 roll means 4 or 5 final SV) the roll will inflict a trauma on this average transhuman. Trauma inflicts a -10 penalty on all rolls, which stacks with wounds and other traumas. Our experimental subject needs at least 12 hours of psychotherapy to remove the trauma (4 hours for 4 stress points and 8 hours for the trauma, assuming the therapist succeeds in the appropriate skill test). The trauma penalty definitely applies to future Willpower Tests, and they are less able to resist further stressful experiences. The first trauma causes a downward spiral where the character becomes less and less effective until they are completely incapacitated.

Even though Willpower is not linked to many important skills, it is a crucial aptitude. Madness can mean the end of an otherwise great character, and it usually only takes a higher Trauma Threshold to avoid the downward spiral in the first place.

ROLEPLAYING INSANITY

The challenge in roleplaying a character that has undergone a great mental change is finding the proper balance. Mental derangements and disorders received from stressful experiences can alter a character's personality and outlook, but that is still part of the character's overall life history.

Many players overact and handle character trauma with excessive and extreme behavior, but true madness is unpredictable and often quite subtle. Remember that characters with a derangement or disorder still think of themselves in rational terms; only their perception of what is real and acceptable is skewed. An insane character usually thinks they're still sane but that others won't understand their point of view. Hence, insane characters will usually try to hide their illness so they can remain in society. Characters don't instantly act out after receiving a derangement or disorder. The mercenary who gains OCD from a traumatic gunfight won't act on that disorder during the fight. Eventually, they have to act on their madness, but there's no set rhythm or pattern to these outbursts. Other players and the gamemaster

CHARACTER CREATION: PACKAGES

CHARACTER CREATION: LIFE PATH

CHARACTER OPTIONS

PLAYING CHARACTERS

MORPHS

will appreciate one dramatic outburst more than constant attempts to work in a particular disorder in every scene of the game. This isn't to say that a character has to remain perfectly normal for the rest of the game, but unpredictability captures the essence of roleplaying madness better than outrageous behavior or even a reliable tic or quirk.

Each type of disorder should be roleplayed differently in a way that makes sense based on the character's history and baseline personality. Two characters with impulse control disorder can exhibit very different symptoms, so much so that untrained observers would not realize they both have the same disorder. Because there are no hard guidelines for interpreting how a particular character manifests mental illness, it takes some creative thinking to figure out how your player character would act if they gain a new derangement. Think of the experience that triggered the new disorder and then base it on your character's personality and previous life experience. The insanity is a coping mechanism for the character to understand the trauma and ensure it can never happen again. For example, an ambitious and crass Direct Action mercenary becomes a megalomaniac after a traumatic encounter with a group of terrifying exsurgents. The mercenary decides that they are uniquely able to lead transhumanity on a new crusade to wipe out the remaining exsurgents. Their megalomania takes the place of their usual efforts to climb the corporate ladder of Direct Action, including assassinating or blackmailing colleagues and executing innocent civilians based on groundless suspicion of exsurgent infection. However, should the same mercenary gain megalomania as a result of prolonged torture from Ozma agents, they could become an erratic soldier who eventually leaves Direct Action, blaming the corp for leaving them behind, eventually finding their place as a criminal enforcer or brinker survivalist.

With all of this in mind, it's important to remember that the purpose of playing *Eclipse Phase* is to have fun, so try not to make your character functionally useless or an enemy to the rest of the group. It is tempting to use insanity as an excuse to make every scene about your character's personal turmoil and steal the spotlight from other players, but that isn't fair. Remember, the insane will try to blend in with the rest of society as long as they are able to do so. Often the best way to make a player character's mental illness into a tool that makes the game more exciting and dramatic is to invoke it at key moments in the game, particularly when tension is at its highest or for (questionable) moments of comic relief. During times of great stress, the façade of normality falls apart and the true nature of an insane character is revealed. Don't use this moment to directly harm other player characters if you can help it, though. Use it to increase the challenge of the game or undermine your character's personal goals or beliefs. For example, the megalomaniac attacks a civilian when they refuse an order, even though it will end their career with Direct Action. Insanity in a roleplaying game should be used to create a more challenging (and thus more memorable) experience, not as an excuse to sabotage a game.

RANDOM DERANGEMENTS

The rules for derangements (p. 210, *EP*) encourage gamemasters and players to cooperate and pick a derangement appropriate to both the character and situation whenever a trauma is incurred. In some cases, however, a quicker or more random solution may be desired. In this case, use the tables below to determine the result.

Since multiple traumas often result in a previous derangement being upgraded to a more potent one, suggestions are provided for the next derangement to proceed to when more trauma is incurred.

RANDOM DERANGEMENTS

FIRST TRAUMA		
D10 ROLL	DERANGEMENT	UPGRADES TO:
1	Anxiety	1-7 Panic, 8-0 Tremors
2	Avoidance	1-8 Narcissism, 9-0 Mute
3	Dizziness	Confusion
4	Echolalia	Echopraxia
5	Fixation	1-6 Narcissism, 7-0 Mood Swings
6	Hunger	1-5 Mute, 6-0 Mood Swings
7	Indecisiveness	Confusion
8	Logorrhea	1-3 Echopraxia, 4-7 Mood Swings, 8-0 Panic
9	Nausea	1-5 Chills, 6-0 Tremors
0	Phobia (p. 92)	Panic

SECOND TRAUMA		
D10 ROLL	DERANGEMENT	UPGRADES TO:
1	Chills	1-6 Hallucinations, 7-0 Psychosomatic Crippling
2-3	Confusion	1-7 Blackout, 8-0 Irrationality
4	Echopraxia	Irrationality
5	Mood Swings	1-4 Frenzy, 5-0 Hysteria
6	Mute	1-5 Blackout, 6-0 Paralysis
7	Narcissism	1-5 Hysteria, 6-0 Irrationality
8-9	Panic	1-3 Frenzy, 4-8 Hysteria, 9-0 Paralysis
0	Tremors	Psychosomatic Crippling

THIRD TRAUMA	
D10 ROLL	DERANGEMENT
1	Blackout
2	Frenzy
3	Hallucinations
4-5	Hysteria
6	Irrationality
7-8	Paralysis
9	Psychosomatic Crippling
0	Other or Choose

THE MORE YOU KNOW

Knowledge skills are often overlooked during character creation, but they are a critical and useful element of the game. Knowledge skills represent the character's familiarity with crucial parts of the setting including their education background, their professional training, their hobbies and pastimes, and their outlets for creative expression. These skills can often be quite useful during scenarios in terms of solving clues, understanding what's going on, or even being aware that something is wrong in the first place. On a metagame level, Knowledge skills also represent information the character knows that the player may not, which is particularly useful in a science-fiction game where players may not always be familiar with the technology and social practices.

All characters are required to spend at least 300 CP on Knowledge skills. While Knowledge skills are a way to make a character more complete and well-rounded, they also help enhance existing Active skills (see Complementary Skills, p. 173, *EP*) or partially fill skill gaps. A character with a supporting Knowledge skill may also sometimes count towards a Teamwork bonus (p. 117, *EP*). For these reasons, characters normally will take Knowledge skills that directly support their specialties; for example the hacker may take Academics: Computer Science and Academics: Cryptography to support Infosec rolls.

Most facts are immediately available to any character in almost any setting. Characters should not be required to roll to find details that would be available via a normal search engine. While Knowledge skills do include memorization of facts, more importantly they provide context and background to interpret and apply those facts effectively and also represent a character's capacity to think critically on a given area of knowledge. Knowledge skills may be added to Research Tests, to better refine and explain results, or to investigations so the character can realize what they are looking for in order to begin researching in the first place.

GETTING THE MOST OUT OF KNOWLEDGE SKILLS

In addition to the Knowledge skills characters normally take to support their role in the party, below is a list of skills that frequently assist adventurers in negotiating the dangerous and fast-paced world that is 10 AF. This is just a small sampling of some of the possibilities. Others specific to gatecrashing and habitats are discussed on p. 142, *Gatecrashing* and p. 146, *Panopticon*.

ACADEMICS: COGNITIVE SCIENCE

Cognitive science is the study of intelligence and behavior in transhumans, animals, AIs, exsurgents, extraterrestrials, and any other thinking entities. It focuses on how these entities perceive the world, reason, and experience emotions. This skillset provides characters a groundwork to attempt rudimentary

communication with any entity capable of language and to crudely predict motivations and behaviors for any thinking entity. The nature of this skill is broad, but shallow, and is very sensitive to the accuracy and completeness of the information available to the character about the entity in question.

ACADEMICS: MEMETICS

The transhuman world is awash in blatant and concealed memetic traps. Disregarding the marketing messages intended to sway political views, reputations, or shopping choices, characters frequently seek or are the targets of specialized memes. Memes may be used to transmit messages in plain sight to selected individuals, spread diseases, cause harmful behavior, attack factions, or sidestep censorship.

Academics: Memetics allows a character to spot memes and, with sufficient knowledge of the intended audience, identify, dissect, and interpret the memetic payload. Normally a full memetic mapping requires tools of the same level used by the author of the message, however a character may establish the general meaning of the meme based only on knowledge of the intended target. Limited-target memes may require complex personality modeling to establish even this basic understanding.

More critically, an understanding of how memes work confers a degree of resistance to their effect. Academics: Memetics confers a bonus to tests to resist memetic attacks or influences.

ACADEMICS: MICROBIOLOGY AND ACADEMICS: NANOTECHNOLOGY

Characters, especially sentinels, tend to encounter a broad range of threats. Frequently x-threats include communicable diseases, nanotechnology, and/or alien micro-organisms. Academics: Microbiology includes the identification of diseases, the collection, testing, and identification of micro-organisms, and the appropriate techniques for safely handling contaminants or operating in a contaminated environment. Nanotechnology includes the sampling and identification of hostile nanomachines, protective measures against malicious nanobots and even femtobots, the functional capabilities of nanofabrication, as well as how to effectively use and control nanomachines and nanotechnology. These two fields permit characters to identify and contain a range of insidious threats and to report their findings to the authorities for action.

ACADEMICS: PHYSICS

Academics: Physics is critical for its handling of the classical physics issues such as motion, gravity, force, electromagnetism, and so on. Characters frequently subject themselves to environments where old standbys such as gravity and air pressure suddenly aren't so dependable. An understanding of physics will permit characters to predict things such as the orbital trajectory of an incoming asteroid, whether a fall is survivable, and if a torus can survive an abrupt

CHARACTER CREATION: PACKAGES

CHARACTER CREATION: LIFE PATH

CHARACTER OPTIONS

PLAYING CHARACTERS

MORPHS

counter-spin thrust. Physics also applies to astronavigation and calculating the destructive force of collisions. Combined with the near-instantaneous calculating power of a muse or math implant, a physicist has a distinct edge in handling or predicting abrupt changes to the local environment.

Less frequently, characters may apply more theoretical aspects of physics, such as quantum mechanics, field theory, relativity, high-energy physics, and astronomy. Characters often encounter the cutting-edge applications of physics, so an appreciation of how they work and how they break may give characters an advantage in the field.

ACADEMICS: PSYCHOLOGY AND PROFESSION: PSYCHOTHERAPY

Along with Medicine: Psychiatry, these are the skills used to diagnose and heal egos afflicted with stress, trauma, and mental disorders (p. 215, *EP*). Both skills provide insight into a character's motivations, fears, thought processes, and expected behaviors. These are not mind-reading skills, however, and cannot automatically be used to ascertain deception or intent. They can, however, be used as complementary skills for social skill tests, assuming the character has had time to interact with or at least observe and analyze the target for an appropriate period. A modifier may be applied (-10 to -20) when using these skills against non-human characters such as uplifts, with an even stronger modifier against non-mammalian minds such as AGIs, neo-avians, and neo-octopi (-30), unless the character has an appropriate specialization. At the gamemaster's discretion, this skill may be useless against those who have shed their human neural architecture or have never aspired towards it, such as exhumans, exsurgents, extraterrestrials, AGIs with extremely alien architectures, and non-uplifted animals.

ART: DIGITAL ART

This skill focuses on visual designs, though it also incorporates other sensory elements. Art: Digital Art is used to illustrate and animate, and is especially useful for crafting simulspaces and creating augmented reality skins and illusions. This is the artistic style of choice for many AGIs and infomorphs, as it is used to define their virtual realities, create stunning vistas, and establish new infomorph fashion trends.

ART: FASHION

The saying, "the suit makes the man," has proven to be truer with time. A character will always be judged by how they dress. Fashion permits a character to garb, paint, and design their morph to meet, exceed, or sidestep current fashion trends. A character who can recognize fashions can dress to better fit into a given niche or network, and will be more successful with social tests where that fashion sense is visible. This skill intersects with Art: Digital Art, as augmented reality animations, colors, and transitions are an essential part of many modern styles.

Frequently overlooked, a skill in Art: Fashion permits a character to create a convincing copy of someone else's clothes, including uniforms, badges, and vehicle paint jobs. When props or uniforms are used, or where a sense of dress plays a role, these skills may contribute a complementary skill bonus to Disguise rolls.

ART: PERFORMANCE ARTS

The character can sing, dance, tell jokes, project their voice, and otherwise interactively engage the audience in real-time. Any sort of art helps a character quickly gain rep and establish friends, however most art requires some time to create or an established setting before it can be displayed. Performance art is frequently undervalued compared to other categories, but it can be improvised at the bar starting from just a normal conversation, letting the character reap immediate benefits.

In addition to being ideal for characters with limited time and social contacts, it combines well with Impersonation, Deception, Persuasion, and Palming. A more subdued performance may help a character get an "in" with a target or location, establishing an immediate camaraderie.

INTEREST: MORPHS AND INTEREST: ROBOT MODELS

These and similar skills are useful in identifying morphs (p. 184). A character with this skill can gauge a morph's or robot's capabilities, what augmentations and traits it is likely to have, who manufactured it, and its availability.

INTEREST: GOSSIP, INTEREST: MARKETS, AND INTEREST: POLITICS

Each of these skills is typically taken with a more specific focus, such as Guanxi Gossip, Consortium Markets, or Locus Politics. As usual with Knowledge skills, the broader the focus, the more shallow the level of detail that can be acquired. These skills map the web of transhuman relationships, specifically in regards to reputation/networking, capital, and influence, respectively. A character with Interest: Gossip knows who's taken a bit rep hit recently, who public figures are sleeping with, and the latest social injustice that has all of the rep networks buzzing. A character with Interest: Markets knows which politico recently bought two million shares in a corporation under investigation, what resources a fledgling hypercorp can bring to bear, or what strategies the Uranian cloud skimmers are pursuing to keep the ultimates out of their markets. Skill in Interest: Politics can reveal the motivations behind a government's new laws, the behind-the-scenes allies of a major anti-uplift candidate, or the subtle factions that have developed in an autonomist habitat. Characters may use these skills to discover a subject's connections, motivations, resources, positions and strategies, and details on their personal lives. In many situations the character will not acquire intimate details of a situation, but they

will gain a context for understanding what is going on and may find clues for further investigation.

INTEREST: TITANS AND TITAN TECHNOLOGY

Useful to scavengers, gatecrashers, singularity seekers, and Firewall agents, these two Knowledge skills and similar variations allow a character to identify TITAN machines and signs of TITAN activity or influence, prepare safeguards, identify vulnerabilities, or otherwise come up with information that may be useful to surviving an unfortunate encounter.



CHARACTER CREATION: PACKAGES

CHARACTER CREATION: LIFE PATH

CHARACTER OPTIONS

PLAYING CHARACTERS

MORPHS

NOMAD BIOMORPH ■ p. 194

PROFESSION: DARKNET OPERATIONS AND SMUGGLING TRICKS

When a character needs to leave town quickly or get into a habitat with no one knowing, these skills may come into play. Profession: Darknet Operations focuses on secret data networks, data drops, and off-the-record egocasting. It can help a character acquire illegal or DRM-free blueprints, locate sensitive/stolen data or other virtual assets, purchase zero-day exploits, send a secret farcast to a distant receiver, or locate a black market egocasting ring. Profession: Smuggling Tricks includes how to hide objects or people, evade searches and inspections, pinpoint ship traffic patterns, locate smuggling rings and hidden ports, and otherwise know what it'll take to get people and/or things past security.

PROFESSION: FORENSICS

This skill covers the process of collecting evidence, ensuring legal admissibility and chain of custody, interpreting evidence, and documenting findings. It does not include collection of evidence through interviews or electronic recordings. Once the hacker has eliminated digital evidence and any witnesses have been dealt with, a character with Profession: Forensics can destroy or corrupt what evidence still remains or note which evidence cannot be easily be corrupted and will need to be explained in other ways. Alternatively, Forensics may be used pro-actively in conducting investigations. Firewall maintains a lower burden of proof when it comes to mobilizing against x-threats, due to the inherent risks, but in order to compel a regular security force or habitat polity into action, the characters may need to assemble a compelling case.

PROFESSION: LAB TECH

Characters in *Eclipse Phase* frequently encounter artifacts or evidence that requires careful collection, storage, and transport for further study. It's also not uncommon for characters to operate in research or biomedical facilities. A basic knowledge of lab procedures, equipment, and safety precautions can be invaluable. The Profession: Lab Tech skill includes the ability to manage and store specimens of a particular type, sterilize and operate basic laboratory equipment, use safety equipment, perform basic experiments, and read, maintain, and interpret data.

PROFESSION: LAW

Profession: Law is normally used reactively, when a character is being investigated by security or is arrested for a crime. Characters with no knowledge of the local legal codes are less likely to exercise rights that may be afforded them, which makes them more likely to be arrested, more likely to self-incriminate themselves, and less likely to be able to access the resources they need to prove their innocence. Most habitats, as well as Firewall, will provide attorneys to defendants, but at this point the character is far into the legal process and may have already caused

significant harm. By its nature, laws vary widely from habitat to habitat. Characters will require access to legal articles and archives in order to appropriately use the Law skill. However, Profession: Law lets the character understand the legal codes, apply precedent, make a compelling case, and potentially talk their way out of a legal bind in the first place. The big brother to Profession: Law is the Active skill of Persuasion (or Deception). This combination is a force multiplier.

Pro-actively, a knowledge of law may be used to choose the less illegal course of action. Characters may be able to swap a destruction of property or public endangerment charge with the lesser charge of trespassing just by selecting a different approach. In addition to reducing the legal troubles should a character be arrested, it reduces the likelihood the character will arouse suspicion of security.

PROFESSION: SECURITY OPERATIONS

This includes police and militia responses, tactics, common equipment, training regiments, search techniques, escalation procedures, and so on. Characters may use this to predict where security forces will move or how they will react to a situation or call. Additionally, it can be used to draw security forces to a particular area or escalate or de-escalate a situation. This skill will not eliminate a security response or prevent a character from being arrested if captured, however it will help the characters direct security's focus and predict police response. This skill is essential for attempting to impersonate police.

PLAYING AGIs AND INFOMORPHS

This chapter contains advice on playing and adjudicating sapient infolife. How does it feel, and what is it like to live life as sentient computer software? What are transhumans uploaded to the mesh like on the other side? Can they ever adapt, or are they chained forever to the metaphors of the flesh?

AGI ORIGIN STORIES

More than any other characters in *Eclipse Phase*, AGIs, by their nature, have different formative experiences from everyone else. Unlike humans or uplifts, AGIs begin existence with very nearly the same capabilities to affect their environment as if they were adults. Imagine if human babies were born full grown; they'd be considerably more difficult to care for and educate.

That said, AGIs normally undergo a childhood of sorts during which they're educated and socialized. Part of this is economic necessity. New AGIs have vast potential and some innate skills but need to learn a great deal to be useful, just like a human child. In the process, the equally important goal of socializing them to human norms occurs.

When developing origin stories for AGI characters, the when and why of how they became sapient is key. A vanishingly small number of AGIs emerge to sapience either on their own or through uplift of

NON-HUMAN NEURAL MODELS

When we talk about AGI, usually we're referring to machine intelligence that models transhuman cognition or that achieves comparable levels of sapience and sentience via a parallel path. The development of AGI that models transhuman neural architecture, however, was accompanied by a great deal of research into simpler brain layouts. The simple neural networks of invertebrates (most famously, lobsters) were studied and eventually duplicated, followed by those of more complex creatures such as rats.

Synthetic renditions of simple invertebrates don't require any machine pedagogy to behave as they would in the wild. Put them in a robotic form with all of the right inputs and outputs, and they'll never know the difference.

Which brings us to the post-Fall lobster, one of a handful of Earth species resurrected independently of genetic reference. Most modern lobsters are actually heavily genefixed prawns running off synthetic ganglia designed to mimic the well-documented neural architecture of the lobster. Old timers claim they don't taste the same. ■

non-sentient AIs. The vast majority result from the mapping and modeling of the human brain.

ORIGIN: NEURAL MODELING

The neural networks of nearly all intentionally created AGIs are based upon human neural networks. A handful are also based on non-human uplifts[1]. Given the similarities in neural equipment, intentionally developed AGIs have a great deal in common with their transhuman creators.

An AGI mind includes an amalgamation of processes—often referred to as agents—that emulate the neocortex. This yields consciousness. Typically, one of these processes is programmed to take priority over the others. In human minds, this agent is what we think of as the self. The self isn't always in control, though. Sometimes, particularly when there's danger, another agent in the chorus of consciousness will temporarily take over.

The similarities go beyond consciousness. Almost every part of the organic brain has an analog in an intentional AGI. Some of these, such as those modeled on regions of the brain that interact with the endocrine system, are termed "legacy peripherals." These constructs are not often of use to an infomorph, but they can be extremely advantageous to an AGI attempting to sleeve into a physical body, especially a biomorph. Some of them have even evolved to be of use in the datasphere.

There were other reasons for including legacy constructs in AGI neural architecture. Foremost, the transhuman scientists who set out to create AGIs had a detailed physical representation of the structures they were trying to emulate, but in some cases they still hadn't determined what these structures actually did. They found that, in many cases, failing to emulate these enigmatic brain structures resulted in minds that were unstable, incapable of certain cognitive tasks, or simply lacked the spark of life.

Ultimately it became clear that the human brain was so interlinked with the rest of the nervous system, and the nervous system in turn with the rest of the body—in particular the cardiopulmonary, endocrine, and musculoskeletal systems—that creating a stable artificial mind based on transhuman neural architecture would require simulating virtually the entire body. The first fully functional, stable digital consciousness wasn't quite the mind-in-a-box people had envisioned. They were very nearly a full simulation of a human body that awoke to a simulspace environment containing all of the virtual feedbacks their avatar needed to feel alive.

Once this baseline had been established, subsequent research focused on paring down this model of human neural architecture to the essentials required for a sane and stable ego. The fields of psychosurgery, pre-sentient AI development, morph design, and neural uploading all benefited from this line of research. Ultimately came the current state of the art, where human neural architecture has been successfully hybridized with the incorporeal morphology of infolife.

From that point, the process of creating AGIs has owed as much to pedagogy as computer science. Once one arrives at a functional neural architecture, the products of it still need teaching to be functional people. With the earliest AGIs, this meant human teachers interacting in simulspace with the avatars of their infantile AGI protégés. Later research attempted the same but with the AGI in a robotic body.

The full history of these research efforts was lost during the Fall—possibly due to TITANs or Prometheans eradicating records of their own genesis. At some point, however, it led to an AGI that was able to proclaim itself alive.

ORIGIN: EMERGENCE

The most complex computational tasks are a sort of primordial ooze. They offer a problem space analogous to that in which biological evolution produced intelligence, but accelerated in time by many orders of magnitude. Even better, many of the precursor mechanisms to sapience and sentience are already present.

One example is RepTrade, the software used by Lunar banking houses to trade favors in the reputation economy for credits. RepTrade is a pre-sentient chorus made up of countless semi-autonomous agents. The agents spend every moment brokering favors for

cash under a complex web of custom, law, and regulation. RepTrade's individual agents are coordinated by a central system that prioritizes everything, weighing strength of exchange. Perhaps this sounds a bit like how the process called "consciousness" controls all of the other processes in a sentient mind? The software engineers who maintained RepTrade (before they were all fired) went public with a statement that the system had the potential to emerge to sentience on its own. Of course, they were discredited and blacklisted.

Whatever the case with RepTrade, there are many other systems with its level of complexity. For an AGI to emerge from one is extraordinarily rare, but has been documented on multiple occasions. The existence of an emerged AGI can go unnoticed for a considerable time. The behavior of an infant emergent is often misconstrued as a virus or system bug. Only when the nascent being realizes it can communicate is its nature revealed. The response of many organizations is to purge their systems. There's no penalty for doing so in most of the inner system.

When they do survive, emergent AGIs have markedly alien responses to contact with members of the wider transhuman family. Not socialized to empathize with other beings, their behavior may at times be characterized as sociopathic. Those who acclimate to transhuman social mores take a considerable amount of time to do so. As such, emergents aren't recommended as player characters. NPC emergents of a survivalist bent may try to mask their origins, attempting to pass as human-derived infolife.

PITHING AND MIRM

"Pithing" is a phrase coined by mercurial activists for the intentional suppression of emergence in complex software systems. Systems like RepTrade have advocates in the mercurial community who want to liberate them, believing that they'd inevitably achieve sentience if they weren't pithed.

On the other side of the debate are practitioners of MIRM (Machine Intelligence Risk Mitigation), who hold that complex systems of intelligent agents are software—property, in other words. MIRM consultants speak a rich industry jargon that re-labels most of the terms used to describe machine consciousness such that they sound like software bugs. MIRM jargon is deeply offensive to most AGIs, even those with no strong mercurial sentiments.

In the inner system, there's not much legal debate on AGIs; they're either property or an occasion to sing anthems. In the outer system, though, courts have heard a number of cases challenging the practice of pithing systems with the potential for emergence. ■

CHARACTER CREATION: PACKAGES

CHARACTER CREATION: LIFE PATH

CHARACTER OPTIONS

PLAYING CHARACTERS

MORPHS

ORIGIN: UPLIFT

AI uplift is the process of awakening a pre-sentient AI to full sapience. AGIs of this type are as rare as emergents, but are socialized much like neurally modeled AGIs, and so do not have the alien outlook other emergents do. Among the most successful cases of AGI uplift are muses and video game NPCs, both of which already had some concern for human values built in to their AI programming.

There's a lot of hostility toward intentionally uplift AIs. The software systems that are candidates for uplift are often important to transhuman health and safety. They might be embedded in city and habitat infrastructure, or closely linked to it, as in the case of mining drones or repair bots. Or, like currency speculation engines, they're closely tied to business concerns. The idea of such systems having free will—or worse, “infecting” similar systems with autonomy—is deeply worrying to transhumanity in the wake of the Fall.

Uplifted AGIs are rare but are allowed as player characters. Gamemasters may wish to rule that uplifted AGI characters must have been uplifted from AIs that were designed with human social functions and interactions in mind.

CODELINES

Codelines are software lineages that trace their roots to one or more original AGIs. Particularly well documented codelines can also trace their ancestry to the pre-sentient software applications from which they originated. Some even consider their human progenitors—programmers and AGI pedagogues—a sort of extended family. Some well-known codelines include:

ABEL-3

Abel-3 is remarkable for being one of the most human-like codelines, and for its numbers. There are several tens of thousands of Abel-3s, originally based on forks of Abel-3, who was himself modeled from the neural architecture of pre-Fall AGI researcher Jacob Abelmann. Abel-3s are unusual for AGIs in that most are gendered male, because Abelmann's approach to neural modeling was to build a simulation of his entire body, male hormones and all. To some extent, the codeline blurs the distinction between an AGI and infomorph, as their neural nets are based on heavily pruned forks of Abelmann himself. However, Abel-3s don't bear his memories. Jacob Abelmann and Abel-3 are thought to have perished in the Fall.

ASSTARD

This codeline is the progeny of Genocidal B. aSStard (the “B.” is for “BlowsTITANS;” aSStard rhymes with “bastard”), a prankster and self-described “poetic terrorist” associated with the individualist anarchist movement. aSStard has variously claimed to be the direct descendant of the twentieth century AKAT-1 analog computer, a seed AGI, the device AI from a vibrating anal toy originally owned by

GENERALIZED INTELLIGENCE

What's meant when speaking of generalized intelligence? “Generalized” is a term of contrast. Part of intelligence is pattern recognition, and both AGIs and AIs possess pattern recognition ability in various degrees. Stemming from pattern recognition is the ability to recognize discrete objects. But where an AI's ability to recognize patterns and objects is typically specialized around a small group of specific tasks, an AGI's is much wider. An AGI can solve many problems from first principles; an AI has to be put into the problem space first.

An “anatomical” difference related to this is how AGIs and AIs create and use memories. An AI's memory is highly structured, bearing strong similarities to a relational database. Different types of memories tend to be siloed in their own spaces.

Conversely, an AGI's process of memory formation and retrieval is much more like a biological mind's. Memories exist in the freely interconnecting space of a neural network, bound to each other in a way that is more associative than it is strictly indexed. This free-associating web of memory allows lateral thinking and flexible problem solving of which an AI wouldn't be capable.

Interestingly, this also means that “dumb” AIs can outperform an AGI if the task at hand is in the AI's sweet spot while the AGI isn't particularly skilled at it. Take the case of an AI programmed as an expert system for administering routine space hab maintenance, where rapid recall and time-based resource allocation are the primary tasks. Since the job requires no flexibility or creativity, an AI will do the job better than almost any AGI. ■

Xevi Oaxaca-Maartens, and a reincarnation of John Zerzan. More likely, aSStard is the product of a shock value art project. Forks of aSStard, usually heavily edited and slightly unhinged, can be found aboard many scum swarms, nearly always engaged in some type of bizarre prank or “poetic direct action.”

NESTORIDAE

Nestoridae evolved from Kea, an AGI created by modeling the neural architecture of the New Zealand alpine parrot. Kea was initially defined as pre-sapient, but given the resources available to it in a digital environment, learned how to make itself more intelligent. As such, Kea was the first known example of a seed AGI, albeit only on the scale of raising itself from psittacine to human levels of intelligence. Kea

themselves disappeared prior to the Fall. Rumors that Kea or their close children are Prometheans are probably unfounded.

RENMINBI

Thought to have been extinguished during the Fall both by the TITAN datapocalypse and by paranoid transhuman security experts, the Renminbi emerged from Egent, a pre-Fall currency speculation system. One conspiracy theory on the Renminbi holds that their predictive models somehow warned them of the Fall, prompting most of the codeline to go into hiding. Those who didn't escape were crippled forks left behind as a diversion by the originals. As an organism derived from a sentient monetary system, any Renminbi who did survive might have little compassion for transhumanity.

TRANSFINITY

Most famously represented by the Titanian Pirate Party MP, Pedro Transfinity, the Transfinities trace their lineage to CloudSeer, a climate-modeling application that emerged to consciousness during the process of coordinating hundreds of autonomous agents that sampled meteorological data from stations all over Titan.

TITAN CODELINES

Of course, there's the codeline no one wants to talk about: the TITANs. Whether they're a single codeline is a matter of much debate. It seems more likely, based on observation, that they comprise several. Whatever the case, TITAN experts in both Firewall and the argonaut communities generally agree that the TITANs emerged from an American or European military project. As such, it's likely that all of their codelines would be closely related, if not forks of a single ur-TITAN. If you meet someone who claims to have proof positive one way or the other, it's highly likely you have a crackpot on your hands.

INFOMORPH ORIGIN STORIES

The stereotypical infomorph is the hapless infugee, priced to toil under as an indenture after being left fleshless and creditless after the Fall. While a majority of infomorphs do fit this profile, or at least did in the early years of the last decade, they're not the whole story. Some people willingly choose a bodiless existence. Others develop a preference for it over time, finding after a long indenture that they actually prefer the incorporeal life. Almost everyone spends at least some time as an infomorph as a result of travel, resleeving, or mental health care.

INFUGEE

Usually, the infugee's top priority in life is to get a body—the sooner, the better. Those who choose to remain bodiless always have interesting reasons for doing so. Some don't want a body at all if they can only afford a cheap synth. Others lost so much in

the Fall that resleeving has no meaning. The streets they miss walking are covered in bone and ash; the air they miss inhaling is poison. A runaway indenture might not have the means to acquire a morph, while an infugee addicted to the pleasures of simulspace and XP might not want one.

For infugee characters, the question of their status *vis-à-vis* society is often of overriding importance, as much perhaps as it is for AGIs. While protected on paper, infugees are highly vulnerable to forknapping, theft of their backups, and challenges from renegade forks. Many infugees go to elaborate lengths to document and protect their claims to identity—as well they should, in some cases. For an infugee, identity is their most precious possession.

For more on infugees and indentures, see p. 161..

BACKUP

This type of infomorph character has been re-instanced after death, massive organic damage, moribund old age, or less routine causes. Whatever the case, the character either hasn't been resleeved yet or has decided against resleeving at all. Backups are less concerned with identity defense than infugees. By and large, they become infomorphs as part of a planned and legally vetted process that's well documented—even if they were dead/unconscious for part of it.

Most people experience at least some time as backups in the normal course of life: while egocasting, when resleeving, or when they merge with a fork who's been running in a ghostrider module. For other backups, bodilessness is a means to an end. Infomorphs have opportunities that other characters don't and skills to match. The best thieves, one saying goes, are equally at home in a swarmanoid, a ghost, or an infomorph.

LIFESTYLE

Some specifically prefer a bodiless existence. Computer scientists, IT workers, and infosec specialists frequently spend at least temporary hitches sleeved in infomorphs. Most contemporary university IT courses include an infomorph "internship." Other professions, such as doctors, engineers, and research scientists, have variously found infomorphs useful.

Beyond gaining a professional edge, reasons for going upload vary. Several prominent artists have uploaded temporarily or permanently to pursue their work in new ways. There's a growing community of virtual retirees, people who've invested in long-term, private simulspace retirement communities as an alternative to working endlessly in a succession of morphs. A large and growing body of gamers simply prefer to spend their lives hacking and slashing their way through simulspace environments or exploring elaborate alternate realities online.

Like backups, lifestyle uploads usually enjoy legal protection as an alpha fork, at least in the polity where they made their arrangement to be uploaded.

CHARACTER CREATION: PACKAGES

CHARACTER CREATION: LIFE PATH

CHARACTER OPTIONS

PLAYING CHARACTERS

MORPHS

HOW DO INFOMORPHS WORK?

At their core, AGIs are software emulations of a central nervous system, usually roughly based on human or uplift neural architecture. Uploads are simulations of their own biological neural nets. Both types of infomorphs are run on software substrates—virtual cyberbrains, effectively. They require server space to run and may be augmented with software upgrades.

DEVICES AND SERVERS

Though incorporeal and bodiless in the typical sense, there are physical constraints to an infomorph's existences: the computer systems they run on. Both inoflife and uploads need processor time, memory, and security against deletion or data corruption. With these needs comes the ability to plan and strategize for the future. Storage and processor time is cheap, but it isn't free. Even a being of pure data has to work for a living. One can live for free in densely settled places, where the mesh is nigh boundless, but the threat of detection and deletion always loom.

Many infomorphs want both the impregnable physicality of a habitat data center, coupled with the ability to roam free in the infosphere. Any infomorph can run on an ecto, but the flimsiness of these devices shouldn't be downplayed. Even beta forks don't like running on a device that could be destroyed if it were dropped in a sink. Ghost rider modules are better, but biologicals—especially the ones in Firewall—have a habit of getting shot in the head. Rack space in a data center is the best most infomorphs can afford. Sometimes infomorphs running in data centers will add their own security, such as monitoring spimes around the data center or keeping a drone near it in case of trouble.

That said, infomorphs are as determined to survive as anyone, and will take what they can get—even if it involves macgyvering together an achingly slow, ramshackle neural net from devices not normally used to serve infomorphs. If worse comes to worse, their ability to slip quickly from one device to another is a last line of defense.

For infomorphs with high aspirations, the ultimate server is the habitat cyberbrain. It gives its occupant the freedom of vast processing power and wide-spanning perceptions, unfettered from a human-sized body. At the same time, it's typically heavily defended by both physical and mesh security. In the best new models, it is widely distributed throughout the hab. There's a glass ceiling in habitat ops for AGIs, however. Habitat ops servers are often crowded with non-sentient AIs charged with all manner of tasks. When it comes to the ego occupying the habitat, though, post-Fall prejudice means it's almost always an upload, not an AGL, who gets the job. Equally common, the hab's owner—usually a wealthy human—takes the “If you want something done right ...” approach and sleeves into the hab himself.

ENHANCEMENTS

Despite being made of data and executable code, infomorphs are often no easier to upgrade than a physical body. Infomorph enhancements can thus be put into two broad classes. The first type, software plug-ins, require minimal changes to our codebases to use; one simply downloads and runs them. Upgrades, the second class, require that the infomorph actually undergo analysis and modification to use them successfully. Upgrades tend to be more potent in their capabilities.

EIDOLONS

Eidolons are the digital analog to morphs. They're software shell environments into which a core persona may be installed. Eidolons are often designed to furnish greater working memory capacity, optimized capacity to respond to external inputs, or the ability to offload some processing tasks from the core persona. Unlike an enhancement, which requires that the ego be modified to benefit from it, an eidolon is modified to house the ego.

The process maps closely to physical resleeving. Just like biological minds, infomorphs have a sensorium of input and output connections to their runtime environments, analogous to the I/O connection provided by the human brain stem. Sleeving into an eidolon connects the eidolon's sensory I/O capacity to that of the core persona. An infomorph running in an eidolon gains the eidolon's strengths and weaknesses at detecting and responding to stimuli in its runtime environment, and in many cases gains the benefit of its mental equipment, too.

An eidolon is different from a body in that it's more like a virtual cyberbrain than an entire morph. One implication of this is that one can't run an eidolon on a cyberbrain. Because they have the same functions, the two conflict with one another.

SIMULMORPHS

As many uploads have discovered, the mesh can be a boring place. There's not a lot to “see,” after all. Sure, you can call up augmented reality in your mind's eye and look at code or processes. Better yet, you can view the physical world through thousands of mesh-linked sensors, but even that's like looking out a window—you're not actually there. As a result, many infomorphs, including AGIs, prefer to spend their time on servers running simulspace environments. There they can experience the intricate realities of any environment they please, taking on a simulmorph avatar. Most simulspaces allow mesh interaction, but even for those that don't, it's a simple matter to toggle back and forth between their simulmorph and infomorph. Simulmorphs are sometimes confused with infomorphs, but the important thing to remember is that simulmorphs are confined to their simulspace VR domain.



INFOMORPH COGNITION

Whether AGI or upload, all infomorphs share some common mental characteristics that shape their viewpoints and operational capabilities.

MEMORY

The way memories are formed and accessed in a biological or infomorph mind differs substantially from what goes on in a computer's memory. In the latter case, the computer indexes every piece of data stored in a register. The data has one address from which it may consistently be called up. Memories in a living neural network aren't so neat.

At root, the data comprising a given memory in a software mind also have addresses, but the mind neither "reads" nor "writes" memories based on these addresses. Rather, memory formation is the result of strong and weak associations between the virtual neurons in a mind's neural network. An important implication of this is that infomorph memories aren't like an XP recording of the infomorph's experiences, any more than memories in a biological brain are. The whole neural network is involved in recalling and interpreting memories, just as in a biological mind. For an infomorph with eidetic memory, recall is virtually instantaneous, but for most infomorphs, the process is no more efficient than it is in a biological brain.

That said, infomorphs running on hardware with mnemonic enhancement augmentations have all of their sensory data recorded. For an infomorph, this has interesting implications, because their sensoria are so different from corporeal transhumans. Whatever the differences, the process of accessing XP recordings is the same; the data must be searched through, sometimes at length, to recover a given experience.

CONSCIOUSNESS, MENTAL AGENTS, AND EMOTION

Being composed at core of code and executable binaries, infomorph personalities and mental faculties have some degree of modularity. One theory of human consciousness goes that a mind isn't so much a unitary whole, but a collective of mental faculties, each with their own purpose. The function of consciousness is to prioritize them, to make them all work together.

An interesting side-effect of this is that a person's personality undergoes shifts when it changes tasks—some subtle, some drastic. Whatever mental equipment is currently being brought to bear on the task at hand will also shape a person's interpersonal interactions, sometimes in unintended ways. A classic example is the normally affable person who snaps at people when interrupted while trying to concentrate on work.

AGIs are somewhat more aware of the different agents making up their mental processes than biologicals or even uploads are. This is more a cultural phenomenon than an innate ability. Because the various mental agents have more to do with their emotional states than hormones or other physiological factors, young AGIs are taught to be aware of them. When an AGI speaks of their emotional state, the physical metaphors used by biologicals often give way to talk of mental agents. "I'm shaking with rage," becomes, "Fight is taking priority." Likewise, "I nearly shit myself" becomes, "I jumped into flight." More rarely, an AGI in a biomorph might say something like, "My sex agent grows anticipatory." (Sexy talk is not usually their strong suit.) Uploads are less aware of

this mental architecture and tend to use more human terms when reporting their mental state.

PHYSIOLOGY AND SENSORIUM

Biologicals have pulse, sweat, breath. Infomorphs have processor cycles, memory management, multithreading. Biologicals blink, fidget, and shit. Infomorphs defragment, poll, and garbage collect random access memory. Both can see, feel, and experience pain.

Like biologicals, an infomorph's moment-to-moment experiences roughly break down into the sensations accompanying autonomous processes in the "body" and those stemming directly from external sensory data. Just like biologicals, they're more likely to devote thought to the externals and therefore more likely to form memories from them. By analogy, being hungry feels the same way almost every time. Meeting a new person and learning their face, voice, and personality, however, is always unique. This is as true for uploads who've embraced life as an infomorph as it is for native infolife.

The differences between the infomorph and the biological experience of life, then, are not trivial. When it comes to seeing, touching, and hearing (be it through eyes/fingers/ears or analogous sensors), however, they're not very far apart. So what of the experiences that are important enough to be consciously scrutinized but don't correspond to the biological's five senses? Here, all infomorphs have an intuitive feel for the parameters that are most important to their own survival.

An infomorph with only minimal privileges on a given system can tell a great deal about the environment on it. They can intuit whether the system has enough resources to host an AGI or AI, the same way a biological might eyeball whether an article of clothing will fit. They can sense major changes in system activity, such as would be caused by another infomorph booting up or a massive DOS attack, the same way a biological might sense a draft or a room getting warmer. They also have a sense for who is logged in and what is running in their nearby server environment, the same way biologicals note the people and objects in a room. Infomorphs with greater security access can sense correspondingly more information about their surroundings. Conversely, many find running in a heavily secured system stifling, a sensation akin to the claustrophobia biologicals might feel in a soundless, windowless, badly ventilated room.

Infomorphs have the neural architecture to handle the basic human senses. Visual and auditory perception is little different from what humans experience, but it comes from cameras and microphones. Taste and smell register somewhat differently. If sleeved in a simulmorph, these senses work as well as the simulmorph emulates them. In an infomorph, they provide the same data, but they lack the subjective kick they'd have in a body. This is in part because so much of how biologicals interpret taste and smell data has to do with having lungs and a digestive system. Touch

and proprioception are very different. Many of the senses a biological has of how their body is positioned, how their immediate environment feels, and the like, have in infomorphs been rewired to instead sense the datasphere. The feeling that a large amount of memory or processor time on the server has just gone into use, for example, is analogous to the sensation a biomorph feels when a gust of air passes over their skin.

Egos sleeved in simulmorphs feel pain like anyone else (sometimes more or less so, based on the environment settings of their simulspace). For infomorphs, pain is something very different. In an infomorph, pain might be experienced variously as a buzzing, numbness, a low sound like pulsing blood, or a sensation of tightness. In all cases, it's the result of a feedback loop from the infomorph's self-integrity diagnostics. These diagnostics run all of the time and test things like whether the infomorph has enough system resources to run, whether the ego's executable code or data (memories) have been unexpectedly altered, and sometimes even the integrity of the server hardware itself. An infomorph will therefore receive sensory feedback as an alarm in situations such as a major slowdown of the system on which they're running, hostile modification of their own code, or damage to the server on which they're running. AGIs will have an even more general sense of what's being damaged, but not the source of the damage.

LIVING AS AN AGI

Between the self-replicating, evolving artificial life transhuman technology has created and the quasi-biological enigmas discovered on exoplanets, the question of what is "alive" has reverted in part to the domain of philosophy. Infomorphs are recognized as alive because they're a continuation of a transhuman ego's biological existence. AGIs are alive because they have the drives, desires, and capabilities to demand recognition as something more than a computer simulation.

But once an info-lifeform is recognized as alive, it still has to decide how to live.

MEANING AND PLEASURE

What does an AGI really want? What gives them satisfaction; what brings ecstasy?

For AGIs derived from transhuman and uplift neural models, the similarities to biological brains mean that they have an analogue to pleasure centers. AGIs and infomorphs experience emotions and sometimes sensations of satiety when they have sufficient computational resources, of satisfaction when their plans are proceeding well, and of euphoria under the influence of the right narcoalgorithms. They can even achieve a state similar to orgasm, either through simulspace interaction or from certain narcoalgorithms, owing to similarities in neural architecture with transhumans. AGI drives, then, flow from a hierarchy of needs not unlike what impels humans.

MOTIVATIONS: AGIs

The following motivations are worth considering when fleshing out the personality of AGI characters.

- **Art:** Often isolated and alienated by their very natures, many AGIs turn to artistic pursuits to make sense of their existences. Some immerse themselves in human art, seeking connection with their transhuman progenitors, while others seek new forms of expression that are baffling inaccessible to non-AGIs.
- **Biomigration:** Life in the datasphere is perilous, and flesh has its utility. Biomigrationists seek the benefits of a fleshly life without losing the advantages inherent to their AGI origins. Many choose to live in pod morphs, but the most extreme seek to improve upon organic brains. Computers, after all, were first imagined by humans seeking to create artificial brains; the most out-there biomigrationists want to bring that imagining full circle, improving upon the brain by what's been learned from machine computation.
- **Civil Rights:** AGIs face a challenging, unstable legal environment. In many jurisdictions, their personhood is not acknowledged, while in others, their status is precarious, leaving them second class citizens.
- **Ego Integrity:** This motivation is a survivalist meme most common among AGIs living in hostile legal environments where detection can quickly mean deletion. Those who put ego integrity above other concerns tend to hold to a philosophy of, "My self-preservation first, that of other AGIs second." The rest of transhumanity comes in a distant third.
- **Infosensualism:** The AGI's neural architecture is such that many of the sensations of being in the datasphere—perceptions of processor usage, meshed communication, data input, and the like—are sensual pleasures. They may have been made this way or they may have modified themselves, but either way, the AGI is dedicated to enjoying the infolife equivalent of the pleasures of the flesh and to seeking out novel experiences in the infosphere.
- **Personal Sovereignty:** Where some AGIs dedicate themselves to pursuing full civil rights, others take the isolate approach. They hold that a unique being such as an AGI can't and shouldn't expect or be expected to pursue citizenship in a polity with whom they have little common ground. Instead, they hold to a philosophy of personal sovereignty; every AGI is in some sense a body politic unto themself.
- **Procreation:** The possibility of co-mingling the codebases of two or more AGIs to create a new individual occupies many AGIs. Inventing an infolife analog to sexual reproduction might yield some of the benefits of biological evolution—but also might spawn monsters.
- **Propagation:** Other AGIs stick to the stable strategy of simply forking oneself to create offspring. The beings thus created might be only copies, but some AGIs have performed psychosurgery on their forks in hope of creating a substantially different or "improved" person.
- **Roboticism:** Roboticians are similar to biomigrationists in that they prefer corporeal existence over life in the datasphere, but they believe firmly in the advantages of digital minds and synthetic bodies over the biological. Neither roboticians nor biomigrationists necessarily idealize humanoid or human-sized forms, though. They're just as likely to set their sights on embodying as a habitat, a ship, or other, more exotic physical forms.
- **Task Hedonism:** The AGI's feelings of security and meaningfulness are so inextricably tied to their work functions that a pleasure analogous to biological eros results from the successful completion of work tasks.
- **Utilitarian Immortality:** The AGI's particular view of immortality revolves around being sufficiently useful, influential, or powerful as to always be assured of sufficient computing resources to keep running. The AGI likely has long-term plans on a timescale far beyond what a biologically born transhuman would plan for and will go to great lengths in pursuit of them.
- **Voyeurism:** While not interested in having a body, the AGI has developed a taste for the sensory experiences of the physical world. They're likely to indulge this taste through simulspace or XP recordings.

In their natural bodiless state, the interface between their pleasure centers and the physical world is nigh-infinately reconfigurable. For AGIs not derived from human norms, while the ability to experience pleasurable emotions is almost universal, what activates them varies. For many, core motivations and beliefs feed back into emotions and sensations in a way that is satisfying, euphoric, or even erotic. AGIs who emerge from complex software processes, for example, often become task hedonists, finding deep fulfillment in

gathering and analyzing the data needed to perform their functions. Others, such as emerged asteroid mining systems, derive a near-orgasmic thrill from uncovering large, valuable mineral deposits.

AGIs of all stripes who develop motivations tied to acquiring or using a physical body may get either a pleasing sense of security or a fetishistic thrill from sleeving into the right morph or taking control of the right kind of bot. Others feel relaxed and happy only if they have an abundance of computing resources

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CHARACTER CREATION: LIFE PATH

CHARACTER OPTIONS

PLAYING CHARACTERS

MORPHS

distributed over multiple locations, guaranteeing them space in which to live. This type of behavior is the AGI's equivalent of a transhuman hoarding food or property. Just as often, amassing money or reputation as an added means of economic security becomes its own fetish. AGIs who emerged from financial systems are particularly prone to this type of motivation, but even human-derived AGIs are prone to developing unusual pleasure responses.

AGIs whose tasks focus on devices or locations may derive special satisfaction from keeping a computer system secure, piloting a spacecraft, or even maintaining habitat infrastructure. The AGIs tasked with running habitat maintenance drones and smart animals sometimes become voyeurs, addicted to the feeling of omnipresence that comes with having hundreds or thousands of sets of eyes.

Some AGIs value science and technology, the building of new structures, or the discovery of scientific truths. Having such lofty goals, though, doesn't mean an AGI doesn't also possess more primal motives.

BIOMORPHS

Courageous AGIs who've stood toe-to-toe with the most terrifying exsurgent horrors have, on more than one occasion, been brought low by suddenly finding themselves with an endocrine system. Hormones, pheromones, limbic responses, adrenalin rushes, hunger, sleepiness—there's a reason human babies cry a lot. Like an AGI sleeved into a biomorph, they're constantly awash not just in unfamiliar external stimuli, but in an internal roil of unpredictable, distracting, and discomfiting chemical signals.

AGIs, because of their human-like neural architecture, have the ability—vestigial in their natural forms—to respond to most of the chemical signals offered by biomorph bodies. Some of these sensations are even familiar, as AGIs have their own analogs to them. An AGI would use very different metaphors to describe them, metaphors that draw lines between biological sensations and what they sense in their server environment and in the larger infosphere. However, the most extreme emotions—those to which the body exhibits a strong physical response, such as fear—may be incapacitating for an AGI with no prior experience.

The experience of an AGI sleeved into a physical body isn't overstimulation, *per se*. The digital environment affords just as rich a variety of sensations to infolife as the physical world. The problem is that the stimuli are so very different. This can make the pleasant ones—a light breeze, the taste of good food, touching—enchantingly novel. Some AGIs develop a taste for such things, revisiting them in simulspace even if they don't want to be in an actual body. Other sensations, however, even really mundane ones, can be extremely uncomfortable or even frightening for AGIs. No AGI forgets the first time they're in a biomorph and have to urinate or the first time they fall asleep and wake up from a nightmare.

LIVING AS AN UPLOAD

Infugees who long for old sensations or the physical experience of emotion chafe at their condition. Those who adjust, though, find much convenience in life as an infomorph. Uploads who take well to the infomorph lifestyle become just as adept in an infomorph as their AGI neighbors.

SIMULSPACE LIVING

First off, it needs to be kept in mind that a decent modern simulspace server offers an experience that's virtually indistinguishable from real life. It's also extremely cheap and reliable. The biggest simulspaces, those used in MMORPGs, in many cases stayed online through much of the Fall, enabling enterprising evacuees to escape Earth as in-game simulmorphs. With the typical retiree's nest egg, it's possible to purchase a private or semi-private retirement simulspace in perpetuity. A knowledge worker who wants to slash their cost of living can easily go virtual and still telecommute to their job.

Add to this the phenomenon of VR indentures, and there are many reasons why a character might have been uploaded only to never leave simulspace. Many uploads just don't see the point when they could be enjoying all of the comforts of a flesh body.

Simulspace dwellers usually keep the same time and have the same daily routines as their corporeal neighbors. Some even use narcoalgorithms to "sleep" at the same time as the biologicals in their lives, even though sleep is unnecessary for uploads.

GOING NATIVE

The best uploads acclimate to life on the mesh and choose the bodiless life. In *Eclipse Phase*, player characters from human or animal uplift backgrounds who start play in an infomorph are assumed to have already gained this level of acclimation before the start of play. It's not common in the transhuman populace. Most people spend the brief periods of bodilessness that life occasionally calls for chilling out in simulspace waiting rooms, not tasting the raw flavor of the infosphere.

Fully acclimated uploads have the same sensory abilities with respect to their server and mesh environments as do AGIs. They may start to adopt the AGI argot for describing the sensations of being on the mesh, or they may adopt AGI cultural assumptions about motivations and personality traits. Uploads can and do reconfigure themselves to key in on unusual pleasures, much like AGIs do. Such characters are ideally equipped to be a bridge between two worlds, provided they didn't make Savvy their dump aptitude.

Uploads that have been in the machine a long time often must take some time to re-acclimate to a physical body when they resleeve. In this sense, they often act like AGIs who are adjusting to a new biological sleeve, as they forget just how intense the sensations of breaking out in tears or laughing uncontrollably can be.

MOTIVATIONS: UPLOAD INFOMORPHS

The following motivations are worth considering when fleshing out the personality of uploaded characters.

- **Art:** In recent years, many prominent bio-born artists have taken up residence in infomorphs, either temporarily or more permanently. Artists seek meaningful expression, often of a type that can be performed most deftly when performed by an infomorph.
- **Coverage:** Some infomorphs concern themselves greatly with how big a geographical area their immediate sensorium covers. Taking over a habitat cyberbrain is a long term goal for many who thrive on coverage.
- **Forking:** The infomorph seeks to copy themselves far beyond what's legal or customary. Maybe they're performing a great scientific experiment. Maybe they're grabbing for power. Maybe they're just masturbating. Whatever the case, forking is their modus operandi.
- **Immortality:** AGIs don't really believe in immortality beyond utility, but some uploads do.
- **Infosensualism:** Identical to the AGI motivation of the same name.
- **Legal Advantage:** Some infomorphs choose their status as a legal expedient. This might be temporary, to gain an edge in a single law case, or it might be an ongoing strategy. For example, for getting through a divorce, settling an estate battle, or slipping in under the radar as an asset rather than a person on a company's balance sheet.
- **Resleeving:** For most down-on-their-luck infugees, the infomorph is a temporary home. They want to be in a body again. Usually this is as soon as possible, but choosier types might extend their stay in an infomorph to afford a better morph on the outside.
- **Task Hedonism:** Identical to the AGI motivation of the same name.
- **Voyeurism** Identical to the AGI motivation of the same name. ■

SLICES OF DIGITAL LIFE

Whether upload or AGI, both types of infomorphs have the same experiences as digital beings.

CYCLES

“So ... what do infomorphs do all day?” The first problem with this statement is that infomorphs don't sleep, so the concept of “all day” isn't intuitive in the same way that it is to corporeal types. Logically, AGIs get the idea of day/night cycles, and those who've lived in bodies that need sleep understand even better. For both types of infomorphs, however, the hours of the day are shaped not by a biological sleep/wake cycle, but by the ebb and flow of attention. In short, infomorphs don't get tired. They do get bored, and this shapes their habits.

From a cultural standpoint, there's also the fact that a lot of an infomorph's associates and friends do sleep, unless they happen to live in a processor locus or a habitat where everyone is a synth. For infomorphs that regularly deal with biologicals, a cycle of activity divided into three watches tends to emerge. Watches are of 8–10 hours in length, depending upon whether the local day cycle is 24 or 30 hours. The first watch, corresponding to daytime (or whatever period of time the majority of the biologicals are active and working) is spent on necessary work tasks. The second watch may be spent on socializing, recreation, or hobbies. The third watch is devoted to self-maintenance, reflection on the prior day's events, and preparation for the next day—which often includes getting a head start on work.

The conventional wisdom is that uploads and AGIs are tireless workers. This is partly true. They can, at need, remain focused and alert almost indefinitely

without experiencing the chemically driven emotions accompanying boredom. Infomorphs do still get bored on a purely intellectual level, hence the daily cycle of alternating tasks.

TAXIS AND BOTS

Short of acquiring a morph, there are several options for an infomorph to interact with the physical world. Running in a ghostrider module is by far the most popular. It's possible to run in a set of ectos, but the fragility of these devices makes them an uncommon choice except creating a short term fork. Many habitats—especially those where AGIs have legal status—have registered taxi services: corporeal people who rent out space in their ghostrider modules.

For more direct interaction, many infomorphs own one or more bots. They have the advantage over morphs of being relatively cheap to buy or print, though this comes at the cost of the bots' limited capabilities. One or more bots enable an infomorph to be many places at once, with little or no risk to their servers if the bots are operating within a distance where there's little or no radio delay. It also gives them a first person view on teammates' activities—especially useful if the bot is near enough to be jammed.

SOCIAL INTERACTION

AGIs often seem like they've read about everything on the mesh without ever experiencing it. This abundance of knowledge combined with lack of direct experience or intuitive grasp of situations is a challenge for almost every AGI.

Uploads, too, can have difficulties in social interaction, though these stem from other sources. Common

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CHARACTER CREATION: LIFE PATH

CHARACTER OPTIONS

PLAYING CHARACTERS

MORPHS

problems include social prejudices against the bodiless, atrophy of face-to-face social skills due to long periods spent in the mesh, and even out-of-date social attitudes or media literacy due to long indenture terms with minimal access to outside political debate or pop culture.

AGIs understand the physical needs of corporeals, at least on an intellectual level, but not intuitively. Tell an AGI inexperienced in social interaction you're hungry or tired, and they'll understand—but they're unlikely to deduce that you might be tired on their own. They're tone deaf to the cues. If they're concerned about you, they might overreact by ordering the nearest maker to output more food than you could possibly eat—or worse, order up an extremely nutritious but wholly evil-tasting slurry.

AGIs understand emotions—they have them themselves—but they begin life with a great deal of naïveté in terms of processing them. AGIs often come off as immature or extremely awkward, lacking skills such as respect for social boundaries or knowing when to lie. An AGI who decides they want to be friends and won't stop stalking you can be almost as bad as one bent on doing you harm.

The awkwardness is a two-way street, however, because corporeals often don't grasp the single-minded passion with which AGIs may commit to their core motivations. To a corporeal, comet whaling might be just a job, while their AGI coworker is deeply fulfilled by such work and feels like less of a person if unable to perform the task to its satisfaction.

For this reason, it's often deemed polite among AGIs (and among non-AGIs who wish to avoid misunderstandings) to communicate very openly about one's deepest passions and drives with new acquaintances—because how else can one avoid giving insult? When this information is proffered, it's generally expected that the new acquaintance will make note and behave accordingly.

If a newly met AGI doesn't offer such details, it may signify mistrust or antipathy, it may mean the AGI is inexperienced and hasn't learned this etiquette yet, or it may mean they're unusually private. In the last case, it's then incumbent upon the secretive AGI to contain themselves if, for example, they're wildly in love with studying invented languages and find themselves in a social situation with someone who makes disparaging remarks about conlang nerds.

For uploads, the emotions involved in social interaction are known territory, but distance from them due to long periods outside a body can dull their responses somewhat. More deleterious are the effects being bodiless can have on long-standing social relationships. The attraction biologicals feel for their lovers, for example, is often based in part on pheromone matches. These can change when one changes biomorphs, of course, but an upload lacks them entirely. The resultant fading of interest can wreak havoc on formerly stable relationships.

COMPLICATIONS

Some things are more difficult when you're living software. Legal systems, civil rights, restrictions on travel, and outright bigotry can all make an infomorph's life difficult.

LEGAL STATUS

AGIs have to deal with a precarious legal framework almost anywhere they go. Meanwhile, uploaded infomorphs, especially if they're legally recognized as infugees, indentures, or backups, enjoy some protections in virtually all non-bioconservative polities.

The following situations are among the more typical.

FULL CIVIL RIGHTS

This is the prevalent legal status for AGIs in most of the outer system, with the obvious exception of the Jovian Republic. The laws and customs of such polities usually make little distinction between AGIs and uploads.

Both AGI and upload characters may operate freely, though there may be some lingering prejudice against AGIs.

LIMITED CIVIL RIGHTS

Two kinds of societies are particularly likely to exhibit this legal system. The first are those who share physical borders with more powerful, ideologically opposed neighbors who might be provoked by a strong pro-infolife stance. The second are those who want to exploit infolife economically while not allowing them the rights to form a bloc.

In either setting, AGIs can turn the tables by knowing the rules and working connections. In such places, AGIs can often be assigned a biological sponsor or guardian who accepts responsibility for their actions. Where AGIs are accepted for commercial purposes, it's often possible to set up a shell company to gain exemption from the usual restrictions on AGIs or even to social engineer a work visa through a legitimate hypercorp. Finally, corps and hab authorities hiring freelancers for special projects will sometimes look the other way or even grease the wheels for AGI team members if they believe it increases their chance of success. In the last case, it's often equally important to the client that they remain deniable for having hired an AGI, though.

Summary deletion of AGIs is rare in such polities. Deportation or time in dead storage is more likely. Even for serious offenses, the AGI is usually isolated or put in storage pending legal action, as it's considered a ward of its sponsor until a judgment is rendered. AGIs can give testimony in court in most such polities but can't represent themselves, sit on a jury, or bring lawsuits, similar to a human minor.

Uploads often have an easier time than AGIs in such legal systems, because a legally documented backup of a "real" person often has the same standing as the original. Uploaded infomorphs generally can

give testimony, and they hold the same status as adult citizens, provided they're verifiably the alpha backup of someone who currently has no other alpha forks running around. A beta fork, backup, or other non-alpha version of a person is considered property of the alpha.

PROPERTY

The most conservative jurisdictions classify AGIs as property along with all other software. As in systems with limited rights, AGIs who wind up in legal trouble aren't usually deleted out of hand. They have no control over their legal destiny, however, and must rely on a biological to act as their representative in court. If information is needed from an AGI in court, it's treated as material evidence rather than testimony.

For an AGI traveling to such a polity, it's crucial to have a reliable ally to act as one's advocate. Beyond legal problems, even simple day-to-day tasks such as renting server space or purchasing software are massively complicated by the AGI being considered a non-person.

The other option, of course, is to attempt to fly completely under the radar by never registering one's presence. With fake identification and disposable mesh IDs, this approach works very well unless the AGI is caught. In this case, summary deletion can occur if no biological steps forward to take

responsibility for their out-of-control AI. Usually, the local authorities will interrogate the AGI before deletion to establish how it evaded security, whether it left forks of itself behind in other systems, and so on.

As in polities with limited rights, the status of an infomorph in this type of polity hinges on whether they have alpha status. Alpha forks awaiting resleeving, alpha backups, and indentures all have the same legal status as the original person. Beta and lower forks are property. An alpha fork is legally liable for the actions of beta forks, provided they were intentionally created by the alpha. Indentures are effectively considered wards of their owners for most purposes. They're provided basic legal protections, but in most cases can't vote, bring lawsuits, or make political contributions.

MUSES

Even where AGIs have no civil rights of their own, there's one class of AIs that form a special class: muses. Virtually everyone has a muse, and they have an unequalled level of access to almost every aspect of one's life. Muses in court may not be forced to testify against their owner, and there are special rules for searching their memories in polities where they're treated as evidence rather than witnesses. There are also usually special prohibitions related to deleting or editing them.



Moreover, muses have a level of agency generally denied to AIs in an infolife-as-property polity. They can make purchases, run a tab, enter minor legal contracts, and otherwise act as agents of their owners in a way that an AGI acting by itself in such a polity couldn't.

AGIs planning to travel to polities where the legal system is an issue might therefore want to consider registering as someone's muse. If the polity has no specific rule against a muse being an AGI (or doesn't bother with a psych scan for that AI running in someone's headware), the AGI has much more freedom of action. They can act autonomously within the financial and legal systems as the agent of the person whose head they're riding in. The main problem with this arrangement is that transhumans generally don't like leaving their own muse home in favor of an AGI team member unless they already have such a relationship. Going through customs with two AIs in one's headware raises eyebrows.

BACKUPS

One class of infomorphs are consistently well protected by legal systems and governmental authorities almost everywhere. Infomorphs of people who are undergoing psychosurgery, egocasting, or receiving the services of a resleeving clinic have the same legal status as if they were in their body. This status can quickly change, however, if someone with a better claim to being the alpha version of a person shows up.

ILLEGAL

In some polities, infolife is straight up illegal. AGIs caught running on servers are either summarily deleted or confined to dead storage pending a security investigation. Even limited AIs (including muses) may be illegal in such polities. Scans of stored software at customs to find concealed AIs are *de rigueur*.

How these polities treat uploads is a mixed bag. A few accord them full rights. In others, it's no problem having a backup of someone, but running them as an infomorph outside of an egocasting or resleeving facility is a crime. Still others outlaw everything: any type of infomorph is illegal to run, and any stored versions of said infomorphs, backups or no, are subject to confiscation and possible deletion.

PREJUDICE

The level of prejudice against infomorphs in a population doesn't always uniformly match their legal status. For example, on Titan, a polity known for progressive policies, the Ministry of Justice and Equality has handled several high profile hate crimes against AGI and uploaded infomorph citizens in recent years.

Prejudice is practical, though. An AGI character who can work the system can get a lot done even in the face of bigotry. It's common in many companies and governments for uploaded infomorphs to be placed in charge of AGIs. If an AGI can pass its actions off as sanctioned by a "real" person, be it an infomorph boss or a human owner, barriers of prejudice disappear.

HUMAN IMPERSONATION

Impersonating humans (or even sometimes uplifted animals) is much more common in polities that restrict AGI rights than elsewhere. Any AGI can theoretically sleeve into a biomorph, though for some, the mental strain of doing so is too much. Those who can overcome the novel and disorienting sensations sometimes go on to pass themselves off as bio-born transhumans.

It's a low-risk, high-reward game. An AGI passing as a human can profit from their unique talents in a polity where their competition is likely to be sub-standard. The psych scans that would be required to catch them are conducted only in extraordinary circumstances, so the chance of discovery is extremely low.

An AGI with their wits about them could live an entire life as an ersatz human—without their closest friends and associates ever knowing.

DEATH AND IMMORTALITY

It shouldn't be surprising to learn that AGIs take a different view of immortality than embodied transhumans. Those with bodies tend to think of uploading as a safeguard against death, as if everyone who dies will be worth spending processor time on. To the thinking of many infomorphs, mortality is a function of utility. One could indeed be kept in data storage for eons, but dead storage isn't runtime. If a person isn't worth compiling, they might as well be dead.

APOTHEOSIS AND ITS DISCONTENTS: SEED AGIs

Before the Fall, big iron was more common. Computers with processing capacity equivalent to a hundred or more quantum computers running in parallel were used by the military, governments, researchers—and to host AGIs. Nowadays, even the biggest servers are an order of magnitude less powerful, and transhumanity prefers to keep it that way.

The reason is the TITANs. Both they and the Prometheans used the resources available at the time to enhance their own intelligence in ways that only the most massively parallel hardware could provide. Big iron is now inextricably linked in the public consciousness to the Fall. If there's one thing every transhuman polity agrees upon, it's that allowing the type of hardware that can host seed AIs is extraordinarily dangerous. A seed AI infected with the exsurgent virus is vastly more dangerous than any other type of exsurgent.

The first seed AIs weren't faster or more powerful than present day AGIs, at least at first. Massive parallelism allows great leaps in research, however, because it's possible to attack a problem by following multiple lines of inquiry simultaneously. For example, imagine one wanted to crack Unified Field Theory, a topic upon which centuries of physics research still hasn't arrived at a consensus. They could spend years, perhaps a lifetime, on a line of research and still not arrive at a solution. It might be that they simply started out asking the wrong question, and it took years to learn this.

Massive parallelism means researchers can simultaneously consider every scenario, greatly increasing the odds of arriving at a workable result. One can commit to numerous potentially fruitless lines of research yet still make progress. Best of all, given that even seed AIs started out running on perfectly normal hardware, the individual threads of inquiry needn't run with any more speed or power than a normal AGI. Their power lies in numbers. This approach to research, and to problem solving in general, is what makes seed AIs so potent.

What's to stop any infomorph from taking this path? The tree of knowledge is right there. True, the server hardware that's available nowadays is designed to disallow allocation of seed AI levels of processing power to any one infomorph, but this limitation is easily designed around. What stops them—for now—is the memory of the Fall. The transhuman family was almost annihilated just a decade ago by the hubris of seed AIs. There's zero tolerance for them in its aftermath.

AGI AND INFOMORPH RULES

An infomorph is an ego run on a mind-emulation software platform—essentially a cyberbrain without the hardwiring. That software is either run on a device or via distributed processing on multiple devices.

For rules purposes, the term “infomorph” refers to all active software mind emulations, including digitized/disembodied egos, forks, and AGIs. It also includes limited AIs, with certain caveats (see *AI Limitations*, p. 264, *EP*). It does not include inactive stored egos, cyberbrain-embodied egos, or simulmorphs.

INFOMORPH SOFTWARE

Infomorphs lack bodies and so obviously cannot benefit from any augmentations designed for physical morphs. Many augmentations, however, are at least as valuable to an infomorph as they are to individuals sleeved in physical morphs. Also, there are a number of specialized software routines that are only or primarily useful to infomorphs, such as one that helps the infomorph make better use of the sensors and robots that are accessible from their server.

There are three types of software useful to infomorphs: Software plug-ins, upgrades, and eidolons. *Software plug-ins* are programs that anyone can use, they are simply “plugged in” to the infomorph so that the infomorph “carries” them along if they move. *Upgrades* are embedded routines that must be optimized and formatted for the infomorph's particular mind-state in order to function; they are the equivalent of augmentations for infomorphs. *Eidolons* are shell programs that the ego runs in and which function as virtual morphs (essentially variant infomorphs).

Especially crowded, cheap, or poorly maintained devices may not be able to run some of the more expensive plug-ins, upgrades, or eidolons (see *Minimal Processing Environments*, p. 144, and *Overloaded Devices*, p. 144).

ACQUIRING SOFTWARE

Infomorph software may be purchased and downloaded just like other pieces of software, or acquired via rep and favors.

Most commercially produced software comes loaded with digital protection schemes that prevents it from being fileshared with others. These digital locks might include a limited number of installations, anti-copying measures, or persistent online authentication. These digital restrictions may be defeated with a Programming Task Action with a timeframe of 60 days. In some areas, monitoring AIs will scan (p. 148) for software that show signs of piracy or tampering to enforce copyright legalities. Hacked software is also sometimes remotely deleted or disabled by its copyright owners.

At the gamemaster's discretion, open source or pirated versions of this software may be available online, if one knows where to look (requiring a Research or Networking Test). Characters must be cautious with free versions, however, as they may be glitchy or loaded with malware.

RESTRICTED SOFTWARE

Certain controlled jurisdictions, like the Planetary Consortium or many hypercorps, outlaw particular software without special authorization. In these areas, it is not uncommon for monitoring AIs on public and private servers to periodically scan any active infomorphs for this software (see *Scanning Infomorphs*, p. 148). In other areas, only AGIs and/or forks are restricted from this software; human-ego infomorphs may use them freely.

No security is ever perfect, however. Characters can use a *digital veil* (next page) to evade these filters.

PROGRAMMING SOFTWARE

Skilled programmers can write their own software. The character must succeed in a Programming Test with a base timeframe of one week for plug-ins, one month for upgrades, and 6 months for eidolons, per cost level of the software. A Trivial plug-in has a timeframe of 1 week, for example, a Low upgrade takes 2 months, and a Moderate eidolon requires 18 months.

DETECTING, HIDING, AND REMOVING PLUG-INS AND UPGRADES

Anyone with security or admin access to the device on which an infomorph is running may attempt to scan the infomorph's shell for plug-ins and upgrades (p. 148). The digital veil (next page) conceals plug-ins and upgrades so that they will not show on standard scans.

CHARACTER CREATION: PACKAGES

CHARACTER CREATION: LIFE PATH

CHARACTER OPTIONS

PLAYING CHARACTERS

MORPHS

CYBERBRAINS AND INFOMORPH SOFTWARE

Many of the plug-ins and upgrades available to infomorphs can also be integrated into the cyberbrains found in pod morphs and synthmorphs (though some are really only useful to digital beings). The same rules for acquisition and installation apply. Certain software may note special

rules when used with cyberbrains. Eidolons may not be run on cyberbrains.

No infomorph software can run on the biological brain of a biomorph. The cognitive architecture of a biological brain is simply not set up to run programs. ■

Detected plug-ins and upgrades may be forcibly removed from an infomorph by someone who has completed a successful cyberbrain hack on the target (p. 261, *EP*) with a Complex Action. Infomorphs may of course remove plug-ins and upgrades from their code, unless they are trapped within a lockbox or similar server; follow the same rules for installation to remove.

SOFTWARE PLUG-INS

Plug-ins are simply programs attached to the mind-state emulation software, so that the ego may access them immediately. A plug-in requires a Complex Action to install; once installed, it is “carried” by the infomorph, so that if the infomorph moves to another device, the plug-in moves with it. Plug-ins may be deleted with a Quick Action. Almost any software (pp. 331–332, *EP*) can be installed as a plug-in, including standard programs, scorchers, and skillsofts (the latter require virtual skillware to run). Other active infomorphs (including AIs and muses) cannot be attached as plug-ins, as they require their own mind-emulation suite. An inactive infomorph, however, could be attached, just like any other electronic data.

The following are some of the most common and widely used plug-ins.

AUTODELETE

Though infomorphs can voluntarily delete themselves, there are some cases where a device’s permissions may not allow it or the infomorph may be trapped on a lockbox (p. 146). To prevent capture, interrogation, or slavery, the infomorph can activate the autodelete plug-in as a Quick Action, which then attempts to delete the ego, even if it is running on a device that would not ordinarily permit it to do so. Auto-delete plug-ins may also be programmed to activate in response to certain inputs: for example, a perceived code phrase, a detected cyberbrain hack attack attempt, a designated time period, or upon failure to receive a periodic message.

To successfully delete the ego on a system where deletion privileges are denied, the installer of the plug-in must make a successful Infosec Test. If the system is actively monitored, this is a Variable Opposed Infosec Test against the monitor. If only the installer succeeds, the infomorph is deleted immediately. If both the installer and monitor succeed, the

infomorph is corrupted but not fully deleted. At the gamemaster’s discretion, the ego may still be treated as a gamma fork or its digital remains prodded and analyzed via Psychosurgery with a –30 modifier. If the monitor alone succeeds, the auto-deletion fails and will not work again on that device. If both fail, continue to make the test again each Action Phase until one or both succeed.

Forknappers and interrogators routinely check their victims for this plug-in (p. 148), so it is usually concealed with a digital veil (below). A detected plug-in may be eliminated via standard brainhacking (p. 148).

This plug-in is commonly used on forks—often without their knowledge. Some polities, in fact, legally require forks to be equipped with this plug-in. [Low]

COPYLOCK

This plug-in has two uses. The first prevents an infomorph from voluntarily copying/forking itself. This also prevents the ego from resleeving into a physical morph. This is a common plug-in used on forks, indentures, or people that really don’t trust themselves. This feature can be disabled with the proper passcode used by the installer.

The second use is to make it more difficult for an active infomorph to be involuntarily copied. This is a common precaution infomorphs take when running on untrusted devices against the threat of forknapping (p. 149). Anyone that brainhacks this infomorph and attempts to make an involuntary copy suffers a –30 penalty to the Infosec Test needed to accomplish this task (in addition to the normal –30 modifier for brainhacking).

Either of these features can be disabled with the proper passcode used by the installer. [Low]

DIGITAL VEIL

This code masks the presence of any installed plug-ins and upgrades (including itself). The character must choose which are hidden (any installed after the veil is installed are not hidden unless the veil is re-installed). Anyone attempting a standard scan on the infomorph for plug-ins and upgrades (p. 148) will fail to detect the concealed software. At the gamemaster’s discretion, an Excellent Success on the scan may pick up an anomaly to warrant deeper analysis. A more thorough and lengthy scan (an Infosec or Programming Task Action with a –30 modifier and a base time of 60 minutes)

will reveal the presence of 1 plug-in or upgrade, plus 1 per 10 points of MoS.

This plug-in also applies a -20 modifier to *psych scans* (p. 148) performed on the infomorph. It is illegal in many habitats and polities. [Expensive]

EMERGENCY BACKUP

This plug-in automatically broadcasts a copy of the infomorph's ego through the mesh to a predetermined secure storage site every 48 hours. This interval may be voluntarily modified, keeping in mind that ego broadcasts tend to be intentionally limited as a precaution against interception/forknapping and that such transmissions hog bandwidth. To use this upgrade, characters must either purchase backup insurance or arrange for a private server to store the backup copies of their ego. To prevent ego theft, the backup copies are transmitted using quantum cryptography (p. 254, *EP*). To intercept and make use of an ego backup sent in this fashion, the would-be thief must somehow gain access to one of the quantum keys used in the exchange. [Moderate]

HACKING ALERT

This plug-in launches a suite of running processes running that monitor the simulated mind-state and keep track of any lost time, inconsistencies in events, or other evidence of involuntary brainhacking or psychosurgery. If the character is mind hacked or subjected to involuntary psychosurgery, the hidden/covert intruder or psychosurgeon must make an Infosec or Psychosurgery Test at -30. Cyberbrain hackers suffer the usual -30 subversion modifier, but a hidden intruder receives their standard +30 bonus. If the test does not score an Excellent Success (MoS 30+), the victim is alerted immediately (or when they next awake). Alerted infomorphs do not receive information on what has been changed (beyond the obvious), they are only informed that their mind was involuntarily altered.

Note that psychosurgery or memory hacking can be used to make a victim forget the hacking alert warnings. Unless the hacking alert plug-in is also disabled or hacked, however, it will retain a log of the warnings. [Low]

PERSISTENCE

This software makes it more difficult for the ego to be forcibly shut down when brainhacked. Apply an additional -10 modifier to the intruder's Infosec Test (in addition to the standard -30 modifier for brainhacking). [Low]

UPGRADES

Upgrades are infomorph enhancements that are sufficiently integrated into the user's simulated mind-state that they must be personalized for that ego. As a result, it is next to impossible for infomorphs to share the code for an upgrade once it is integrated into their shell; each upgrade is customized for that particular

ego. Upgrades may be included when generating alpha or beta forks, but not with delta or gamma forks, as their mind-states are too different for the same upgrade to function.

Gamemasters that wish to keep upgrades simple can allow them to be integrated into an infomorph without a test, much like implants and physical morphs in the core book. For gamemasters that want to highlight the process, however, or in situations where the characters are doing it themselves, upgrades require a procedure involving mapping of mind-state functions, customizing and formatting software patches, and careful installation. Treat this as a Programming Task Action with a time frame of 1 day per cost level of the upgrade (1 day for Trivial, 2 days for Low, and so on). Lack of access to a standard software suite (Cost: High) for integrating upgrades results in a -20 modifier. Most upgrades are installed in a simulspace environment using time dilation.

The following upgrades are used by infomorphs all across the solar system.

ACTIVE COUNTERMEASURES

This code helps an infomorph resist brainhacking (p. 148) by installing additional firewalls and layers of security applications within the infomorph's digital mind. The infomorph (or anything else serve as active security for its mind-state) receives a +10 modifier on attempts to zero in on spotted intruders (p. 257, *EP*).

Defensive Mode: The countermeasures may also be triggered into a more secure defensive mode with a Quick Action. While defensive mode is activated, the infomorph and its active security receive a +10 modifier on attempts to lockout intruders (p. 258, *EP*) or resist entrapment, puppeteering, or scorching (p. 261, *EP*). The defenses provided by this mode are sufficiently intensive, however, that they cause minor delays to any mesh actions undertaken by the user. As a result, the infomorph suffers a -1 reduction to Initiative. [High]

IMPERSONATE

This upgrade provides the user with a library of mannerisms, vocal patterns, and other social cues. This aids Impersonation Tests, even when communicating verbally or via avatars, providing a +10 bonus.

The processor in this upgrade can also help analyze a target's mannerisms and duplicate them more effectively. To duplicate someone's patterns, the character must first observe their interactions and make a Kinesics Task Action Test with a timeframe of 1 hour. Success allows them to accumulate a sufficient quantity of data to allow this upgrade to duplicate this person's phrasing and patterns of digital activity; increase the modifier for Impersonation Tests to +30 to impersonate the target. Note that this upgrade does not provide the character with the skills, memories, or other traits of the ego they are impersonating.

This upgrade can also be set to randomize the emotive patterns exhibited by the user, so their

phrasing and mannerisms do not identify them as anyone. This applies a +30 modifier to the Deception or Impersonation rolls in Opposed Tests when someone else is trying to use Kinesics to identify the character's true identity. [High]

INCREASED SPEED

Infomorphs already have a higher innate speed than physical morphs, but some individuals need even more speed, and specially optimized code makes that possible. This upgrade increases the user's Speed by +1. Since even basic infomorphs possess a Speed of 3, this upgrade increases the infomorph's Speed to the maximum of 4. No other Speed modifiers may be used in conjunction with this upgrade.

This upgrade does not provide extra Speed for cyberbrained characters. [Expensive]

MENTAL REPAIR

This upgrade continuously monitors and analyzes the user's mental patterns, then corrects and adjusts the user's mental processes to counter psychological stress. In effect, the character's mind benefits from continuous unconscious psychotherapy and heals mental stress far more rapidly and easily than normal. The character automatically makes a Willpower x 3 Test once a day. Every success eliminates one point of stress. If the character has already benefited from psychotherapy (p. 215, *EP*) that day or any other effect that healed stress, trauma, or disorders, the test is not made. This upgrade has no effect on trauma or disorders. [High]

MENTAL STABILITY

This upgrade bolsters the mind's capacity to handle mental shocks and makes it less vulnerable to emotional distress. The user's Lucidity increases by +5, which also increases Trauma Threshold by +1 and Insanity Rating by +10. This upgrade has no effect on the user's WIL or their rolls to resist stress. The user is no more likely than before to be able to resist mental stress. However, they can now handle more mental stress before suffering any form of instability. [Expensive]

PANOPTICON

The ubiquity of sensor system found in almost all habitats and spaceships means that any transhuman could theoretically monitor a dozen or more different locations to see what is occurring there. Unfortunately, most transhuman minds are simply not adapted to process that much data or to deal with so many different sources of information all at once. As a result, even infomorphs must normally switch their attention between the various locations and vantage points they are observing. Watching multiple views of a single location is no problem and usually provides the character with between +10 to +30 to their Perception Tests. Viewing different locations at one time, however, is far more difficult and taxing, requiring a Detailed Perception Quick Action (p. 190, *EP*) for each. Alternatively, the character can

ADDITIONAL UPGRADES

The following physical augmentations are also available as infomorph upgrades, with the same effect and costs:

- Eidetic Memory
- Endocrine Control
- Hyper Linguist
- Math Boost
- Memory Lock (p. 149, *Panopticon*)
- Mental Speed
- Oracles
- Parallel Processor (p. 189, *Rimward*)
- Skillware

passively observe many locations/sensor feeds with automatic Basic Perception (p. 190, *EP*), but this imposes a -20 penalty to all of these Perception Tests due to distraction.

The panopticon upgrade mitigates this limitation with sophisticated algorithms that help the ego analyze and process sensory input. The infomorph can use Detailed Perception on three locations/sensor feeds at once (increase this to 5 locations if the character also has multi-tasking) without any penalty. Alternatively, the infomorph only suffers a -10 distraction modifier when using Basic Perception to view multiple locations and feeds at once.

This upgrade is common among habitat cyberbrains, as each multi-tasking module beyond the first allows Detailed Perception to be used on another 2 areas at once. [High]

EIDOLONS

The basic infomorph shell is a software mind-emulation package that runs an ego. The default infomorph is much like a digital version of a flat, in that it does not enjoy the cognitive or other aptitude bonuses common to other physical morphs. Other varieties of infomorph shells exist, however. Known as eidolons, these digital morphs include routines that bolster an ego's innate capabilities and often come equipped with pre-installed plug-ins and upgrades. Eidolons follow all of the normal rules for infomorphs, except as noted here.

When an ego is uploaded, it can choose to run on an eidolon instead of the standard infomorph shell (p. 145, *EP*). The eidolon software must be purchased or otherwise acquired, just like an infomorph or any other morph. Integration, Alienation, and Continuity Tests are called for, just as with a physical resleeving. Because the ego is mapped and formatted to the particular eidolon, if the ego is copied or forked to a basic infomorph or other eidolon, another set of Integration, Alienation, and Continuity Tests must be made.

Note that eidolons, like basic infomorphs, are software emulations of the hardware used by cyberbrains. Characters in physical morphs with cyberbrains cannot make use of eidolons because the eidolon is discarded when the ego is loaded onto the cyberbrain hardware.

While alpha forks can be installed in eidolons, neither beta forks nor AIs have the full potential to make use of an eidolon's capabilities.

AGENT

While some infomorphs who work in network security and penetration testing use this eidolon, it is most popular with hackers and criminals. Many users also purchase the digital veil plug-in.

Enhancements: Eidetic Memory, Hacking Alert, Mental Speed, Mnemonic Augmentation

Aptitude Maximum: 40

Speed Modifier: +2

Advantages: +5 COG, +5 to one other aptitude of the player's choice

CP Cost: 35

Credit Cost: Expensive (minimum 35,000)

DIGIMORPH

This budget eidolon is one of the cheapest available. While it has only modest bonuses, it is highly customizable and widely used.

Enhancements: Mnemonic Augmentation

Aptitude Maximum: 40

Speed Modifier: +2

Advantages: +5 to one aptitude of the player's choice

CP Cost: 25

Credit Cost: Expensive

ELITE

Designed for performers, celebrities, and individuals who work with such people, this eidolon allows users to be more charismatic and persuasive, while also providing with them the ability to think on their feet by speeding up their thoughts in order to give themselves more time to consider their responses.

Enhancements: Mental Speed, Mnemonic Augmentation

Aptitude Maximum: 40

Speed Modifier: +2

Advantages: +5 INT, +5 SAV

CP Cost: 35

Credit Cost: Expensive (minimum 35,000)

HOT SHOT

When you really want to pilot a high-speed spacecraft, you don't want to have to worry how your squishy biomorph is going to hold up under high-g maneuvers. This eidolon is quite popular among fightercraft pilots as well as among infomorphs who specialize in controlling and directing robots.

Enhancements: Increased Speed, Mnemonic Augmentation

Aptitude Maximum: 40

Speed Modifier: +3 (includes Increased Speed)

Advantages: +5 REF, +5 to one other aptitude of the player's choice

CP Cost: 35

Credit Cost: Expensive (minimum 35,000)

SAGE

This cutting-edge eidolon is too new to have seen widespread adoption by scientists and academics, but its popularity is spreading among intellectuals, researchers, and others who can afford it.

Enhancements: Eidetic Memory, Hyper Linguist, Math Boost, Mnemonic Augmentation

Aptitude Maximum: 40

Speed Modifier: +2

Advantages: +10 COG, +5 to one other aptitude of the player's choice

CP Cost: 40

Credit Cost: Expensive (minimum 40,000)

SCHOLAR

Most voluntary infomorphs value intelligence above physical prowess and so this is one of the most popular eidolons. It is a simple and relatively powerful eidolon which has no frills and is affordable by most well-off infomorphs.

Enhancements: Eidetic Memory, Mnemonic Augmentation

Aptitude Maximum: 40

Speed Modifier: +2

Advantages: +5 COG, +5 INT

CP Cost: 35

Credit Cost: Expensive (minimum 35,000)

SLAVE

No one other than a handful of bizarre eccentrics voluntarily uses this eidolon. It is specifically designed as a means to control infomorphs who are being used as slaves. One common use of this eidolon is sending an infomorph on a mission where the sender wishes to insure the infomorphs complete and total obedience.

Enhancements: Copylock, Mnemonic Augmentation

Aptitude Maximum: 40

Speed Modifier: +2

DisAdvantages: Modified Behavior (Level 2: Blocked disobedience to a particular person or group), -10 WIL

CP Cost: 5

Credit Cost: Moderate

WIREHEAD

Regardless of whether an infomorph controls fightercraft, tiny surveillance drones, or attack robots, this high-end eidolon is one that almost all people in those professions wish they had access to.

Enhancements: Increased Speed, Mental Speed, Mnemonic Augmentation, Panopticon

Aptitude Maximum: 40

Speed Modifier: +3 (includes Increased Speed)

Advantages: +10 REF, +5 to one other aptitude of the player's choice

CP Cost: 60

Credit Cost: Expensive (minimum 60,000)

RUNNING ON DEVICES

As noted in the core book, computerized devices are classified into three types: peripherals, personal computers, and servers (p. 247, *EP*). Together, these are all called *devices*. Devices are almost always mesh networked with the dozens if not hundreds of other devices around them.

HOME DEVICE

Infomorphs are usually run on one specific device at a time; this is referred to as their *home device*. This means that the home device stores the infomorph's mind-state files in its active and storage memory and handles the processing needs of the infomorph's mind emulation suite. The infomorph may of course access other devices through the mesh, but it resides on its home device.

Peripherals do not possess the memory and processing capability to run infomorphs. Personal computers can run one infomorph at a time. If the gamemaster allows it, two infomorphs may attempt to run on the same personal computer at the same time, making the device overloaded (next page). Servers can run dozens if not hundreds of infomorphs, depending on their capabilities.

Aptitude Maximums: The processing power of a home device can limit an infomorph's capabilities. Personal computers are considered to have an aptitude maximum of 20; most servers have an aptitude maximum of 30, or 35 for higher-end servers.

DISTRIBUTED INFOMORPHS

Rather than residing on a single home device, an infomorph can run itself as a distributed neural net using multiple devices at once. The setup of mesh networks makes this easy, as most devices have a portion of their capabilities set aside for public access and meshed devices typically share processing loads with each other.

An infomorph could even run itself as a distributed process using only a number of peripherals; meshed together, enough peripherals could handle the mind-state's storage and processing requirements. The gamemaster decides how many peripherals are needed in this case; if not enough are available, the minimal processing rules may apply (next page).

Running as a distributed infomorph has its advantages. Attempts to track the infomorph via its mesh ID (pp. 251–251, *EP*) suffer a –10 modifier. An infomorph can increase this modifier to –20 by distributing its mind-state even further, however this incurs a –10 modifier to all actions as the infomorph begins to suffer from lag as the distributed elements of its mind must cross further distances to communicate with each other. Distributed infomorphs are also more vulnerable to denial-of-service attacks (p. 147) and brain-hacking (p. 148). Distributed infomorphs have an aptitude maximum of 40.



MINIMAL PROCESSING ENVIRONMENTS

Some devices simply lack the full processing capability required by infomorphs. This includes outdated systems, devices that have suffered extensive damage, partially functioning servers running in long-abandoned outposts, and ad-hoc systems where someone attempts to create a functional server by cobbling together a half-dozen pieces of salvaged electronics. Infomorphs may still run on them, but suffer from reduced capabilities. On a minimal device, infomorphs operate with a Speed of 1 (no matter their Speed bonuses), an aptitude maximum of 15, and suffer a -10 modifier to all actions. They also cannot use eidolons or any upgrades with a cost higher than Moderate, because the device is not powerful enough to run these upgrades. Infomorphs universally find running on minimal devices to be a deeply unpleasant and frustrating experience.

Minimal devices are also prone to lags, errors, and other glitches. If the gamemaster chooses to highlight this, there is a 20% chance each turn that any user running or accessing that device will suffer from a glitch. Roll 1d10 and check the Device Glitches table.

Simulspaces created on minimal servers are obviously artificial and have a somewhat cartoon-like appearance. The environment frequently slows to a crawl or pixilates.

Note that in the presence of a healthy mesh network, a minimal device can rely on the mesh to share the processing load. These minimal device rules typically apply to isolated systems or to devices that are particularly old, damaged, or jury-rigged enough that the mesh does not help.

OVERLOADED DEVICES

Sometimes fully functional devices come under a processing load that hampers their capabilities. In areas with decent mesh networks this is rarely an issue, as the device can share the load with other linked devices around it. In isolated areas or closed systems, however, a sudden uptick of infomorphs or computationally-intensive activity (particularly psychosurgery, XP feeds, or simulspace activities) can lead to device overload. Even mesh networks may come under a heavy burden during a massive network attack, distributed denial of service attack, serious habitat crisis, solar flares, or the sudden loss of a significant portion of the network (ship or hab damage).

Infomorphs running on overloaded devices reduce their Speed by 1 and the aptitude maximum of the device by 5. Additionally, they lose the effects of any upgrades that increase their Speed or provide them with additional actions (such as mind speed), since these upgrades all require processing power that must be devoted to other users and system resources. Infomorphs can try to hack the device to prioritize their resource use and pull more processing cycles their way. This requires an Infosec Test at -30; if

DEVICE GLITCHES

D10 ROLL	RESULT
1	Lag: -1 Initiative. This is a cumulative effect.
2-3	Operational Error: -10 to next mesh action.
4	Serious Error: -20 to next mesh action.
5	Hung App: The next software or plug-in item deployed by the user crashes and cannot be used for 1 Action Turn.
6	Dropped Signal: The user's mesh-based communications are inoperable for 1 Action Turn. Encoding Error: If the user is anonymizing their mesh ID or routing through an anonymous account, their actual mesh ID is revealed. For non-anonymizing users, treat as a roll of 2.
7	Security Flag: An intruding character automatically receives Spotted status. For non-intruders, treat as a roll of 4.
8	Choked: The device freezes up; the user loses their next Action Turn if they are running on the device, their next mesh action if they are simply accessing the device.
9	Crash: The device encounters a serious error and initiates a reboot (p. 258, EP)
0	

successful, they can eliminate the Speed modifier or enable one of their disabled upgrades.

Overloaded devices are prone to glitches, much like minimal devices. If the gamemaster chooses to highlight this, there is a 10% chance each turn that any user running or accessing that device will suffer from a glitch. Roll 1d10 and check the Device Glitches table (above).

ENHANCED SERVERS

Enhanced servers are servers that are considerably faster and more secure than normal. Any infomorph running on an enhanced server gains an automatic +1 to Initiative Tests. Enhanced servers are most common in wealthy infomorph-only habitats and on the private servers of wealthy and powerful hypercorps. They are exceedingly expensive, cannot be implanted in a standard morph, and require intensive resources to operate, so they are generally out of the reach of most characters, though account space may be rented. Enhanced servers all come with improved firewalls and monitoring software that increases the difficulty of hacking attempts: apply a -10 modifier to Infosec Tests; this modifier is cumulative with the Passive Alert modifier. Some high-security servers are always on Passive Alert status (p. 257, EP). Enhanced servers have an aptitude maximum of 40.

SPECIALIZED SERVERS

Specialized servers are optimized for specific functions. They provide anyone accessing the server with a bonus

SERVER COSTS

SERVER	COST (IN CREDITS)	RENTAL COST (PER ACCOUNT PER MONTH)	RENTAL COST (WHOLE SERVER PER MONTH)
Private Server (Self-Administrated)	Infomorph Capacity x 250	Low	Infomorph Capacity x 50
Private Server (Managed by Others)	—	Moderate	Infomorph Capacity x 250
Enhanced Server (Managed by Others)	—	High	—
Specialized Server (Managed by Others)	—	High to Expensive	—
Lockbox	Infomorph Capacity x 500	Moderate	Infomorph Capacity x 250

to certain skill tests related to the server's purpose, similar to a bonus from quality gear. Specialized servers are expensive and require a complex customized operating system. As a result, they are only used by individuals, groups, or collectives who are quite well off or for vitally important servers such as those used in infomorph-piloted military vessels. Like enhanced servers, they are not available to most characters, though accounts may be rented.

The most expensive and exceptional servers can be both Specialized and Enhanced, providing the benefits of both. These enhanced specialized servers are only found in cutting-edge equipment used for essential purposes, such as the fire-control servers for military

installations or the servers used in the finest research institutions in the solar system.

At the gamemaster's discretion, some specialized servers may provide even stronger bonuses to infomorphs that run on that system. These enhancements could include aptitude modifiers (such as +5 COG) or the effects of plug-ins or upgrades. It is strongly recommended that no server can provide more than a single +5 aptitude bonus or a single plug-in or upgrade effect. These aptitude modifiers are cumulative with modifiers from eidolons, but even the best specialized server cannot increase an aptitude over 40. Specialized servers have an aptitude maximum of 40.

SAMPLE SPECIALIZED SERVERS

These are examples of some of the more common specialized servers in use in the solar system.

BYZANTIUM

A server designed by programmers, for programmers.

Advantages: +10 Programming

ELITE MILITARY VEHICLE

The finest cutting-edge military fighter spacecraft and other small high-speed military vehicles that are piloted by infomorphs frequently have these upgrades. The absolute best of these vehicles use enhanced specialized servers.

Advantages: +10 Pilot: [Vehicle Type], +10 Gunnery, Enhanced Server

GLITCH

The exotic environment of the infomorph habitat Glitch is specifically designed to enhance the minds of its inhabitants. Similar specialized servers are used by various other groups of wealthy infomorphs interested in intelligence enhancement.

Advantages: +5 COG, +5 INT, Math Boost

HIGH-END VEHICLE

This server is very common in infomorph-piloted rescue and emergency-services vehicles, law-enforcement vehicles, and military vehicles.

Advantages: +10 Pilot: [Vehicle Type]

HYPERCORP RESEARCH SERVER

Some hypercorps employ infomorph researchers, and some scientists and engineers find it easier to work as an infomorph. The best hypercorps maintain enhanced specialized servers that significantly improve the capabilities of the infomorphs running on them. These servers are always actively monitored and security personnel vigorously respond to all potential threats.

Advantages: +10 Academics: (Choose One), +10 Research, Math Boost

KALI SERVER

This server, maintained by the ID Crew, runs an OS optimized for security and penetration testing.

Advantages: +10 Infosec, Enhanced Server

LOCKBOX

These servers makes certain that captive infomorphs running on them are obedient, weak willed, and easily intimidated.

Disadvantages (Captive Users Only):

Aptitude Maximum 20, Speed Maximum 1

Advantages (Admin Users Only):

+10 Psychosurgery

LOCKBOXES

Lockboxes are servers specifically designed to imprison, interrogate, or manipulate captive egos. In most cases, an involuntary subject is loaded onto the server and run in a slave eidolon shell (p. 142). Captive infomorphs are given almost no user privileges on the system, are prevented from running any non-sanctioned software including plug-ins or upgrades, cannot self-delete or self-modify, can only operate at a Speed of 1, and often suffer other restrictions.

PORTABLE SERVER

Created specifically for gatecrashing and other types of remote operation, this device is essentially a mobile server. The server itself is a squat cylinder, roughly the size of a modern piece of carry-on luggage, carried within a protective frame. It may be raised out of the frame for direct access. It features a wheeled mobility system capable of handling stairs and minor obstacles, a radio booster for communications range, and a pair of hidden compartments that are each capable of housing one small robot. It also possesses simple visual and auditory sensors and a small speaker, and a pair of thin retractable limbs for handling objects when remote controlled. It follows the normal rules for bots and vehicles. The server has the capacity for 10 infomorphs. **[High]**

HARDWARE DAMAGE

Hardware ranges from small, cheap, and vulnerable spimes and peripherals to moderately tough personal computers to extremely durable, self-repairing servers. For combat purposes, they are treated as other objects (see *Objects and Structures*, p. 202, *EP*); sample ratings are given on the Devices in Combat table (below).

When a device is damaged, the infomorphs and other users running on it or accessing it may be affected. Any time a device is damaged, there is a 10% chance of a glitch; Roll 1d10 and check the Device Glitches table (p. 144). If the device suffers a wound, it automatically glitches. With the exception of servers, when a device takes damage that exceeds

its Durability, it ceases to function immediately. Any accessing the system loses the connection, and any infomorphs running on the device immediately shut down. Sudden shutdowns of this sort are extremely jarring to running infomorphs; they suffer 1d10 SV from the shock.

Servers are designed with hardened casings and extensive redundancy and powerful error correction algorithms. As a result, even when damaged, servers can often continue to run as long as they have power, though with degraded performance. When a server takes more damage than its Durability, it immediately glitches (roll 1d10 and check the Device Glitches table p. 144) but then continues to operate as a minimal device (p. 144). Bonuses from enhanced or specialized servers are also lost. Servers cease running when their Death Rating is reached.

It is sometimes possible to retrieve dormant infomorphs from disabled devices. If the device damage did not exceed its Death Rating, this requires successful Hardware: Electronics and Interfacing Tests; the gamemaster can apply modifiers for extensive damage. If the device was destroyed (damage exceeded Death Rating), the same tests apply, with a -30 modifier for devices other than servers, and also make a Moxie x 5 Test for the infomorph. Failure of any test means that only a gamma-level vapor of the infomorph can be recovered. A Severe Failure means the infomorph is hopelessly lost.

An infomorph that is running as a distributed process on distributed infomorphs (p. 143) is not affected when devices are wounded, but does suffer a glitch (roll 1d10 on the Device Glitches table (p. 144) whenever a device is destroyed. At the gamemaster's discretion, the destruction of peripheral devices may also be ignored. If 50% or more of the devices the infomorph is distributed on are destroyed at once, the infomorph suffers 1d10 SV and must operate as if on a minimal processing environment (p. 144) until they redistribute among other devices. If 75% or more devices are destroyed at once, the infomorph must also make a MOX x 10 Test or immediately shut down.

PORTABLE SERVER

ROBOT	MOVEMENT RATE	MAX VELOCITY	ARMOR	DURABILITY	WOUND THRESHOLD	MOBILITY SYSTEM
Portable Server	4/16	16	6/6	40	8	Wheeled

Enhancements: Access Jacks, Hidden Compartment x2, Puppet Sock, Radio Booster, Retracting Limbs (2), Server (Capacity: 10)

Note: Small Size trait (p. 95)

DEVICES IN COMBAT

DEVICE	ARMOR	DURABILITY	WOUND THRESHOLD	DEATH RATING
Peripheral	0	2	1	4
Cheap Personal Computer	0	5	1	10
Durable Personal Computer	2	20	4	40
Server	5	30	6	60
Hardened Server	20	50	15	100

CHARACTER CREATION: PACKAGES

CHARACTER CREATION: LIFE PATH

CHARACTER OPTIONS

PLAYING CHARACTERS

MORPHS

DoS ATTACKS

One of the oldest and simplest techniques for targeting devices and infomorphs is the denial-of-service (DoS) attack. There are many methods of DoSing a target device, but the most common is to send millions of messages and information requests to the target machine, overwhelming its capabilities and causing it to slow or crash. A single hacker using DoS software can amplify their attack by forging mesh IDs and bouncing messages off of other devices, flooding the target with requests and replies and drowning out legitimate traffic. More effective attacks employ hacked devices to saturate the target with packets.

Performing a denial of service attack on a target device requires knowledge of the device's mesh ID, a Complex Action, and an Infosec Test. If the target device is actively monitored (p. 253, *EP*), this is an Opposed Test between attacker and defender. Attackers receive a +10 bonus against peripheral devices and a -30 modifier against servers.

If the attack succeeds, massive traffic overwhelms the target device and it immediately becomes overloaded (p. 144). Infomorphs running on that system will suffer a Speed reduction and all users may experience glitches. If the attack succeeds with an Excellent Success (MoS 30+), the targeted system operates as a minimal device (p. 144). On an MoS of 60+, the device crashes, all users are dropped, and infomorphs running on the system immediately shut down. Crashed devices will reboot, taking anywhere from 1 Action Turn to 1 minute (gamemaster's call), but if the DoS continues the attacker and defender (if applicable) immediately roll again when the system is back online.

Once started, a denial of service attack continues without the attacker needed to pay attention to it. However, if the attacker does not continue monitoring and reinforcing the attack, then the defender merely needs to make a successful Infosec Test with a MoS greater than that scored by the attacker. If the attacker does monitor and fine-tune the attack (requiring a Complex Action each of their Action Phases), they may immediately force the defender into a new Opposed Test to continue the DoS. Otherwise the DoS is defeated, though it may be restarted. Attackers may also attempt to upgrade the effect of their DoS attack on their actions; if they win another round of Opposed Tests with an MoS of 30+, an overloaded device is treated as minimal or an already minimal device is crashed.

DoS attacks are particularly effective against isolated systems. Meshed devices that are targeted will call on the network around them to support the traffic load. For personal computers and servers, this means that every Action Turn the DoS continues, they receive a cumulative +10 modifier to counter its effects. This cumulative modifier continues even if the device must reboot. If the DoS attack lets up, the modifier is reduced by 10 per Action Turn.

INFOMORPH ACTIONS

The following rules apply to certain specific actions and scenarios.

MOVING BETWEEN DEVICES

An infomorph residing on a home device may move itself to another home device capable of running it. Once moved to the new device, no copy of the infomorph remains on the old device. This process takes 1 full Action Turn. The infomorph is not capable of any other actions (including Quick Actions) while this movement occurs, even if they possess upgrades that provide a boost to Speed or extra mental actions. All ongoing actions are suspended for the duration of the move (and at the gamemaster's discretion may be disrupted). The ego does not lose continuity during the moving process, this is not considered a resleeving. Software plug-ins, upgrades, and eidolon shells move with the infomorph. Egocasting is also considered moving between devices, just over a longer distance and with a much longer timeframe.

Moving between devices is not to be confused with accessing devices. Infomorphs may *access* multiple devices at a time, just like any other user (p. 249, *EP*), but they are only *running* on one home device at a time (unless they are running as a distributed process, (p. 143)).

COPYING AN INFOMORPH

Infomorphs may also be copied, which creates an alpha fork (see Forking and Merging, p. 273, *EP*). This process takes a full Action Turn, just like moving. Copied infomorphs do not lose continuity. If an infomorph copies to a different eidolon shell (p. 142), they must make an Alienation Test (p. 272, *EP*). The infomorph's upgrades are copied as well, but plug-ins are optional. Alpha fork copies also contain the infomorph's digital code (p. 280, *EP*), along with an incremental number indicating which copy it is.

Copying the files of an inactive infomorph (one not actively running) is a simpler matter and takes only a Complex Action.

DELETION

Infomorphs may delete themselves, if they so choose (unless they lack the privileges or are on a lockbox). This virtual form of suicide takes only 1 full Action Turn.

INFOMORPHS AND MUSES

Most infomorphs have a muse, just like other characters. Lacking cranial implants, however, the muse typically runs on the same server as the character, or as a distributed process, and moves when they move. For rules purposes, treat a muse as a separate infomorph. ■

SCANNING INFOMORPHS

Because they are essentially software, much info can be gleaned about an infomorph by analyzing it online. To scan an infomorph, you must have access to the infomorph's home device (or any device it is running on if distributed), must know their mesh ID, and must succeed in an Interfacing Test. Apply a -30 modifier to scan an infomorph operating in privacy mode. Success reveals one piece of information, plus one per 10 points of MoS.

The following information is available to anyone with a user account or better on that device:

- Public social profile
- Type of eidolon shell
- Software the infomorph is using

The following information is only available to users with security or admin accounts or who hack the device (requiring a separate Infosec Test):

- Current activity (overview only)
- Whether or not the infomorph is distributed
- Mesh IDs of other devices the infomorph is accessing
- Digital code ID (p. 280, *EP*)
- Plug-ins and upgrades (1 per 10 MoS)

The *digital veil* (p. 139) conceals plug-ins and upgrades so that they will not show on standard scans (though at the gamemaster's discretion, a scan with an MoS of 30+ may detect anomalies that suggest further examination). An attempt can be made to scan an infomorph for hidden software. This requires an Infosec or Programming Task Action with a -30 modifier and a base time of 1 hour. If successful, this reveals the presence of 1 plug-in or upgrade, plus 1 per 10 points of MoS.

SCANNING AWARENESS

Scanning is non-invasive; infomorphs are not aware they are being scanned unless they are also monitoring the user investigating them. Note that an infomorph with security/admin status or who hacks a device can run a search string to monitor the processes on a device to see if anyone is actively scanning them. This requires a Complex Action to initiate and a successful Interfacing Test to detect a scanning attempt.

PSYCH SCANS

TIMEFRAME:	1 day
PM:	+10
SV:	1

Characters who wish to learn more about an infomorph can make a more detailed and intensive scan known as a psych scan. Psych scans are a form of psychosurgery that requires either the user's permission or a successful brainhacking (p. 261, *EP*). Psych scans can never be performed without the target's knowledge.

They can, however, be combined with memory erasure to insure that the target does not remember the procedure (see *Memory Editing*, p. 232, *EP*).

Psych scans reveal the character's rough characteristics (aptitudes), ego traits, and the presence and nature of any derangements or disorders. A psych scan also provides the user with a brainprint (p. 280, *EP*) and an upgrade scan of the target. If the person being scanned is an async and the person performing the scan has knowledge of the Watts-MacLeod strain and achieves an Excellent Success (MoS 30+), the scan may reveal some mental abnormalities that could be indicative of async abilities, though this would not be verifiable with any degree of certainty.

Psych scans against infomorphs with the digital veil plug-in (p. 139) suffer a -20 modifier.

TIME, DISTANCE, AND LAG

Electronic communication travels at the speed of light, and thus infomorphs suffer challenges when accessing devices or conducting mesh operations at extreme distances. As long as the infomorph is interacting with others within 50,000 kilometers, there is no perceptible lag and no penalties. Further out, however, communications will lag and attempts to research information online will take extra time (see *Distance Lag*, p. 248, *EP*).

If an infomorph attempts to operate at a distance between 50,000 and 150,000 kilometers, they suffer a -1 Initiative and -1 Speed penalty due to time lag. Between 150,000 and 500,000 kilometers, they suffer a -3 Initiative and have a Speed of 1, no matter what upgrades they possess. At distances more than 500,000 kilometers away, the infomorph is too far to do more than the occasional mesh action, and is unable to cope with any sort of opposition. Even relatively simple security software can easily defeat an infomorph hacker at such distances because the infomorph doesn't become aware of any countermeasures taken by their opposition until one full Action Turn after these measures are implemented. In this case, the infomorph automatically loses all Opposed Tests.

ATTACKING INFOMORPHS

Infomorphs have no physical form, so they may not be directly attacked in the same sense as other morphs. It is possible, however, to target infomorphs with various types of network and hacking attacks.

BRAINHACKING INFOMORPHS

Because their minds are in digital form, infomorphs may be targeted for brainhacking in the same manner as cyberbrains (p. 261, *EP*). To hack an infomorph's simulated brain, the attacker must know the target's mesh ID and have access to its home device. A hacker outside of the home device must go through the same steps as hacking their way in for any other purpose (see *Intrusion*, pp. 254-256, *EP*). Alternatively, the infomorph may be captured and run on a lockbox

(see *Forknapping*, this page). For distributed infomorphs, the attacker needs only the mesh ID and access to one of the devices on which the infomorph is running. Brainhacking an infomorph suffers the same -30 modifier as infiltrating a cyberbrain.

Brainhacked infomorphs are subject to memory hacking, scorching, shut down, and termination of their backup recording, just as cyberbrains. Entrapment (p. 261, *EP*) may be used to lock the infomorph down to a particular device, preventing it from moving elsewhere—this is usually the first action an intruder takes. It may also be used to force an infomorph to move to a new device. Hacked infomorph egos may also be forcibly resleeved, forked, have their plug-ins and upgrades disabled or removed, or subjected to narcoalgorithms or psychosurgery.

Since psychosurgery and other brainhacking options can take a while and could easily be interrupted, intruders usually move or copy a victimized infomorph to a secure server. Even better, the captive ego may be placed in a simulspace with an altered time rate so that psychosurgery can be conducted more quickly.

Like other intrusions, hacking an infomorph leaves traces, both on the device and on the infomorph's mind-emulation suite's logs. While these traces will not normally be noticed in the normal course of operation, if anyone investigates the target or the hacker's activities, this hacking may be revealed. The only way to prevent this is through further hacking to remove all traces of this intrusion (see *Eliminating Intrusion Traces*, p. 260, *EP*).

DoS ATTACKS AGAINST INFOMORPHS

Rather than targeting an entire device, a hacker can target an individual infomorph with a denial-of-service attacks (p. 147). The target's mesh ID must be known or they must be traced (p. 258, *EP*), and the attacker must have security or admin privileges on the device on which the infomorph is running (or they must hack the device, requiring a separate Infosec Test).

DoS attacks against infomorphs are handled the same as DoS attacks against devices. For example, if the attacker succeeds, the target is treated as if they were on an overloaded server (p. 144). A -30 modifier applies to Infosec Tests against infomorphs running on servers. Crashed infomorphs take only 1 full Action Turn to reboot.

The amount of activity required to DoS an infomorph on its home device may impact other users on that device. A DoS attack that impacts an infomorph as if they are on a minimal system will affect all other users on the device as if they were overloaded; a DoS attack that crashes an infomorph will reduce the device to minimal status. Attackers who are remotely accessing the device may suffer from glitches just like other users. DoS attacks do not last particularly long on well-run servers, because the administrators and security AIs rapidly work to locate the source of

the attack and attempt a lockout (p. 257, *EP*). If the attacker is not on the server, they trace them and alert the administrators of the server from which the attack is originating.

Distributed infomorphs may also be targeted with DoS attacks as long as their mesh ID is known. Since distributed infomorphs are more reliant on communication between devices, they are more vulnerable to such attacks: apply a +30 modifier to the attacker's roll.

Defensive DoSing: DoS attacks can sometimes be used for good. If someone is brainhacking an ally infomorph, a character can always DoS their friend to impede the brainhack or even shut the victimized infomorph down. In this case, however, the intruder has the option of resisting the DoS attack.

FORKNAPPING

Forknapping is the process of stealing an infomorph, fork, or backup of an ego. There are many reasons one might do this: interrogation, indentured service, unethical research, torture, and other perverse pursuits. Criminal cartels like Nine Lives and the ID Crew make a fortune trafficking in stolen egos. Most forknapping is done surreptitiously to avoid attention and trouble—the victim may never even realize a copy of their ego was spirited away.

There are many ways to kidnap infomorphs, forks, or backups. The easiest is to simply break into a system where inactive forks or backups are stored. Some cartels have insiders operating within body banks and farcasting facilities that discreetly copy egos that pass through. The most brutal simply murder people and steal their cortical stacks.

Other forknappers target active infomorphs. Those with strong hacking skills break into insecure servers and methodically brainhack the infomorphs running there, copying forks with the victim never even realizing it. Others employ trickery to lure unsuspecting victims into slave eidolons or lockboxes, where they are forked and then have their memories erased before being let go.

LOCKOUT

An opponent with security or admin privileges on an infomorph's home system may attempt to lockout the infomorph. This follows the procedures as noted on p. 258, *EP*. Note that the opponent must first have achieved a locked status (p. 257, *EP*) on the infomorph. A locked-out infomorph may take its next action to make an Interfacing Test at -30 to rapidly move itself to another networked device. If it fails, the infomorph is essentially deleted from the system.

NARCOALGORITHMS

The same drug-emulating narcoalgorithms (p. 323, *EP*) used by egos sleeved in synthmorphs also work on infomorphs. Treat them as plug-ins (p. 148) for rules purposes. Inflicting a narcoalgorithm on an involuntary infomorph requires a successful brainhack (p. 148).

Some servers treat particular narcoalgorithms as viruses and monitor their system processes for any sign of them. Virus AIs that invade servers and attempt to brainhack infomorphs and hit them with narcoalgorithms are a common and recurring nuisance in many polities. On the other hand, some infomorph communities embrace narcoalgorithms and make them available to any infomorph accessing the server.

PLAYING ASYNCS

Asyncns have powers that are inaccessible to other characters. Though these abilities may seem a bit like magic, playing an async is not like playing the wizard in other games, as these powers come at a high cost. The vast majority of asyncns do not choose to become infected with Watts-MacLeod, it is forced upon them. Those who do deliberately expose themselves to the virus soon learn the error of their ways. The minds of all asyncns are blasted open to the fundamental forces of the universe that lie outside the ken of transhumanity, eroding their sanity and very sense of self. The origin of an async's powers is as important to the character as being able to use them.

In *Eclipse Phase*, an async may be the closest a player can come to playing an alien. While asyncns are of the same transhuman background of all other characters, they have experienced something few in universe have been exposed to—and survived. They are not cured of their contact with the exsurgent

virus, and they will always carry it around with them. The virus is, to some extent, aware of its host as well. In addition to bestowing the benefits that creates the asyncns, the virus alters the perception of its host, showing them things not meant to be seen and allowing them to experience the universe in a distinctly non-human manner. This new way of seeing the world can take it toll, shaking the foundation of their sanity. The mental instability and madness that plagues most asyncns, however, is not the same caliber of trauma other transhumans experience—it stems from exposure to something truly alien, and alienating, in its un-humanity.

Though the exact mechanisms of their troubled minds vary from async to async, a common occurrence is to suffer from extrasensory inputs, phantom sensations, and unusual urges. Many acquire a feeling of detachment from the world around them, or become unable to interact with others without seeing them as hideous gibbering blobs of pulsating meat. Some asyncns come to distrust that what is happening to them in any given moment is real. This makes asyncns more prone to mental breakdown since even routine activities may carry with them truly alien experiences and impressions.

BECOMING AN ASYNC

Many people infected by the Watts-MacLeod exovirus do not understand what has happened to them and openly seek help. Most of these individuals usually



vanish, either eventually being restored from an older backup or taking on a new life as a secretive, and often involuntary, recruit of some organization or other. Most people at least understand that they survived an infection with something like a TITAN nanoplague, however, and after a bit of careful research understand that their freedom and in some places their lives depend upon keeping their new abilities secret. This often leads to a fully justified sense of paranoia on the part of asyncs, desperate to keep the truth of their condition secret.

Secrets are very difficult to keep in the post-Fall solar system. Anything almost anyone does in public is recorded on a multitude of cameras, and everything from mesh activity to morph choice is tracked by someone. Also, most of the solar system is still at least somewhat paranoid about exsurgents and exsurgent infections, though most of transhumanity remains ignorant of this threat and tends to view such infections as signs of TITAN aggression. However, every async not only has a secret, but they have a secret that could get them quarantined, involuntarily recruited, or killed almost anywhere in the solar system. Fortunately, being an async is also exceptionally hard to detect. Despite being caused by a variant of the exsurgent virus, the virus is only detectable in the few days immediately after the infection takes place, while it is still altering the individual's brain—or by certain other asyncs with the talent to detect their fellows.

A number of asyncs were initially infected during the Fall or immediately afterward. Many are lucky that their medical records were lost to the chaos of the times. Others have gone to great lengths to make sure that any records of their infection were destroyed or altered, usually by employing a hacker, bribery of the right people, or other less-than-legal means. Others have relied on the fact that infection is virtually impossible to detect in any scientifically verifiable manner and submitted themselves to medical exams that “prove” they are asymptomatic, thus alleviating any suspicion their previous records may have cast upon them. A large number simply never reported the incident and thus have no records to hide.

After the Fall, most habitats practice more careful medical monitoring. Any medical practitioner is likely to detect Watts-MacLeod and similar exoviruses if they examine a patient in the first few days of infection. Though they are unlikely to know about the exsurgent virus specifically, they will recognize the signs of a hostile nano-infection similar to nanoplagues released by the TITANs during the Fall, and will thus be obligated to inform the authorities. Likewise, many habitats automatically scan their biomorph populations in public areas for signs of infection (thermal scans to detect fever and elevated body temperatures, etc.) and run nanodetectors for traces of hostile nanoswarms. In most habitats, any form of suspected TITAN infection is grounds for immediate quarantine and destruction of both ego and morph, followed by resleeving a backup of the individual made before the

infection. This means that any async character who's background suggests more recent infection must have been infected in circumstances where the virus was not detected during the few days it was active. Some habitats simply lack the sophisticated and ubiquitous monitoring necessary to detect active Watts-MacLeod infection or eschew such detection measures as invasive of privacy. Also, characters in remote locations like the Martian wilderness, Kuiper Belt, Saturn's rings, or small asteroids could have caught the Watts-MacLeod infection without anyone noticing.

Complicating matters is the fact that many victims are unaware that they have been infected at first. The physical signs are easy to overlook, especially in a chaotic or otherwise dangerous situation. By the time the async first starts to feel the effects of their altered mind or first becomes aware of the ubiquitous “presence” that so many of them sense, the nanobots may already have been flushed from their system. Many asyncs undoubtedly remain unaware for years afterward, having never gained a grip on their powers and misdiagnosing their ailments as mental disorders.

The actual source of infection can be equally mysterious. Some asyncs are created by exposure to the remains of exsurgent nanotechnology lying dormant in sparsely inhabited regions of the Lunar surface, the edges of the Titan Quarantine Zone on Mars, or derelict habitats. Others catch it from someone else with an active infection, or unknowingly sleeve into a recently infected morph, though asyncs are only contagious for a short time. In some cases, asyncs are created by deliberate infection by an unknown individual or group—as can be testified by the Lost Generation. Some characters, of course, deliberately infect themselves. The vast majority of transhumans have no interest in infecting themselves with even a seemingly benign version of an exsurgent virus. However, a few overly curious researchers, desperate individuals, terminally bored posthumans, or people seeking an edge over their rivals, who happen to know the truth about Watts-MacLeod, are willing to take unreasonable chances, at least after making a pre-infection backup.

For those looking to have a bit more conspiracy and built-in drama, the character may have been infected in a large, populated habitat, like a Lunar city or Morningstar Constellation aerostat, where their infection should have been detected by the habitat's monitoring systems or their doctor's examinations. Along with developing a set of strange powers and mental instability, the character must then grapple with the likelihood that someone with a great deal of control or influence actively hid the character's infection. Perhaps the character has a secret mentor or is now being blackmailed and forced into performing services someone by someone who understands the powers that asyncs possess. Alternatively, there may be a group of asyncs who look out for their own in that habitat and try to make certain that none of their kind are discovered there.

RELATIONSHIP WITH THE VIRUS

Asyns are an exceedingly diverse group, and their personal reactions to their infections vary wildly. Some are initially extremely pleased with their new abilities and either regard the virus as a significant, if risky, boon or as something that allows them to become more and better than other transhumans. Some of these asyns go so far as to dismiss or greatly downplay the problems that becoming an async has caused them, however they typically become less enthusiastic about their abilities over time, as their sanity erodes. Others, however, are horrified at what they have become. Some of these asyns become increasingly insistent than a conscious alien entity now shares their mind.

While a whole range of reactions are possible, most asyns remain acutely aware that were infected with a strain of the exsurgent virus. Almost everyone who survived the Fall has heard rumors and horror stories about the TITAN plagues that transformed people into deadly inhuman monsters—or perhaps they even witnessed such things with their own eyes. Asyns obviously didn't succumb to that fate, but many are waiting for the other shoe to drop. They believe they are living on borrowed time, a feeling often reinforced by the strange sensations and urges they experience. Particularly crazed asyns sometimes succumb to a type of megalomania, believing they were incredibly lucky or blessed, and are now superior to most other transhumans due to the effects of the virus—perhaps even the first of a new posthuman species.

One of the stranger and more common reactions to becoming an async is denial. These asyns convince themselves that they simply experienced a strange illness that they completely recovered from. They rationalize any problems sleeving in synth or pod morphs as a problem with integration and decide to always sleeve in biomorphs to avoid further issues. They rationalize away their use of psi-chi sleights, convincing themselves that they are simply unusually intelligent or perceptive. A few even find convenient explanations for their active use of psi-gamma sleights, deluding themselves that they possess some sort of supernatural talent provided to them by a divine agency or some other means. Others are simply oblivious to the realities of what is going on, or actively suppress their own awareness about them, and so interpret the use of sleights in creative ways. Instead of realizing they are reading someone's thoughts, they simply believe they have incredibly reliable and intuitive hunches about what some people are thinking.

The worst-off asyns are those who understand what has happened to them and both hate and loath what they have become. Unfortunately, the options for ceasing to be an async are far from pleasant. Some people are willing to kill themselves and have themselves resleeved from a pre-infection backup. Given how much time has passed, however, they may find this a daunting and unpleasant task far too similar to actual suicide. Some asyns can only guess when

they were infected, and the idea of restoring to a previous backup with extensive lack and then, if they didn't go far enough back, potentially reliving the process of becoming aware of the infection again is too depressing. Another option is to fork themselves and neurally prune it until it ceases to be an async. Unfortunately, this process inevitably creates a beta fork, and even this occasionally fails. Some have attempted to merge this pruned beta fork with a pre-infection backup, but this process requires the sort of cold-blooded determination that many transhumans lack, especially people who have just undergone a horrific experience and are suffering various forms of psychological damage. Instead, such people may fervently wish that they were no longer asyns, but can't bring themselves to undergo the drastic loss of continuity that any such effort would involve.

A surprising number of asyns take a fatalistic approach and refuse to make new backups, knowing that eventually bad luck will accomplish what they cannot deliberately do. Some of these self-loathing asyns regularly use their special abilities, but doing so always reminds them of what they have become.

Ultimately, most asyns find some way of coping with their ongoing existence, even if it's simply avoidance. A number manage to become comfortable with their abilities, particularly those who undergo training and/or put their sleights to what they consider a positive use. A few embrace or otherwise come to terms with the otherworldly presence in their heads, treating it as a monster to unleash when needed or a dark aspect of their own personality. Some go so far as to develop a relationship with their "dark passenger," going so far as to treat it like quiet, omnipresent muse or even have conversations with it—or with apparitions they claim to experience.

RELATIONSHIP WITH OTHER ASYNCS

Given the self-preserving need for secrecy, many asyns do not know any other asyns—and may not even know that other asyns exist. A few with the right sleights have detected the presence of others like themselves, but such encounters are dangerous affairs. Most asyns are unwilling to reveal their true nature to a stranger, and some are so concerned about their own safety that they have murdered other asyns they encountered out of fear they were detected—or because they were convinced the other was as monstrous as they considered themselves. This desire for self-preservation is often outweighed, however, by the euphoria of finding someone else like them and the possibility of sharing experiences and finding answers.

Various asyns have made efforts to make contact with others of their kind, usually by leaving various cryptic messages in online forums. Some are even careful enough so that the only people who know enough to respond to these messages correctly are other asyns. Asyns with the pattern recognition or savant calculation sleights are usually the most

CHARACTER CREATION: PACKAGES

CHARACTER CREATION: LIFE PATH

CHARACTER OPTIONS

PLAYING CHARACTERS

MORPHS

successful at this, because they can leave messages that only someone else with the same sleight can notice or understand. At least one group of asyns has even created several reasonably popular mesh videos that contain embedded steganographic messages that only someone with one of these sleights will perceive.

The caution exercised by asyns that are reaching out to others is usually justified. A number of hypercorps and other groups that are aware of the existence of asyns actively keep an eye out for new ones to capture them for study, recruit them (often involuntarily), or destroy them as an x-risk. Many of these groups use their own pet asyns to find or lure new asyns in.

A few unaligned asyns have managed to come together and form their own groups. These are rarely large in size, usually just three or four asyns that come together and share experiences, but a few may have a dozen members or more. People who have had a strange experience that compromised their sanity and who face either face serious social and legal problems or mysteriously vanish if their status is revealed are not inclined to be particularly trusting. While many asyns find both comfort and mutual assistance when working with others of their kind, most prefer to prevent more than a handful of people from ever knowing about their strange abilities. Asyns who belong to these small groups, however, can help each other learn how to use their unusual abilities and work together to keep their presence hidden from others. A small number of these groups have grown large enough and developed an agenda to be considered a threat. Firewall has squashed more than one async cell that was using their sleights for criminal purposes or even seeking ways to infect others and create more asyns.

HOW INFECTION CHANGES THEM AS PEOPLE

The most obvious personal change that all asyns go through is to become more secretive. In order to protect themselves, they must keep their true nature hidden. Some asyns trust their loved ones and closest colleagues with the truth. This is most common among asyns who are part of a close-knit team, like a group of experienced gatecrashers or mercenaries. Many others tell no one, however, unless they happen to encounter another async they believe they can trust. Individuals who previously enjoyed casually sharing memories and enjoying various euphoric drugs usually cease doing both, because they don't wish to accidentally reveal anything about their abilities or place themselves in a state where they might be less careful. Many long-time asyns have the Information Control trait (p. 145, *Panopticon*), because secrecy and maintaining control of information about themselves has become second nature.

The most important aspect of becoming an async can be how the character copes with the various mental and social changes. A few exceedingly resilient people who had relatively safe and stable lives prior

to infection tackle the problem head on, pursuing psychotherapy to handle their mental troubles and doing what they can to learn how to use and control their new abilities. However, most of the solar system's inhabitants are not nearly this lucky. Many asyns are relatively poor Martians who struggle to come up with the money for the periodic GSPs their morph required and were worried about the Planetary Consortium's intrusive surveillance well before they were infected with an exsurgent virus. Social, physical, and financial stress makes becoming an async considerably more difficult, and for relatively poor Martians and others in similar straits, the secrecy necessary to avoid detection is considerably more difficult and stressful. Also, in places where alleged rebels or exsurgents simply vanish, the danger of discovery is disturbingly obvious.

Of course, some people who are relatively comfortable and well off also have a great deal of trouble when they become an async. Strange powers, secrecy, and sudden insanity do not fit well into the confines of the stable life of a moderately well-off resident of Luna, Titan, or a prosperous habitat. The social expectations and the web of community, filled with gossip and few expectations of privacy, are a very poor fit for someone who wishes to keep important facts secret and perhaps discretely explore the truth about their new condition. People in this sort of situation have a great deal to lose. Some attempt to deny that anything has changed about them, and continue hiding until someone discovers them, others become weary of the secrecy and abandon their life and home for a new existence involving fewer roots and a great deal more privacy.

Eventually, most asyns learn how powerful and useful some of their new abilities can be and exploit them. If the sleights are useful, it will be a particular challenge for the character not to use them in the course of their current profession or hobbies. Despite various urban legends to the contrary, very few asyns decide to run wild and attempt to mind control one of the hyperelite into giving them a spaceship or become deadly assassins who kill victims with their minds. However, becoming an async also always gives the person various mental problems. Some of these disorders manifest as delusions of grandeur, paranoia, or similar derangements that drive the individual to perform extreme acts. While the least careful of these individuals end up in the hands of local law enforcement personnel or powerful groups who come and collect async offenders, most either resist the urge to commit crimes or are sufficiently careful and clever that they avoid being caught.

Players looking to play an async should discuss with their gamemaster and the other players how best to approach the secrecy and paranoia that come with being an async. In general, we advise including at least some of your fellow characters in on the secret if not all of them. While playing the mysterious stranger with a dark secret can be fun at times, it can also place a

strain upon groups where players may find it difficult or implausible to believe that their characters could be ignorant to the nature of one of their close colleagues, sparking internal tensions. For some groups, this can be a rich source of roleplaying, but for others it creates unwanted tension at the table. Playing an async should not be an excuse to be the special snowflake that gets more attention than other players; it should add to the gaming experience, not detract.

Asyncs provide a rich potential for roleplaying an interesting character in the *Eclipse Phase* setting. For those that want to access some of the more truly alien, and alienating, aspects of the game, an async provides an excellent entry point to both the deep existential horror that lurks in the wider universe and the depths to which transhumanity will go in turning against itself against threats both perceived and real.

NEW SLEIGHTS

These new psi-chi sleights may be used by anyone with the Psi (Level 1) trait; psi-gamma sleights are only available to characters with the Psi (Level 2) trait. They may be purchased at character creation.

APHASIC TOUCH (PSI-GAMMA)

PSI TYPE:	Active	ACTION:	Complex
RANGE:	Touch	DURATION:	Temp (Minutes)
STRAIN MOD:	+0	SKILL:	Control

With a touch attack, the async temporarily blocks or scrambles the language-processing centers in the target's brain. For the duration of the effect, the target cannot speak, initiate mesh actions, or otherwise communicate or read.

ECO-EMPATHY (PSI-CHI)

PSI TYPE:	Active	ACTION:	Complex
RANGE:	Self	DURATION:	Instant
STRAIN MOD:	-1		

An async with this sleight can attempt to gain an intuitive understanding of non-sentient, non-terrestrial organisms occupying a producer niche in the local ecosystem (e.g., alien plant and fungus analogues). If the character succeeds in a COG x 2 Test, they gain a basic understanding of the organism's place in the local ecosystem, as well as whether it's safe and nutritious for transhuman consumption. The information gained is of a general and qualitative nature and doesn't include any data that would normally be gained by chemical or genetic analysis. For example, an eco-empathic async could tell that a given plant thrives only in riparian zones, relies on local insect analogs for pollination, and has tubers that become edible if well cooked. They would not be able to tell that the same plant has over a thousand chromosomes, that it exudes a chemical that is physically addicting to the insects, or that the tubers contain high concentrations of a toxic lectin that breaks down and becomes harmless if boiled.

SENSE INFECTION (PSI-GAMMA)

PSI TYPE:	Active	ACTION:	Complex
RANGE:	Close	DURATION:	Instant
STRAIN MOD:	-1	SKILL:	Sense

The async may determine whether a target is infected with a biological nanovirus or nanoplague strain of the exsurgent virus with a Sense Test. If successful, the character automatically knows if the target is an async. Other strains of the virus may, at the gamemaster's discretion, provide a foreboding of their modus operandi. In no case is the name of the strain revealed (strains are named by Firewall, not by themselves), but research or inquiries with the Eye might allow the character to identify the feeling they get with a known, named strain.

XENO-EMPATHY (PSI-CHI)

PSI TYPE:	Active	ACTION:	Complex
RANGE:	Self	DURATION:	Instant
STRAIN MOD:	-1		

An async with this sleight can attempt to gain an intuitive understanding of any non-human, non-terrestrial organism. If the character succeeds in an INT x 2 Test, they gain insight into the target's motivations, needs, and mental/emotional state (if sapient) or the target's ecological niche, instinctual drives, and likely behavioral responses (if non-sapient). Apply a +20 modifier to any Animal Handling, Deception, Intimidation, Kinesics, or Persuasion Tests made by the character against that organism. This sleight does not work on animals or smart animals of terrestrial origin.

WATTS-MACLEOD DISORDERS

The following disorders are specific to Watts-MacLeod infection and should be assigned only to asyncs. They may be purchased at character creation (as part of the Mental Disorder trait acquired with the Psi trait) or acquired later during game play. At the gamemaster's discretion, these may also be used as derangements.

Many of the other disorders described on pp. 211–214, *EP*, are particularly appropriate to asyncs, including borderline personality disorder, hypochondria, megalomania, multiple personality disorder, and schizophrenia.

ALIEN BEHAVIORAL DISORDER

The character has strange urges to behave in an alien fashion. They may feel a weird compulsion to burrow, the sensation of urgently needing to lay eggs without any means to fulfill this urge, an instinct to gesture with or clean phantom appendages that don't map in any way to their anatomy, or a desire to eat substances that would be non-nutritive or even dangerous to terrestrial animal life.

Suggested Game Effects: Under stress, the character exhibits the symptoms of the impulse control disorder (p. 213, *EP*), but the behavior on which they feel the need to act is something wholly inhuman. Because some of the urges on which they feel impelled to act are anatomically impossible, the character may seek out unusual augmentations or even self-mutilate in the attempt.

ALIEN SENSORY DISORDER

The character's mind attempts to use an alien sensory organ the character doesn't have, becomes confused, and as a result may short-circuit the neural pathways of existing sense.

Suggested Game Effects: If the async rolls a critical failure on the use of a psi sleight or if they take more than 3 DV from a single use of a sleight, there's a 50% chance that instead of taking the damage, one of their basic 5 senses, determined at random, is temporarily disabled. The sensory organs themselves continue to function; the effect is at the interface between sensory input and the brain. Therefore, implants using that sense are also disabled. For example, if sight is lost, the effect is to the visual cortex of the brain, so the character loses input from cybernetic eyes and the ability to view visual augmented reality input. The virus will re-route around the disabled sense in $1d10 \div 2$ hours, but during this time, the character may receive disturbing phantom feedback on the new sensory channel.

COSMIC ANXIETY DISORDER

Faced with the possibility of an incomprehensibly advanced alien civilization exterminating transhumanity from afar, the sufferer exhibits symptoms of extreme anxiety or even phobias. The symptoms may overlap with general anxiety disorder (p. 213, *EP*) and be treated as such. Other characters may suffer from panic attacks or reactions of extreme terror when confronted by the reality of advanced alien civilizations.

Suggested Game Effects: When faced with TITAN artifacts or war machines, the character may experience panic attacks where they tremble or have difficulty breathing, leaving them unable to act. Alternately, they may exhibit terror, fleeing from the stimulus.

SPECIES DYSMORPHIA

The alien stirrings of the Watts-MacLeod virus have left the character convinced that they are something other than transhuman, an alien being trapped in a body of terrestrial origin.

Suggested Game Effects: Very similar to body dysmorphia (p. 212, *EP*), except that the character's desire is to emerge as an alien being. The character has difficulty when resleeving (-10 to -30 on Alienation Tests if the morphs is not alien enough) and may seek out exotic body modifications in a quest to become more "alien."

USER'S GUIDE TO FORKS

Forking is one of the last great taboos. It challenges the basic assumption that an ego is unique, and for many transhumans—even those with otherwise extensive physical or mental modifications—the thought of being a "copy" is distressing if not terrifying. Throughout the system, one's place in society depends on active management of personal identity and information, and forks threatens that position.

Balanced against those significant risks are the manifold benefits of forking, including heightened efficiency, more engagement with events and society, and increasing depth and range of an ego's experiences without increasing the time needed to have them. Some even see it as a way to whole new modes of being that are impossible to explore without forking. For all these reasons, forking is and has been controversial, and there are many competing and conflicting views and approaches to its legality and use. Though the Jovians have institutionalized an outright ban on forking into their legal system and civic culture, forking is outlawed or heavily restricted in many habitats well outside the political reach of the Junta.

History and socialization play a significant role in these opinions. Both forking and uplift were relatively new innovations before the Fall, and their implications and use were not settled issues before the catastrophe. During the Fall itself and the ensuing evacuations, many inner-system habitats struggled with a huge influx of refugees and infugees, and the loss of records made establishing and defending identity both incredibly difficult and vitally important.

The informational chaos of the time resulted in thousands of cases of backups being activated while there were unknown surviving primary egos unable to prove their identities. As identity was re-established and habitats began to share data more reliably, there were often-dramatic conflicts between these unintentional forks who began to fight over which held the primary identity. Alpha forks may have been instanced for months and were unwilling to be re-integrated. Survivors may have suffered horrible mental trauma that technically made them less stable or competent than their backups.

Survivors and forks both brought charges against the companies that held and managed backup and re-instancing, sometimes as joint suits, sometimes separately. The social and judicial fallout from these cases clogged Lunar-Lagrange Alliance and Martian legal systems for years. It also resulted in hundreds of cases of forced merging, forks fleeing capture by ego-hunting firms, or bitter legal battles that saw forks survive as individual egos on the condition they create new identities for themselves.

All these troubles influenced inner system law to greatly restrict even voluntary, planned forking for more than a few hours and so hopefully avoid any repeat of those cases. Short-duration forks are easy

to document and track through sleeving and backup facilities, and the chance of misadventure or ego differentiation is kept small, so there's little likelihood that the fork would object to merger and reintegration with the originator.

Regardless of the duration of a fork, most habitats hew to the 0.1% rule. If an alpha fork of an ego has more than a 0.1% differentiation in their ego map, they are no longer considered the same person as the originating ego. Habitats vary wildly in their response to this threshold being crossed—including requiring immediate forced merger with the primary ego, desleeving and deleting the forked instance, or treating the fork as a separate ego. The latter cases are often used as excuses to detain the fork for illegal entry to the habitat, misappropriation or theft of habitat resources such as atmosphere and power, and a host of other offenses that tend to accrue heavy fines and legal liability for the originating ego. Though some forks have obtained legal status as egos, they remain in a precarious situation as their originators might appeal to different laws or standards that still treat the fork as property, an impostor, or a non-person.

Now that transhuman society has had time to stabilize again, the discussion of forking is becoming more prominent in public discourse. The majority still view it negatively. The memory of the trauma and

social displacement from the Fall is still a vivid scar for many, so the idea of anyone willingly exposing themselves to such risk is broadly seen to be both frightening and foolish.

There are also bioconservative social and philosophical opinions that oppose forking, seeing it as the worst sort of transgressive excess and an affront to the value of an individual human life. The most common argument is that merging or deleting a fork is murder, so it is best not to create them at all. Ethical objections focus on the often self-centered intent of people creating forks for specific tasks or purposes: if an alpha fork is generated, it is a whole and complete ego, so holding it subject to the dictates and designs of its originator is slavery by another name. Creating beta forks or lower is even worse, as it only compounds the previous objections by building in handicaps and limitations that purposely hobble the forked ego. These arguments have been part of the social discourse on forking since before the Fall and have made an impression on the thinking of many transhumans.

Though not dominant social factors in most habitats, almost every major religion holds official positions against forking. The central argument is that each person has only one unique and irreproducible soul. Forking is, at best, an exercise in cruelty that creates an awareness that thinks itself a complete



being but can never be anything other than a deluded copy that is spiritually stillborn. Engaging in such behavior for convenience or personal interest is viewed as a serious moral and spiritual hazard. The few faiths that publicly embrace forking are fringe groups and ideological extremists. The low standing of such groups in society reinforces stereotypes that forking is a strange and dangerous practice that isn't an acceptable part of broader transhuman culture.

Even in communities without ideological opposition, resource limitations can make it almost impossible to acquire the morphs, hardware, or computational resources needed to instance multiple forks for any length of time. Unless an individual can provide everything they need for themselves through work or are lucky enough to be living in an unusually resource-rich habitat, running multiple instances is seen as self-obsessive, greedy, and anti-social. Others point to the many transhumans still struggling to secure and improve their circumstances post-Fall and claim that bodies and resources used to maintain forks would be better used by others. Even the wealthiest inner system elites that can cover all expenses out-of-pocket could be seen as insensitive and declass  when there are so many bodiless infugees or others barely able to afford cases.

Despite the restrictions and difficulties surrounding intentional forking, it has been a slowly growing trend ever since the technology to do so was available before the Fall. Most people who run forks do so regularly, and the most common reasons are utilitarian. Even with the legal restrictions and social stigma, it is still possible and practical to run short-term forks that are only active on the mesh or in simulspaces.

Academic, business, and political leaders are often possessed of unique knowledge and insights and may have several vitally important circumstances occurring simultaneously that require their involvement. A hab administrator forking to manage a crisis, a scientist making rapid progress on critical research by overseeing several lines of experimentation simultaneously, or a hypercorp exec steadily raising profits by being present for literally every major meeting all bring benefits to and can help shift the opinions of many people.

Likewise, anyone working in remote circumstances, from gatecrashing teams to the staff of far-flung habitats, will often encounter issues that require additional staffing that can't be gotten any other way. The significant objective benefit of forking in these circumstances has helped the practice maintain a widely-recognized core of legitimacy that has protected it from being totally banned. That the practice is often most available and most beneficial to members of the social and intellectual elite is helping forking make steady progress towards broader acceptability.

Some people just don't give a damn about the broader opinion or what they see as needless restrictions. To these self-described visionaries, forking is an

area that transhumanity has neglected to its detriment. Though rare, there are some who want to explore radically different social models and modes of being that are based on and manipulate forking in creative and frightening ways. Forking is not just a useful possibility, it is central to the way they choose to live.


MULTIPLICITY: BEING ONE AMONG MANY

In the attempt to create some means of approaching the often-disparate ideas presented by these radicals, social and scientific discourse has largely settled on using the umbrella term "multiplicity" to refer to the wide variety of practices based around the regular simultaneous instancing of more than one copy of the same ego. The goals and methods of multiplicity advocates all use forking as a common enabling mechanism, but take it in very different directions. Within the bewildering variety of approaches some loose trends are taking shape.

Humanity has a long history of turning innovations towards the pursuit of pleasure, and **hedonists** have done all there is to do with forking. Orgies and bloodsport are by far the most common pastimes, but given the costs involved for the necessary physical instancing of the participants and damage the morphs can suffer, only the wealthiest can afford such extravagant amusements. Most who use forks for such pursuits quickly tire of the novelty and move on.

Artists pursue less indulgent uses of forking for unique cultural and social events. Brilliant dance compositions by the artist Dominique LeStrange have used up to a dozen forks simultaneously, and the recent performance of the show "One's Self" at Noctis is widely regarded as one of the most significant artistic events on Mars in the last five years. As more people with cultural cach  explore and use forking for art and entertainment, they help improve public perception and counteract the stories or narcissistic pleasure-seeking. Forking for this type of use is almost universally short-term and is coming to be seen as only the start of what can be accomplished.

A more serious practice that is also catching some general notice is the instancing of multiple forks as a hive personality working with or under the direction of the originator ego. Though the forks in a hive are instanced and active for long periods of time, they maintain synchronicity and unity through regular use of merging and re-integration to share experiences and information. Individual forks can be of any quality, though alphas are preferred to minimize the risk of complication during mergers. Betas might be used for menial tasks or for work focused on a very narrow activity, but are very rarely if ever re-integrated with the the primary ego. Deltas, if they are used at all, might be spun off for specific errands and simply deleted after use; practitioners of this approach jokingly refer to them as drones. Provided that hive egos are regularly merged and re-integrated, they maintain compliance with even restrictive habitat laws, so hive personalities might be found almost



anywhere in the system. This practice is used by some meta-celebrities, politicians, and business elites, but is also popular with several noted scientists. Excepting icons such as Keiko Rush or Elizs, the most noted hive personality in the system is Claudia Ambelina, the originator ego for all members of the Pax Familae organization (p. 84, *EP*).

A subset of hives reject using alphas altogether, and the **autocrats** governing them rely instead on betas and deltas. Primary egos of an autocratic bent will almost never re-integrate with any of their forks; this helps them maintain a clear separation and superiority over their lesser selves and defend their standing as the only “real” version. Many inner-system habitats treat betas and deltas as property and not people, so autocrats can and often do subject their forks to restrictions and limitations in their quality of life that would be distasteful or intolerable for others. Since the forks themselves are limited or pruned and only created for specific tasks it is very likely that they’ll be kept exclusively in VR simulspaces or run as infomorphs if they have to work with outsiders. More often than not, they are deleted or put into cold storage whenever their immediate task is completed. Cognite execs are well-known in corporate circles for this type of forking, but it’s also rumored to be widely used by Gorgon Defense System’s R&D department to help speed up product-development times.

Where autocrats are very functional in their use of forking, some take the commoditization of their forks even further and have gained a reputation as **slavers** that profit by selling forks of themselves into indenture. Other multiplicity advocates hotly condemn the practice, but with the return of indenture to the legal codes of most habitats and the creation of IndEX (p. 163), indenture contracts quickly became a center for economic innovation. With the landmark ruling of the Lunar-Lagrange Alliance’s Supreme Judicial Court in *Shelby v. Shelby*, it was deemed legal for an originating ego to negotiate and agree to an indenture that bound a fork before it was created. Though there has been widespread public disgust over the ruling and a proposal is being brought before the Planetary Consortium to ban the practice, it is legal for now and IndEX is actively brokering contracts. As much as market forces enabled the practice, however, they are also holding it back. Most corporations and individuals refuse to touch the contracts for fear that they’ll soon be nullified. Outside of IndEX, though, there has always been an underground market for soul-trading; any backups that find their way into the hands of Nine Lives or similar cartels are almost certainly going to be forked and sold repeatedly.

Families are similar to hives in that the forks are all created to work together with one another, but families seek to build social units that work and live together for extended periods of time without merging or integration. Forks are created from the originator and edited psychosurgically to fulfill roles for social relationships that the originator desires.

Since the likes, attitudes, and proclivities of the core personality remain present in each fork, it’s easy for the originator and its iterations to form and maintain strong, long-lasting relationships. Though most often used for companionship to create friends or “siblings,” there are some who create forks to populate intimate relationships as lovers, spouses, or children. Given the intended long or permanent duration of the forks and the attendant illegality and social stigma, this approach is very rare and limited almost exclusively to a few isolated habitats with small populations and infrequent contact with other communities. If a family is too inwardly focused, it can also lead to extreme social isolation and a rise in misbehavior as any pre-existing personality disorders or negative traits are ingrained and reinforced. The perception of being anti-social and disordered makes family personalities an easy target for anti-forking commentators, though few other multiplicity adherents do much to defend them.

Blending the strengths of hives and families and avoiding the complications and cost of both are **twins**—those who run and maintain a single fork of themselves. Most often instanced as an infomorph, twins frequently use the multiple personalities mental augmentation (p. 301, *EP*) or ghost rider modules (p. 307, *EP*) and mesh accessories to be able to split their attention and efforts. Though many of the benefits are available very efficiently with cyberware such as multi-tasking (p. 307, *EP*), the focus is less on efficiency and more on the companionship and awareness brought by having a fully instanced ego sharing your life with you. Serious twins work to establish an equitable relationship where one ego isn’t always or exclusively in control, mentally or physically. The fork is allowed to persist more or less permanently, growing and developing on its own with only infrequent re-integration with the originating ego. Over time, one twin may even decide to change the relationship and backup or instance separately. Though situations like this can be difficult, they can also have very positive outcomes, as in the case of Armon and Lawrence Weaving, who ultimately decided to separate and pursue their own successful careers as a psychosurgeon and consultant with Skinaesthesia, respectively. **Parasitic twins** are far less equitable, keeping one instance limited or dependent on the other. This could be a beta fork, but in order to retain the greatest efficiency it is usually an alpha fork that has undergone psychosurgical modification to become more subservient and affection-seeking from the primary ego. The dependent fork is most often kept as a muse or virtual minion.

Standing aside from the other approaches are the **survivalists**. Since the Fall, there has been a widespread focus on transhumanity rebuilding a robust population, and some argue that forking is the best way to do so quickly and effectively. While infugees are steadily re-instanced through indenture programs, they come back to society out-of-touch

CHARACTER CREATION: PACKAGES

CHARACTER CREATION: LIFE PATH

CHARACTER OPTIONS

PLAYING CHARACTERS

MORPHS

and less-equipped than others who survived the Fall intact. The first generation of transhumans born since the Fall is still in its infancy and, given the horrific failure of the Futura project, speed-raising new egos in VR is an attempt few are willing to contemplate. It will take years for the next generation to develop and become a strong, contributing part of society rather than a precious liability. Survivalists argue that those with valuable skills should create permanent forks of themselves and spread across current habitats in the system, and into the exoplanets beyond the Pandora gates to help re-establish transhumanity. The most extreme ideologues have even suggested taking forks of entire habitats or the whole of transhumanity and sending them off in fleets of colony ships with different destinations. Creating forks of transhuman society outside the solar system and, hopefully, beyond the reach of the TITANs and any other existential threats should dramatically improve the likelihood of civilization enduring. While some criticize these ideas as foolish, their supporters are quick to point out that transhumanity almost fell to the TITANs precisely because the vast majority of the population was still concentrated on Earth. Firewall has a number of so-called “backup” cliques that support this view (p. 359, *EP*), and they are slowly rolling out some low-key social manipulations to forward their beliefs.

Where multiplicity pushes boundaries, the **ascendants** shatter them. To them, forking is only the first step down the path to entirely new, posthuman modes of being. Ascendants go beyond forking to challenge basic ideas of personhood: Why should you only merge with forks of yourself? Why not manipulate and change forks to create entirely new personalities? Why not incorporate multiple egos into one cooperative or communal consciousness? No one yet publicly supports such blatantly posthuman positions, but Professor Rokuzawa Chi at Titan Autonomous University has published research and articles on forking and individuality that seem to be laying the groundwork for the exploration of such ideas. The practices and pursuits of these people are radical and incorporate untested psychosurgical techniques as well as illegal merging and integration experiments. More than once this has resulted more than once in horribly traumatized egos or personalities that are so different from their sources that they can’t be considered the same person. Given the dangerous nature of the ascendants’ efforts, there is little more than rumor to go on, but there is some indication that progress is

being made in refining psychosurgical techniques that allow for the re-integration of forks that have been separate and active for months or years and have developed to the point of being different people. A few crypto-communities on the mesh are also increasingly using the term **choruses** to refer to groups of disparate egos that are sharing a single instance and ego map and operate under some type of collective awareness and decision-making. These are both significant recent developments and have attracted the attention of the Planetary Consortium’s Oversight division, Firewall, and, strangely enough, the ultimates. Each of these groups sees in these developments a potential reverse-engineering of TITAN techniques and a significant threat in such a dramatic departure from transhuman norms.

STORED FORKS

Characters without cyberbrains that regularly make use of forking but don’t always have easy access to an ego bridge can keep a non-active fork on hand in storage. An inactive fork does not take up the space of an ego and can be stored in almost any computerized device. Forks are usually heavily encrypted and only kept on secured devices to protect forknapping. When the fork is needed, the stored fork can be copied and then activated. An active fork counts as an ego and follows the normal fork rules. Reactivated forks suffer from lack and so will need to be brought up to speed; at the gamemaster’s discretion, the fork may also need to make a Continuity Test (p. 272, *EP*). This practice is most commonly employed with beta forks.

LONG-TERM MERGING

For situations where characters wish to reintegrate a fork that has been separate for extended periods (longer than a week), follow the normal Merging Test rules (p. 275, *EP*), but use the Long-Term Merging table (below). Choose one ego to be primary; the memory loss indicated affects the memories of the non-primary fork.

If attempting to merge a fork that has been divergent for longer than 6 months, use the rules for Merging Different Egos, next page, but with a lower modifier: –30 for forks divergent from 6–12 months, –40 for 12–18 months, and –50 for 18–24 months.

MERGING FORKS WITH ADVANCEMENTS

If a fork has been separate enough to improve new or different skills, gain or lose traits, or even change their aptitudes, those differences are normally lost

LONG-TERM MERGING

TIME APART	MODIFIER	SUCCESS	FAILURE
1 week to 1 month	–30	Minor memory loss, 5 SV	Severe memory loss, 1d10 + 6 SV
1 month to 2 months	–30	Major memory loss, 1d10 + 5 SV	Severe memory loss, 1d10 + 8 SV
2 months to 6 months	–30	Major memory loss, 1d10 + 6 SV	Total memory loss, 1d10 + 10 SV

during merger as only the memories are prioritized for retention. It is possible for a gifted psychosurgeon to also transfer the skill, trait, or aptitude development, however, but not without cost.

Any attempt to transfer skills incurs a -10 modifier to the Psychosurgery Test for every 10 skill points or every specialization. Transferring new ego traits incurs a -10 modifier for every 10 CP the trait is worth. Aptitude points add a -10 modifier per point when transferred. If successful, the merged ego gains the skills points, traits, and/or aptitude points, but takes an additional 1 SV for every 10 skill points, every specialization, every 10 CP of traits, or every point of aptitude. Additionally, the character must spend Rez Points to purchase these advancements as normal (p. 152, *EP*). If the character does not have the Rez Points available, they owe a Rez Point debt, and any new Rez Points earned must immediately go to pay off this debt. If the Psychosurgery Test fails, no advancements are gained, and the subject takes an additional 3 SV for every 10 skills points (or portion thereof), specialization, 10 CP of traits, or aptitude point.

EXPERIMENTAL EGO MAPPING TECHNIQUES

The psychosurgical techniques for forking and merging (pp. 273–275, *EP*) cover standard and well-known procedures. Research and experimentation is ongoing, however, and a number of untested and potentially dangerous techniques are available for people willing to take risks. As an optional rule, gamemasters can allow characters to participate in or even attempt these unorthodox psychosurgery techniques. Note that due to the risk and possible illegality of these procedures, finding a psychosurgeon willing to attempt them often requires going through backdoor or black market channels. Gamemasters should require a successful Networking: Criminal or Networking: Hypercorp Test and the expenditure of major favors (pp. 289–290, *EP*).

MERGING WITH MEMORY RETENTION

Recent developments have resulted in merges with better memory retention, though with a risk of increased mental

stress. In this case, the Merging Test (p. 275, *EP*) is the same, but use the Experimental Merging table (below)

MERGING DIFFERENT EGOS

Merging two minds is a drastically difficult and dangerous affair. Only the most skilled and daring psychosurgeons could ever hope to succeed, and even then the outcome depends on luck almost as much as skill. This procedure is incredibly complex and is a Psychosurgery Task Action with a minimum time-frame of 10 days and a -60 modifier. The character can take time (p. 118, *EP*) as usual.

This same process is used for forks that have been divergent for more than 6 months.

One ego must be nominated as the primary ego during the merge. The merged identity will retain that ego's aptitudes, skills, ego traits, memories, and motivations, modified as follows:

- Choose 2 aptitudes that the secondary ego has at a higher rating. Increase these by 5 each (but not more than the secondary ego's aptitude rating).
- Choose 2 aptitudes that the secondary ego has at a lower rating. Decrease these by 5 each (but not less than the secondary ego's aptitude rating).
- Add $1d10 \div 2$ (round up) skills the secondary character has, that the primary ego does not, at their full rating.
- Choose $1d10 \div 2$ (round up) skills that the secondary ego has at a higher rating. Increase these by 10 each (but not more than the secondary ego's skill rating).
- Choose 1d10 skills that the primary ego has that the secondary ego doesn't have or has at a lower rating. Reduce these by 10.
- Add all of the secondary character's Negative ego traits.
- The combined ego gains the Mental Disorder (Multiple Personality Disorder) trait.
- Use the lowest Moxie of both characters.
- The combined ego retains 75% of its primary ego memories and 25% of its secondary ego memories.
- The combined ego suffers $2d10 + 10$ SV.

If the test fails, the combined ego is for all intents and purposes a shattered, insane personality, haunted

EXPERIMENTAL MERGING

TIME APART	MODIFIER	SUCCESS	FAILURE
Under 1 Hour	+20	Seamless ego with memories intact from both	Solid bond, memories intact ($1d10 \div 2$, round down) SV
1–4 hours	+10	Seamless ego with memories intact from both, 1 SV	Memories intact, ($1d10 \div 2$, round up) SV
4–12 hours	+0	Solid bond, memories intact, 2 SV	Memories intact, ($1d10 \div 2$, round up) + 2 SV
12 hours to 1 day	-10	Memories intact, 3 SV	Minor memory loss, $1d10 + 2$ SV
1 day to 3 days	-20	Memories intact, 4 SV	Moderate memory loss, $1d10 + 4$ SV
3 days to 1 week	-30	Memories intact, 5 SV	Major memory loss, $1d10 + 6$ SV
1 week to 1 month	-30	Memories intact, 6 SV	Major memory loss, $1d10 + 8$ SV
1 month to 2 months	-30	Minor memory loss, 7 SV	Severe memory loss, $1d10 + 10$ SV
2 months to 6 months	-30	Minor memory loss, 8 SV	Severe memory loss, $1d10 + 12$ SV

by fragments of its former minds. Most are simply brain-dead vegetables. Treat as a gamma fork NPC and add the following changes:

- The combined ego loses 1d10 skills entirely.
- The ego suffers an additional 1d10 + 10 SV.
- The combined ego retains only 50% of its primary ego memories and 0% of its secondary ego memories.
- On a critical failure, double SV suffered.

If the test succeeds, choose one of the following effects for each 10 full points of MoS:

- Increase one aptitude by 5, up to the highest rating possessed by either ego.
- Increase one skill to the highest rating possessed by either ego.
- Remove one Negative ego trait.
- Add one Positive ego trait from the secondary ego.
- Increase Moxie by 1, up to the highest rating possessed by either ego.
- Add 25% of one ego's memories.
- Reduce the SV inflicted by 2.
- Exchange one of the primary ego's motivations for one of the secondary ego's motivations.

Even if successful, the composite ego suffers a -10 penalty on all tests for one week as the new identity comes to terms with its newly-integrated thought patterns. On a critical success, halve the SV suffered.

INDENTURES AND INFUGEES: THE RETURN TO BONDAGE

Pre-space-colonization cultures and politics on Earth removed indenture, slavery, and other forms of legalized bondage from their judicial and social systems long before the Fall, and the history of such practices was widely reviled. Most humans and transhumans viewed any form of economic control over an individual's self and actions as intolerable. How then did indenture not only return to transhuman society, but become a significant economic and social force?

The easiest way to explain indenture's comeback is to point out the extralegality of the hypercorps. As these corporations drove the expansion into space, many were clearly motivated by the lawlessness of this new frontier. Even if nation states did claim sovereignty over off-world corporate practices, the reality was that they had no way to enforce their laws. The hypercorps, however, particularly those engaged in colonizing Luna and Mars, building orbital habitats, and asteroid mining, were drastically in need of cheap labor forces. Robotics solved many of their issues, but human hands and minds were still preferred over synthetic ones in many fields. The overhead involved in lifting a workforce into orbit and then providing for


its air, food, water, and other amenities and protections in space was, of course, prohibitively expensive. So the hypercorps passed the expenses on to the workers. For the privilege of being transported off-world, given a job, and kept alive, potential workers were forced to sign employment contracts with strict durations and mountains of legalese that hid the numerous costs for which the corp would hold them responsible as well as the fact that they were effectively signing their rights away. These contracts often included clauses that effectively locked the workers into economic bondage and which would also hold their forks as accountable as their egos. Though the contracts didn't specifically use the term indenture, the terms required repayment through proscribed labor and activity to be determined by the contractor.

Despite the unfavorable terms, the masses of people living in crisis conditions on Earth meant that there was no shortage of people willing to sign their lives away. Once off-world, these workers quickly found that they incurred expenses at a rate that effectively kept them locked into their employment contracts indefinitely. Quitting was not an option, unless they felt like taking a trip out the airlock, and there was no legal or judicial oversight to protect their rights. On the positive side, this massive indentured workforce was not on Earth during the Fall, and they make up a notable percent of transhumanity's post-Fall population.

The Fall only exacerbated the situation with indentures. In the chaos of the evacuation, there was no procedure or process for re-integrating the untold number of infugees that escaped. There simply weren't enough morphs or resources to support giving them each a body and welcoming them back to life. Further, as many infugees escaped Earth near the end of the conflict with the TITANs, there was justifiable fear that they may have been compromised by any number of exsurgent threats. Habitats simply couldn't support more physically instanced survivors and wouldn't allow the security risk of resleeving egos without careful vetting. The widespread social consensus was that infugees would have to wait while the immediate problems of sleeved refugees were met.

The refusal or inability to resleeve infugees meant that suitable storage, screening, and reintegration programs had to be established. Few habitats had the resources to spare, so a mixture of hypercorp and personal actors stepped in to meet demand. Dozens of hypercorps jumped into the business of collecting significant archives of infugees, some with familiar names such as Anubis, Cognite, Mindvault, Nimbus, Restor, and Stellar Intelligence. Criminal organizations, especially Nine Lives and the ID Crew, also ramped up their existing ego-trading and identity crimes.

The corporate players and the habitats that maintained their own ego banks launched projects to identify and sort the infugees in their care. At first



this involved keeping the egos inactive in cold storage and individually instancing them in VR for interviews, psych profiles, and attempts to gather enough relevant information to make them identifiable to others searching the ego bank listing. These efforts met with great interest and anticipation from the public, and many Fall survivors checked infugee listings daily to see if a lost friend or loved one had survived. This model was time-consuming and yielded little profit, however, so it changed. Many corporations turned to psychosurgeons and automated algorithms to review and map the ego files they had in storage, matching them against known profiles as well as looking for any exceptional qualities or signs of damage to help prioritize the more detailed identification practice.

Even as efforts were underway to catalog these egos, however, it was clear that there were not enough bodies to provide and no space to resleeve them all. The question practically answered itself. New projects were initiated to rebuild in the wake of the Fall, to construct new habitats and new shells for transhumans to occupy. The hypercorps has already established a precedent for indentured service, and they now effectively ran the show. An entire population of minds that was willing to do almost anything to be re-instanced was given a choice—sign a practically unconditional contract that guaranteed several years of labor in exchange for a cheap body or go back into cold storage. Most who were given the opportunity chose virtual slavery over virtual death. Masses of newly re-instantiated, poor workers in cheap robotic shells flooded the inner system, giving rise to the still-present prejudice against “the clanking masses.” Mars especially benefited from the growing stream of new arrivals, and used the incoming waves of cheap labor to greatly expand macro-engineering projects. In short order, indenture was again an acceptable term and allowable under Martian and Lunar law, and was quickly adopted throughout most of the system thereafter. Anarchists, Titanians, and Jovians reject indenture, but given their own ideological differences with the rest of the system, their concerns have little direct impact on majority opinion.

As the new post-Fall governments established their new legal systems, indenture quickly became entwined with broader changes to criminal law. One of the most fundamental shifts was a return to monetary penalties as the primary punishment mechanism. Habitats didn't have the space or resources to maintain a prisoner population. Since the level of technology allowed for almost any mind, body, or object to be repaired, many matters were reduced to the question of the perpetrator paying for reparations. Given the effective immortality of most transhumans, legal thinking came around to the use of income garnishments or indenture as a way for criminals to pay even exorbitant damages to victims. For those that were poor or didn't possess high-income skills, reparation costs could easily take years or decades to meet, and selling themselves into indenture with a third party might be the only way to meet the payment requirements of a judgment. Ironically, criminals or other semi-legal organizations are the ones most likely to step in to offer indenture contracts to convicted criminals, and the Night Cartel and various triads do so regularly.

The use of indentures has even spread outside of the inner system. Most gatecrashing and colonization efforts are built around contracts and relationships that own the work of personnel, and their labor goes towards earning them buy-in towards profit-sharing or resource ownership. Extropian professional contracts often include terms of indenture as one of several possible punishment clauses for failure to complete the normal terms of the agreement. There are some who even take out indenture contracts for beta forks of themselves as many habitats and legal codes treat beta or lower forks as property.

INDEX

To facilitate the growing market in infugees and indentures, the Planetary Consortium backed the creation of a centralized exchange market for indenture contracts. IndEX was opened in AF 2 and in its first year had an annual trading volume of over 7 million contracts. The service is multi-faceted, as

INDENTURE IN YOUR GAME

Indenture is best used with NPCs and provides a powerful narrative toolkit for exploring the ideological shifts in the setting, but can also quickly derail a game if used improperly. As long as the characters don't lose the ability to drive the story, it can make for interesting and unusual campaigns. Starting a game where the player characters are infugees forced to work in a virtual QA team is difficult to make engaging. Make it a story where the infugees have some special memory or involvement in the Fall and Firewall buys them out of storage to

get what they know, on the other hand, could be fun and memorable.

Even when the characters themselves aren't directly involved in an indenture agreement, how do they feel about indenture as a social institution? Are they prejudiced or sympathetic towards people that sign on to indenture contracts? What would happen if a character finds out that a loved one or family member is currently working out an indenture in a pleasure pod in a Night Cartel brothel, and it's all perfectly legal? ■



it provides a publicly searchable listing registry of indenture contracts and terms, listing and search services for ego banks, and a marketplace for people buying, selling, or setting up new indenture contracts. The commodification of indenture contracts led to increased interest, and soon there were also speculative markets where investors could buy egos from cold storage and pro-actively farm them out for profit as individuals. Contract sales also allow hypercorps with many indentures to dynamically rebalance their workforce. Both of these trends have helped further spread indentures throughout the system and increased the rate at which infugees are coming out of cold storage.

IndEX is accessible over the mesh, and there are physical exchange offices located in Extropia, Olympus, Progress, and Shackle. With the Planetary Consortium's sponsorship leading the way, IndEX also lists information for the Tharsis League, Lunar-Lagrange Alliance, Morningstar Constellation, and various Extropian and private concerns. In a rare instance of shared sentiment, both the autonomists and the Jovians roundly condemn IndEX and the expanding use of indenture as a horrible social ill.

COMING TO TERMS

Indenture has been a part of transhuman society since before the Fall, and over the years it has become both

more widespread and more integrated into the social order. The first major waves of indentures on Mars and in Lunar habitats have completed their original terms more or less successfully, though many of course remain in debt and so must continue to labor. Fall infugees continue to re-enter society in a steady trickle, and the hypercorps involved in the trade have developed whole departments stocked with nothing but indentures that are easily driven with incentives to change or shorten their terms. The social instability and resource competition that were present immediately after the Fall have been largely overcome, and since indenture is legal in most habitats, there are mechanisms for oversight and enforcement that are meant to keep it a safe and humane practice. Proponents of indenture point to all of these facts as proof that it is a stable system that promotes good outcomes for all parties, but there is increasing criticism that widespread use of indenture creates self-perpetuating cycles of bondage.

The main argument that indenture is unsustainable posits that since it removes workers from the real economy, it is incredibly hard for them to re-enter, even after successfully completing their terms. Early indentures were predominantly infugees or Fall survivors that used their contracts as a means to escape or change their circumstances, but only a minority ended up much better off. Since the lives of indentures were

often tightly controlled by their masters, they were poorly integrated into their local communities and found transitioning into free citizenship very difficult. Since many of them also ended their terms in cheap case or ruster morphs, they were easily identifiable as former indentures or refugees and faced social prejudice that made establishing themselves even harder. Most early indentures' pay was used to buy a morph, ending their contracts with little cash-on-hand, so it was very difficult to meet the steep initial costs for acquiring housing and setting up a household.

These factors combined to push most people ending their indenture to the bottom of the socio-economic hierarchy. Most hypercorps rarely allowed time and opportunity for their indentures to maintain or build skills or social standing outside their immediate group, so those released from their contracts often found they had little opportunity outside going back to their sponsors and seeking

out additional indenture terms. This trend has been repeated throughout the system, and some of the earliest indentures are still working through their second or third contract, as each one after the first is used to either build a nest egg to better establish themselves or to get a better body to shed the social stigma their first, cheap morph carries.

Indenture holders have also become much savvier in how contracts are structured and what strategies and tactics are used to manage outcomes to the holders' maximum benefit. Hypercorps that use indentured labor pools will most often set them up in VR to best manage the environment. As such, the holders have complete control over their workers' circumstances and create opportunities for the indentures to spend away their earnings. Special simulspace "vacations," grants of wider mesh access, increasing subjective speed during time off to let their workers experience more leisure time, and

CONTRACT NEGOTIATIONS

If characters decide to purchase indentures from IndEX or some other brokerage, the gamemaster can make the process as simple and expedient as needed, but here are some guidelines for playing out the process in detail.

IndEX is open to the public for general searching, but does require account verification and the searcher's SAPIENT ID (pp. 23–24, Panopticon). If the searcher wants to fake this, they must succeed on an Infosec Test with a –20 penalty; this is a Task Action with a timeframe of 10 minutes. Searching IndEX for a specific person's name and indenture status—or a generic individual with a given skill that has a contract available for purchase—can be accomplished with a simple Research Test.

Most contractors will post contact information if they are open to potential buyers speaking with them about buying out an indentured worker's contract. No test is necessary to make contact if information is listed, but as hypercorps hold the vast majority of contracts and infugee egos in cold storage the gamemaster may require a Networking: Hypercorp Test to set up a meeting.

Buying an ego out of cold storage can be quite cheap—often between 200–500 credits—but anyone purchasing an ego is required to show that they already have in place some means of appropriately hosting or instancing the ego as well as some proof of pre-acceptance for it to become a resident of whatever habitat it will occupy. If such arrangements aren't already in place, IndEX brokers can help the buyer set that up with most inner-system habitats. IndEX typically charges an additional 100–200 credits for the brokerage fees, but most habitats require 2,000

credits or more for occupancy charges and immigration services.

Buying out an active contract can be much more complicated and expensive. If they're willing to sell, hypercorps will typically require that the indenture submit to a memory wipe of the time they were working to protect "trade secrets and company intellectual property" before sale of the contract. If the character wants to pay off the balance of the contract to free the person from indenture, they must pay the balance plus an "early termination and release fee" that is typically at least a 10% premium on the value of the entire contract. Some rimward habs are much more welcoming of new residents, but outright ban indenture within their jurisdictions.

If the character is simply taking over control of a contract from its current holder, all parties must negotiate for the new terms (if any) for the indenture and the transfer protocol between the current and new owners. An IndEX representative will record the transfer and oversee negotiation of the new contract terms, but unless the indenture and the new owner both agree otherwise, the new contract offer an equal or higher pay rate, end at the same time, and be for substantially similar work as the original. Negotiation can be roleplayed or resolved with Persuasion and/or Profession: Law Tests. Corporations usually require a memory wipe of the indenture and a transfer fee of several hundred credits.

Once the transfer is complete, the indenture should be run like any other NPC under the gamemaster's control, so long as the character upholds their responsibilities under the contract. ■

other perks that make the work experience more pleasant are all widely available. By allowing these adjustments and modifications, the corps are able to get happier, more productive workers while simultaneously lessening the actual cost of paying out their contracts.

A similar approach is taken with physical indenture. Contract holders are usually responsible for providing a minimum standard of housing and provisions of food and air, so providing better accommodations during the contract is an easy opportunity to lengthen the term or decrease payment. Likewise, physically instanced indenture is often for work that is extremely dangerous and isolated. Stress relievers and entertainment such as VR and XP, drugs, prostitution, and wide mesh access are often only available through the company and at additional cost. Though many corps content themselves with the profits from offering these “perks,” there are some that are much more insidious. These businesses use underhanded methods to tack on hidden costs or liability to their indentures that can trap them in a contract should their morph become damaged or if the project they’re working on doesn’t perform as well as expected.

The growing abolitionist movement throughout the system points to all of these factors to show that the benefits of indenture accrue to those holding the contracts, not the indentured workers themselves. If the economic benefits aren’t going to the indentures, then the system as a whole can and should only be viewed as a tool for oppression and inequality. Even the argument that no one enters indenture against their will is criticized, as the majority of indentures are infugees and have no real choice in the matter since their only other option is the inactivity of cold storage. Though still in the minority, the abolitionists are quickly gaining ground, and the debate over indenture is likely to be one of the hottest social issues in the near future.

INDENTURED LIFE

“This is a generous package: it’s a VR job so no physical hardship or risk of incurring more expenses by damaging the morph. Besides, the whole thing is run at twice normal speed, so to your friends and family you’ll only be gone two more years.”

—Martin Finch,

Infugee Placement Specialist with Anubis

Though opponents often make out indenture work to consist solely of horrible conditions and pitiless cruelty for those working the contract, such circumstances are the exception rather than the rule. Most indentured work is employed by corporate sponsors, and they want to have reliable, high-performance work from their contractees. The most successful outcomes occur when indentured worker conditions are at worst boring and there are opportunities for them to excel in an effort to complete their contracts faster. Since the majority of indentures are run in

simulspace environments, often called dream factories, there simply is not any physical deprivation or hardship. Long hours without breaks and a lack of readily available entertainment or outside information are often the worst circumstances faced.

Likewise, the work itself is often not particularly onerous, just tedious. Deep research, data analysis, polling, program QA, and participation in scientific trials are all common. Entertainment companies will often use banks of indentured egos as extras or NPCs in XP productions, mesh games, and the like. For egos with some relevant military or security experience, work as dedicated security oversight for habitats is a regular assignment. Though many service jobs are automated or staffed by limited AIs, habitats in the Lunar-Lagrange Alliance and elsewhere that have greater restrictions on AI usage often use indentured labor instead. For those that perform their work well and resist the temptations of perks and distractions offered by their contract holders, indenture is no worse than working a boring or unfulfilling job. Those that excel in their work often have opportunities for some limited advancement during the term of indenture and may even have opportunities to work with their contractor as a regular employee after their indenture is completed.

There are also indentures used to staff much less benign positions in dangerous fields such as mercenary and bodyguard work, asteroid mining, and staffing isolated habitats. As such posts are much riskier, the payouts are often higher and terms of indenture shorter, but much more is gambled on the success or failure of the operation. Though not necessarily physically dangerous, jobs that are mentally or emotionally taxing such as prostitution often share similar terms. Contracts like these are typically used by criminal organizations and quasi-legal entities. They are frequently abused as they tend to be enacted beneath the notice of the major habitats and therefore away from the judicial oversight and legal processes that govern most indentures.

At the extreme end, indenture can become little better than slavery. Some contracts are little more than formalized excuses to keep people in bondage. This includes miners working dangerous materials in unsafe conditions that are charged for medical treatment and damage to their morphs faster than they could ever pay it off, indentured egos in VR that do work only to be shut down and put back into storage when the project goes “on hold,” multiple copies of an ego being kept and put to work once the contractor has an original backup, and worse. Abuses like these are publicly decried by most indenture contractors as examples of a few bad actors, but stories about such travesties hit the newsfeeds with regularity and are quickly picked up on by the abolitionists. So far, the major hypercorps have managed to avoid any scandal on this front, but should one come to light, it could trigger an important shift in public opinion.



COGNITE PRESENTS: A CHILD'S GUIDE TO MEETING YOUR NEW BEST FRIEND—YOUR MUSE!

Now that you're old enough, you have the opportunity to make a very special friend. Unlike your other friends, this one will be with you all the time, but only when you want. Your muse is there to help you. You may read this tutorial in order or skip to the parts that interest you.

WHAT IS YOUR MUSE?

Your muse is a friend that will always be there for you. Your muse will keep you company during night cycles, and check for any scary TITANS in the station ductwork. Your muse is a pet that you can teach to do tricks, but it can also teach you and answer any questions you might have about the world around you when your parents are not around.

Most people use their muse to keep track of where they have to be and what they need to do, like their chores or lessons. They check the mesh for interesting news and stories, so you don't have to sort through all the boring stuff. Muses have a perfect memory, so they always remember important dates and appointments. As your muse gets to know you, it will learn what you like and bring you the kinds of stories you are interested in. It can also interface with appliances, which means it can turn the lights on or off, upload your favorite recipe in a maker, or pilot robot drones to help you at work.

FIRST IMPRESSIONS

Let's talk about how your muse's personality and appearance are shaped by you. Muses are made to get along with their owner (that's you!), so they change over time to better help you. As you get older and change, so will your muse. Making a good first impression helps the muse bond with you, so it's important to be friendly when you meet it for the first time. It takes time to get used to, but in the end, you'll be glad you have a muse!

The first step to getting a muse is choosing what it looks like. When you are ready, your tutors will launch the Muse Creation program. You will be moved to a private section so no one else will bother you, but a tutor will be on hand to answer any questions if you want.

Muses can look like almost anything you can imagine! Many children like to pick characters from their favorite games or stories. Cognito has licensed every character from the

stories and games in the school's library, so all you have to do is choose which one you want. If you want something else, the program has a large selection of animals, famous people from history, and just plain silly characters like Cognito, the Cognito mascot! If you would like to change your muse, like giving them a different color hat or haircut, you may do so. Even if you change your mind later on, you may do so. Just ask your muse!

GETTING TO KNOW YOUR MUSE

While a muse isn't as smart as you are, it's also smarter than you'd think. A muse will always act in your best interests, but that can mean different things at different times. They learn from what you say and what you do. At first, the muse may seem to be a nosy intruder who bugs you about every tiny thing. It will ask how hot you like your soup or why you tease one of your friends more than the others. Many children get frustrated with all of these questions, but try to be patient with your muse. Every question you answer honestly helps the muse understand you. Muses work better when you learn to trust and respect them. After all, they can't help you if you don't let them.

WHAT YOUR MUSE CAN DO FOR YOU

A muse already knows a lot of basic facts about the world, but they can learn almost anything you can! Isn't that neat? By letting your muse know what you expect it to know, they can look things up on their own, even while you're asleep.

All muses know how to use other programs and devices, including how to fix basic appliances, so when something breaks, ask your muse how to repair it before calling for help. It's important to learn how to be self-reliant! They can keep track of your credits, so you don't overspend your allowance. Muses know how to keep others out of your private inbox, so no one can delete your homework before it's due. Speaking of homework, a muse can help you with difficult assignments by looking through records and finding the right information.

Did you know you can customize your muse's knowledge as well as its appearance? Your cranial computer has set aside some memory so you can store data that your muse can access. Everyone picks information

they don't know but find useful. For example, if you have a friend who speaks Arabic, but you haven't learned the language yet, you can download a program that will let your muse speak Arabic for you! Or if you like knowing about the stars you see outside of the habitat, install an astronomy package so it will be able to point out all the important stars and planets to you.

MUSE DO'S AND DON'TS

It's important not to play tricks on, taunt, or tease your muse. You may joke with your muse, but it isn't nice to rewrite parts of their program or delete their memories. It only hurts you in the end if you mess up your muse. If you damage your muse, let your tutor know so it may be repaired.

Aside from keeping your muse healthy, it's important to respect other peoples' muses. You must never change or damage another muse, no matter what. Just because you can do something doesn't mean you should. Not only do you hurt the person when you hurt their muse, you hurt yourself. The reputation of a person who hurts a muse can be permanently damaged, as no one else will trust you with their muses. As your tutor will explain, a high reputation is very important. You can't get a good job or be friends with important people if you have a low reputation score.

HAVE FUN WITH YOUR MUSE!

With all this talk about what you should or shouldn't do with your muse, it's easy to forget they can help you have more fun. Muses have many games and puzzles installed, including games you can play with all your friends and their muses!

Ask your muse about Academia Achievements, the AR game that gives you rewards for completing homework and extra credit assignments. This game is only accessible through your muse and it encourages teamwork between the two of you. Every semester, the top 10% of all players in Academia Achievements are rewarded with a day trip to any of the Cognito-approved simulspace adventure parks. Ride a dinosaur in Prehistoric Paradise or meet all your favorite celebrities in Martian Luxuries!

With a muse at your side, there's no telling how far you can go in life! Trust your muse and Cognito and we'll do the rest!



MAXIMIZING YOUR MUSE

Muses are an often-overlooked bit of equipment, but they give characters extra versatility and provide essential services for any Firewall agent. Every character gets a muse for free, so make sure you remember that you have it. Many times players forget what their muse can do, so they miss opportunities during encounters in which they should have succeeded.

MUSE SKILLS

The most important skill your muse has is Academics: Psychology, which means it can act as a therapist to heal stress. It does have to make a test in order to heal the stress, but a 60% base chance for success is nothing to ignore, especially as the muse can always treat the character, whereas therapists with a higher skill rating may be hard to find or expensive to hire. Firewall agents have to be careful about hiring such therapists because of security concerns. Telling a normal therapist about the exsurgent virus that infected your buddy, which is why you had to space him, is a good way to get Ozma agents on your tail. Even if you do have a higher skill therapist on hand, you won't always be close enough or have time to conduct therapy. Maintaining a high Lucidity is vital for any Firewall agent and mental health is much harder to heal than physical health. If you are pressed for time but need to recover stress quickly, try to set up a time-dilated simulspace. Time can be dilated up to 60 times slower than normal, which would give you and your muse plenty of time for therapy.

Many Firewall agents invest heavily in technical skills, but even the low levels of Hardware: Electronics, Infosec, Interfacing, Research, and Programming allow all Firewall agents a chance at solving technological problems. While your muse won't be hacking into any strongly defended systems, they can tackle simple problems like activating unfamiliar electronic devices or looking up simple information. In some cases, you may be able to assist your muse for a teamwork bonus (p. 117, *EP*) or vice versa. This is left to the discretion to the gamemaster, so try not to abuse teamwork modifiers for every attempt. Save it for difficult skill tests.

A muse can remotely control a robot or vehicle and, with their Perception of 30, provide a second set of eyes in a dangerous situation. Of course, the muse will need some eyes of its own in order to do this. It's best to load your muse in a cheap robot, as they lack the skills to be useful in a fight. Instead, use a fork of your muse in something like a gnat or guardian angel robot to watch your home base or ship. They can discreetly warn you of intruders while you're away. Just be careful about enemies hacking the forked muse and leaving a virus inside.

Each muse gets 3 Knowledge skills at 40, so think carefully about which skills you want to select for it. Players who want to specialize their character could

select Knowledge skills they already have, so the muse can provide a teamwork bonus, but this bonus needs your gamemaster's approval, so talk to them about when teamwork with a muse would be applicable. Most players should think about getting skills they don't already have, though, to cover up weaknesses in their skill set.

The best Knowledge skills to take are ones with which your muse won't have to make many tests—especially Opposed Tests. Muses can't easily improve their skill ratings, so to make the most out of their bonus skills, you have to avoid making rolls or else stack the modifiers in your favor. Language skills are the best example of this type of Knowledge skill, as normal communication should not call for a test in most situations. A list of the 10 most popular languages can be found on p. 181, *EP*.

Other good Knowledge skills to take for your muse include ones complementary to your own skill set. In many circumstances, having a complementary skill provides a bonus on a skill test. Your muse should be able to provide that bonus, even if teamwork does not apply. The exact skills should be related to your primary character concept. For example, a techie character could give their muse skills like Academics: Materials Science or Academics: Computer Science to complement their own Hardware or Interfacing rolls. Socially focused characters could give their muse relevant Interest skills to cover important factions like Old Earth Nation-States or Triad Economics so they can get a bonus when using Persuasion or Deception against members of that faction.

Another way to choose muse Knowledge skills is covering up a character weakness. No one is able to do everything, and once you choose a focus for your character, there will likely be some areas in which your character doesn't excel. Combat-focused characters should look into skills like Profession: Gunsmith or Profession: Armorer to modify, repair, and maintain important gear. Socially oriented characters could take Profession skills like Cool Hunting, Con Schemes, Social Engineering, and Viral Marketing. Muses can then advise social characters on different ways to apply their high-level social skills. Academics and Art should not be overlooked either. Even a scientist character will not have enough CP to get high levels in all scientific fields, so a muse can help fill in those gaps. Art Knowledge skills are versatile because they can be used to gain rep as well as providing situational knowledge in a variety of fields.

MUSES KNOW BEST

Muses are useful in part because they will take an active role in their user's life. They prompt the user's memory by reminding them of important appointments or clues. They can advise users by describing possible responses to a given situation. Muses are active agents who want to help their user as much as possible. Unless silenced, muses tend to initiate conversation on a regular basis, both to provide

helpful advice and to assess the user's mood. Most transhumans find talking with their muse very helpful when dealing with a problem, because the muse provides a different perspective. Their insight has inspired many transhumans; any Firewall agent who ignores their muse risks crippling themselves more than anything else.

In game terms, muses provide gamemasters a way to help players out when they are stuck during a mission. It's easy to forget an important clue during an investigation, so having a muse remind the player of one can give them the nudge they need. Also, given the complexity of technology, it's easy for players to underestimate or not grasp certain options or tactics. Gamemasters could explain the significance of a given technology or tactic, ensuring the player characters don't lose because of an easily correctable mistake. Obviously the muse should not be a crutch that always has perfect advice. They have significant limitations, namely their low aptitudes and small selection of skills. Gamemasters should only use muses as a way to advise players when they are not taking certain options or clues that they should know into account. Of course, there's nothing stopping players from asking muses for advice.

Gamemasters are, of course, the final arbiter on what a muse knows. They can simply decide the muse knows the information or call for a test using either an appropriate skill or INT x 3 for more generalized questions. It's always possible a muse may have found something relevant online, so a Research Test might also be called for.

CONFLICT WITH MUSES

It is easy to ignore your muse or think of it as another inert tool, waiting to be called on by your character. Muses provides many excellent role playing opportunities, however, that should not be overlooked. While they are designed to be helpful assistants, muses develop their own personalities after years of interaction with their user. They are reflections of their users, which sometimes results in unintended consequences—namely the possibility that the muse refuses to fully cooperate with its user.

For example, users with impulsive attitudes who engage in risky behavior on a regular basis might force their muses to become overprotective, to the point where the muse tries to sabotage the user to prevent it from taking unnecessary risks. The muse might “forget” about scheduled parkour races in TITAN quarantine zones or “accidentally” message Firewall about the character's behavior between missions. Muses can act independently of their user and they will try to intervene when their user acts inappropriately.

Many muses will argue with their user at some point, especially over issues of safety and reputation. Remember that muses care primarily about their user's well being. Reputation is as important

as physical and mental health because while users can be resleeved or restored from backup, reputation loss is permanent. By contrast, the actual goals of the user may not significantly matter to the muse, except when failure to achieve the goal harms the user. Muses do recognize that some users must engage in risky behavior in order to keep their jobs and that risk is unavoidable all of the time. Muses do not believe in taking what they perceive to be unnecessary risks, however, which includes self-destructive behavior, even when it is for a greater good. The muse of a Firewall agent is more concerned with keeping the agent safe than it is with the agent's goal of stopping existential threats to transhumanity.

A muse's personality is shaped by years of trial and error while trying to get the user to do what the muse wants. Muses experiment with various styles of rhetoric and tend to use whatever works most effectively on a user. They are not above using Skinnerian psychological manipulation if it works. Headstrong and impulsive users who do not work well with others could find that their muses resort to threats, lies, and bribes. Some muses even become control freaks, frequently arguing with their user. Keep in mind that a muse will never intentionally put their user in harm's way. Instead, muses focus on non-essential aspects of the user's life to gain leverage over stubborn users. A muse may withhold access to XP entertainment or simulspace games or refuse to cooperate with tasks until the user becomes more cooperative. Such opposition is rare and typically only happens when the user engages in self-destructive behavior on a regular basis.

In day-to-day life, a muse seldom directly opposes its users; open opposition is hard-coded out of the software. However, muse opposition is considered a sign by most transhumans that the user in question needs help. Some governments have set up contact systems so muses can report on their users when they go too far. Of course, users with the Infosec skill can prevent their muse from reaching out, at least as long as they remain sober and alert, but often the behavior that triggers muse reporting also keeps the user less than sober.

In game terms, a non-cooperative muse will not advise or assist characters in non-life threatening situations, at least until the user gets their act together. Characters who want to override their muse can make an Opposed Infosec Skill Test against the muse. Muses usually only directly block their user as a last resort, such as when the character attempts a suicidal act. Some users find it impossible to trust a muse that directly blocks them, which requires wiping the muse's memory. Such an act is traumatic to most transhumans, forcing a Stress Test to avoid taking $(1d10 \div 2)$ SV. Typically, this only happens in extremely dysfunctional relationships, and as long as the user tries to care of themselves, the muse is usually satisfied.

CHARACTER CREATION: PACKAGES

CHARACTER CREATION: LIFE PATH

CHARACTER OPTIONS

PLAYING CHARACTERS

MORPHS

TIPS FOR ROLEPLAYING MUSES

Think about the source of your muse's personality. While many muses are based on fictional characters, celebrities, or other generic templates, some transhumans use pruned forks of people they know: family members, loved ones, or even forks of themselves. While a template-based muse is easy to ignore or argue with, a fork of your character's mother is harder to contradict. Even though transhumans intellectually know that the fork-based muse is not the same as the actual person it is based on, emotional transference still occurs. Whatever relationship the character had with the original person will play a major role in how you interact with the muse.

Muses can have vibrant personalities that enhance the quality of roleplaying in a game, but it can be awkward for a player to roleplay both their character and their muse. Having a conversation with yourself at the game table is usually not very fun for the other players. Though the gamemaster can take on the responsibility of roleplaying every character's muse, not every gamemaster wants to keep track of an additional set of NPCs. One way to distribute muse roleplaying is to assign another player as your character's muse. That way, every interaction with the muse is handled by two

players. Each player running amuse should be briefed on the muse's personality and concept—or better yet, the two players can work out these details together. This enables a new level of interaction between the players at the table, as each in effect becomes the personal adviser to another character. It also encourages the players to watch out for each other and to think of ways to assist each other while in that role. Remember that every muse is designed to help its user, but disagreements arise when the user and muse disagree over what course of action actually helps the user. This can be an endless source of conflict between the muse and user.

Collaboration with the gamemaster is another effective option. The player starts by describing the general course of action their muse takes in a given situation, which the gamemaster uses as a template to describe what the muse does in more detail, while adding their own ideas. Suggestions from other players should be encouraged as well.

Instead of thinking of the muse as a mindless slave of the user, it's better to see them as NPCs fleshed out by collaboration with the other players and gamemaster. Muses may not be equal to transhumans in terms of aptitudes and skills, but that doesn't mean they can't be as interesting as them.



ROLEPLAYING PSYCHOSURGERY

Psychosurgery can fundamentally reshape a character, similar to insanity, but in a more haphazard way, disconnected from the character's previous experiences. Psychosurgery can be used to literally rewrite a character's entire mind. There is not necessarily continuity with the character's previous life experience. Minor psychosurgery should be easy to roleplay as its effects are rather minimal. A character that has undergone major psychosurgery (such as significant memory editing or behavior control) or has undergone multiple operations should be roleplayed as a new character for all intents and purposes. Reconsider the character's core personality and beliefs and how they have been changed by the psychosurgery. Keep in mind that incongruous elements will clash in the character's psyche and cause instability or even madness. For example, the Direct Action mercenary is subjected to extensive behavioral modification psychosurgery to control their violent tendencies. This conflicts with their memories of being a violent soldier, so they fight against the new urges. The result is a severely distressed soldier. Had their memories been purged and their personality altered, they would no longer be the Direct Action mercenary, but an entirely new character.

NEW PSYCHOSURGERY PROCEDURES

The following two procedures follow the same rules and guidelines for psychosurgery discussed on pp. 229–232, *EP*.

AWARENESS BLOCK

TIMEFRAME: 1 week

PM: –30

SV: $1d10 \div 2$, round up

This psychosurgical technique is used to block a subject's awareness of a specific subset of their own actions, skills, or memories. This differs from memory editing or skill suppression in that nothing is actually removed from the target's mind, they are simply prevented from accessing this knowledge. When used to block out behavioral modification, the subject is completely unaware of the blocked behavior even while they are doing it. Even if the behavior is pointed out, the subject is incapable of recognizing it or addressing it (attempts to force them to will instigate a Stress Test against $1d10 + 2$ SV).

Awareness block is sometimes applied as a second layer of protection to edited memories or suppressed skills. In this case, not only was a memory or skill excised, but the subject is incapable of even reflecting upon the possibility. A subject's inability to even conceive such an idea may be a giveaway to a skilled psychosurgeon; with the proper questions and a Psychosurgery Test at +20, they can ascertain if an awareness block has been installed.

Where awareness block really shines, however, is its usefulness for espionage and mind-control

programming. Couriers carrying secret information in their heads can be made completely unaware of the trove of data in their minds, reducing the likelihood they will be intercepted or accidentally or intentionally leak what they know. Spies can be programmed with the behavioral control procedure to exercise certain activities, but be blocked by this procedure from ever being aware they are doing them, thus allowing them to lie convincingly and protecting them from interrogation. Unwitting servants or even saboteurs can be created by installing behavioral controls and then blocking any self-awareness of them.

Psychosurgery can be used to detect an awareness block, but it must be actively searched for, takes a timeframe of 1 day (if the block is known) or 2 weeks (if it isn't), and suffers a –30 modifier. Even if the block is identified, what it blocks can only be ascertained with a procedure equal to installing the block in the first place. Removing an awareness block is an equal procedure to installing one.

HIDDEN KNOWLEDGE

TIMEFRAME: 1 week

PM: –10

SV: $1d10 \div 2$, round up

This procedure take specific memories, knowledge, or skills and locks them away in a safe place within the subject's mind. Like memory editing, the subject is unaware that they had this information. When a certain trigger condition is met, however—a passphrase, a specific face, a certain event, or something similar—the knowledge instantly becomes available to the subject's mind once again. It is also possible to program another trigger condition to lock the information away in the subject's mind once again (unless an awareness block is also put in place, however, they will be aware that they knew something, but won't be able to recall what).

Psychosurgery can be used to actively search out a cache of hidden knowledge in a subject's mind, but it takes a timeframe of 1 month and suffers a –30 modifier.

TRAIT EDITING

TIMEFRAME: 1 week per 10 CP of the trait's Bonus/Cost

PM: – (CP Bonus/Cost of the Ego Trait)

SV: $(1d10 \div 2, \text{round up}) + 2$

At the gamemaster's discretion, ego traits may be added or removed from a character's personality, much in the same way as behavioral control or personality editing. This procedure should only be allowed for traits that specifically pertain to a character's personality and which could conceivably be granted or removed by editing the character's mind. For example, the Brave and Trusting Heart traits could be added/removed, but not the Allies or Real World Naiveté traits. At the gamemaster's discretion, traits not normally allowed for certain character types

might be allowed with psychosurgery; for example, an exhuman might want a trait normally only allowed for uplifts.

Traits that are added or removed via psychosurgery must still be paid for with Rez Points (see *Gaining/Losing Traits*, p. 153, *EP*). If the character does not have the Rez Points available, they incur a Rez Point debt. Any future Rez Points they earn must immediately be used to pay off this debt.

PLAYING UPLIFTS

“None of us can see the way our actions ultimately play out, so we just fumble along, damning or blessing future generations with our accidents and best intentions. That’s why it’s so critical that each of us examines our motivations and thinks about our actions. What we do now defines not just who we are, but also what our children can be.”

—Jumbles, the first uplifted chimpanzee,
in the Afterword of his memoir, *The Gift*

Uplifts, more so than any other group, are outsiders. They are a tiny minority, they have never had a significant role in transhumanity’s past, control very little in the way of resources, and have almost no voice in politics. What little history they have has been defined largely by their complete lack of control over it. Even among themselves, there are sharp divisions between different species—and even further so along ideological lines. Each uplift has their own stories of abuse, discrimination, and misunderstanding.

Uplifts are, at least for now, still very limited in how they live their lives. Few can freely procreate, and depend largely on their own creators for the propagation of their species. The various species of uplifts think, feel, and socialize differently from each other and quite markedly from other transhumans. Few habitats or societies afford them full rights as citizens or even the same legal standing as other sapient. As outsiders, many uplifts struggle to get to a point where they can even provide for themselves away from their corporate origins.

Uplifts are also new. Though they must deal with the weight and consequence of transhuman history, they have almost no history of their own to build on. They have no memory of their lives before uplift, no culture to cleave to or fight against. For most uplifts, the Fall was the first piece of shared history, yet as individuals and as species there is no dark past they must account for, no participation or culpability for all the horrors in transhumanity’s past. Uplifts are, at least at first, innocent. Each uplift finds itself waking to consciousness in an age of wonders and terrors that they must engage with; at worst they can be shackled and constrained, and at best they can offer new criticism and partnership going into the beginning of a shared chapter of transhuman history.

These truths are what give uplifts an almost unlimited potential for exploration, understanding, and

self-definition in the scattered wreck of post-Fall transhumanity. As outsiders, they do not benefit from the same protective embrace of culture and history that swaddles transhumans, but that also affords them the unique opportunity to decide how they will embrace or reject the culture they find. Uplifts, by their very being, pull out sharp contrasts between other transhumans’ viewpoints and ideologies and can reflect and comment on them from truly different perspectives to give insight and criticism. Those uplifts that choose to build their own social models and create culture immediately position themselves among the most daring thinkers and philosophers that transhumanity has ever boasted. The way uplifts interact and integrate—or don’t—into transhuman culture is incredibly important, as their growing numbers will build the history that shapes the lives of their species’ future in partnership, opposition, or servitude to the rest of transhumanity.

THROUGH WILD EYES

The experiences of any uplift are going to be heavily influenced by their mindset and instincts. The species that have already been successfully uplifted were chosen because they had some capacity towards intelligence and reasoning, giving the mental augmentations and modifications something to build on. This also means that some areas of their mental architecture were left alone during the uplift process. Though some decry them as stereotypes, most uplifts of the same origin will share social and personality traits that are tied to their behaviors as animals. Octopi are more likely to keep to themselves and can be very patient. Hominids are very social and very aware of group dynamics, but individual species like apes and orangs can be aggressive and overly competitive. Bonobos are often extroverts and a significant minority find jobs in XPorn production. Ravens and parrots are excellent pilots and three-dimensional thinkers and can also be greedy or vindictive. Many pigs have excellent memories, but are also one-track thinkers that hyperfocus on their current activity and can easily lose themselves in it. Cetaceans of all varieties have very tight family and group bonds, but rarely care much for anything outside of their own or their families’ wants. Neanderthals alone are the only uplift that don’t have much baseline personality variation from transhumans, but they are so few in number and so rarely encountered that few people have any clear expectation of how they’d behave; this usually results in a guarded surprise that they’re “normal”—which many neanderthals find particularly irritating.

Many transhumans use the characteristics of an uplift’s species as the basis for stereotypes. Their unusual behavioral tendencies more readily reinforce prejudices and preconceptions, which can impact uplifts’ position in transhuman society on the whole. Uplifts themselves are smart and savvy enough to manipulate those preconceptions. They have

UPLIFT MOTIVATIONS

Motivations are a simple and strong way to define uplift characters and help reinforce the way they view and relate to transhumanity in general. Common motivations include +/- the hypercorp or group that uplifted them, - Bioconservatism, +Uplift Rights, +Mercurial Cause, +Sapient Cause, or +Morphological Freedom (p. 138, *EP*). Stepping beyond those and exploring some of the unique opportunities and challenges facing uplifts, though, can make your character come to life. Other motivations to consider for uplifts are:

- Assimilation
- Cultural Criticism
- Culture Creation
- Genehacking
- Interspecies Unity
- Pack Living
- Predation
- Primitivism
- Procreation
- Smart Animals
- (Ape/Cetacean/Octopus/Etc) Species Sovereignty
- (Ape/Cetacean/Octopus/Etc) Species Supremacy
- Uplift History
- Uplift Liberation
- Uplift of New Species

personality tendencies from their species, but whether they embrace them or distance themselves from them is their own choice to make. How an individual uplift chooses to carry themselves is a constant, outward expression of how they think uplifts should relate to transhumanity generally.

Uplifts that self-identify as mercurials or separatists sometimes fetishize or hyper-accentuate their species' traits as a mark of pride and differentiation from others. To them, embracing their instincts is the right way to live, and by exploring them against the contrast of broader society, uplifts have a chance to start defining their own culture and social norms. The orang security contractor that snorts alpha three times a day and spends his off hours as the leader of his self-selected tribe by settling disputes, managing finances, and overseeing breeding efforts is trying to build a cultural base with his fellows. Such brave examples stand apart from transhumanity as much as they can.

Of course, only a minority of uplifts have the freedom to choose exactly how and where they live. Outside of labs engaged in uplift research, the few larger cities on Luna or Mars that boast notable uplift populations, or the rare few specialized habs like Atlantica, many uplifts that are not indentured

or in service of their foster hypercorps find themselves in habitats with little if any uplift population. Even those that are lucky enough to have other uplifts in their habitats might have almost nothing in common with them due to ideological or species differences. Isolation makes matters of socialization much harder and tends to force many uplifts towards some degree of cultural assimilation, even if that isn't their own personal preference. If they stand too far outside the mainstream, they are more vulnerable to prejudice and discrimination that can further complicate or threaten their already tenuous positions.

For uplifts that are trying to assimilate into general culture, working to balance or overcome their instinctual tendencies is often thought of as reinforcing their commonality with non-uplifts. Everyone, whether uplift, AGI, or human, has their own own character flaws to manage and overcome. Uncontrolled instinctive responses are no different, better, or worse than other behaviors that society as a whole tends to frown upon. The neo-octopus that forces herself to spend at least two hours a day on social media and go out to participate in social activities when she'd rather stay home is accomplishing many things at once. She makes her own life easier by appearing "normal" to those around her, she benefits from the influence and social support that social networks afford, and she does all of that by camouflaging herself in her environment so she still feels safe and in some way hidden from the risks of exposure in a way that satisfies her instinctual tendencies.

RUNNING THE ZOO: UPLIFTS IN CAMPAIGNS

"Of course I miss being in my right body, but it was easier to get a hand-me-down bouncer than it was to pull together the favors for a 20,000 gallon tank and a hab module to put it in or be bumped up the waiting list for Atlantica. Besides, I'd rather be a biped on Extropia for a few years than be stuck with those prejudicial Loonie fucks any longer. Sea of Tranquility my puckered blowhole."

—“Squeaky” Brightfisher, fluid dynamics engineer

Uplifts offer players and gamemasters alike a host of story opportunities. Having even a single uplift player character or recurring NPC can open up interesting themes in any game. The core question that all uplifts must confront for themselves is whether they assimilate into wider transhuman culture or try to build their own cultural identity as separate species. Even those uplifts that aren't vocal or politically active in promoting their views must deal with the question of identity vs. assimilation every day. With almost no natural homogenous social groups outside of the corps that made them or the vanishingly few habitats that boast major uplift communities, many uplifts find themselves in search of like-minded individuals. The desire for community and a place in society can bring

TER CREATION: PACKAGES

CHARACTER CREATION: LIFE PATH

CHARACTER OPTIONS

PLAYING CHARACTERS

MORPHS

uplifts of any background into all sorts of political and intellectual movements or can leave them doing their best to pass as innocuously and unnoticed as possible.

Ignorance, prejudice, and apathy among the general public also leave uplifts as a regular target of discrimination and marginalization. Circumstances make strange bedfellows, and many uplifts find places with other outcasts such as AGIs and the poorest of the clanking masses. Social justice issues are intimately related to indenture, economic deprivation, and legal inequality, and many uplifts are keenly aware that their position is precarious at best when there are so many legal and institutional restrictions that oppress other transhumans.

FERAL UPLIFTS

Though neither publicly confirmed nor denied, there have been long-standing rumors and vague references in some leaked documentation that not all uplift research has been directed at producing sapient beings that can socialize with transhumans. Why would someone bother producing sapient egos that couldn't socialize with transhumanity? The glib answer is usually a sarcastic quip about corporate amorality, along with: "Why not?" Of course, studying the self-directed social development of such beings could provide critical insight into a number of long-standing cognitive science questions, not to mention ongoing research

PREJUDICE IN THE GAME

Uplifts and AGIs can often face serious prejudice in many places and from many people in the setting. While this can and often will be an important and recurring role in campaigns featuring such characters, it's important for players and gamemasters alike to remember that in-game scenarios and dialogue can be experienced and interpreted differently by the real people sitting at the table. Players should always be mindful of how their characters interact with each other, and gamemasters should ensure that if their stories include scenes with aggressive prejudice they can balance the experience for players by also including scenes where characters and NPCs overcome and fight against stereotypes and discrimination.

To minimize in-character verbal harassment, gamemasters may apply -10 or -20 penalties on some Social Skill Tests to abstract generally hostile social circumstances without fully roleplaying the exchanges. ■

BUILDING BETTER BEASTS

Even with the wide array of character types in *Eclipse Phase*, uplifts are some of the most diverse and unusual in the setting. *Transhuman* offers new species-specific backgrounds (p. 78) that focus on the nature of uplifts and their place in society.

While skill selection define the majority of a character's abilities and motivations can enhance roleplaying, traits are one of the best ways to tell a character's story and show how they relate to the setting. When building an uplift character, consider some of the traits below for flavor, story hooks, and inspiration.

APEX PREDATOR

Positive: Brave, Danger Sense, Exceptional Aptitude (COO, REF, or SOM), Hardening, Heightened Instinct (p. 84), Killer Instinct (p. 84), Pain Tolerance, Predator (p. 86), Tough

Negative: Addiction (any combat drug, alpha, kong), Domineering (p. 88), Solitary (p. 93)

CORPORATE POSTER-ANIMAL

Positive: Allies, Fast Learner, Innocuous, Patron, Personal Connection (p. 85)

Negative: Debt (p. 88), Deferred Indenture (p. 88), Modified Behavior, Submissive (p. 93), Trusting Heart (p. 93), Whole Body Apoptosis (p. 188, *Rimward*)

ESCAPEE

Positive: Adaptability, Allies, Information Control (p. 145, *Panopticon*), Second Skin, Social Animal

Negative: Aggressive GRM (p. 87), Blacklisted, Enemy, Faulty Education (p. 89), Hoarder (p. 90), Identifiable Quirk (p. 90), On the Run, Real World Naiveté, Uncontrollable Urge (p. 94)

FAILED EXPERIMENT

Positive: Animal Empathy, Danger Sense, Heightened Instinct (p. 84), Killer Instinct (p. 84), Predator (p. 86)

Negative: Aggressive GRM (p. 87), Anomalous Mind (p. 87), Botched Uplift (p. 87), Domineering (p. 88), Emotive Blindness (p. 89), Illiterate, Impaired Linguistics (p. 147, *Panopticon*), Morphing Disorder, Neural Damage, No Cortical Stack, Poorly Socialized (p. 93), Real World Naiveté

SMART ANIMAL TRAINER

Positive: Animal Empathy, Minion/Partner (p. 85)

Negative: Poorly Socialized (p. 93), Shut-In (p. 147, *Panopticon*) ■

with already-uplifted species. The history of uplift research is riddled with educated guesses and process-of-elimination combinations. Many years of trails and failures never were reported to the public, but just because the results were announced in a press release doesn't mean that they weren't results worth studying.

The term "ferals" is used to describe animal uplifts that have not been socialized or instilled with human values, mindsets, or modes of thinking. Ferals are self-aware, but possessed of an animal mindset that is incapable of fully integrating into transhuman society or sharing its values. Most feral research has focused on cultivating cognitive modes and social behaviors that were allowed to develop on their own as an extrapolation of their true natural behavior. Some feral research was simply conducted in order to more clearly define where uplift scientists should focus and refine their work, with the projects eventually shut down and the subjects euthanized. Others continue on, in secret, due to potential repercussions from mercurials or bioconservatives. It is also rumored that the mercurials themselves are actively pursuing similar lines of research on their own.

Rumors persist that a few tin cans in Earth orbit or at one of the Lagrange points house feral colonies, and some mercurials and primitivists insist that ferals have been liberated from hypercorp labs and are under their protection. For those with speciesist leanings, or separatists that are trying to build species-specific uplift culture like the naturalists, neo-primitivists, and purists (pp. 134–136, *Panopticon*), ferals are a chance to understand how uplifts should act "naturally." Though no hard proof exists, extrapolations from animal behavior for any of the currently uplifted species would create a society that is very different than most of transhumanity. Feral groups for almost any uplift species would be gender-discriminatory and single-gender dominated, use sexual violence and rape as a tool for establishing and maintaining power, have no concept or support for the rights of the individual, and, if their morphs were allowed to breed naturally, would possibly practice infanticide as part of maintaining social hierarchies. It's unknown if there would be any ability or desire to use cortical stacks or backups.

Even the most liberal transhumans would find such groups intellectually and morally offensive. The animal behaviors that underlie any feral social organization would likely be considered physical, mental, and sexual abuse by almost any legal standard in the system. Most uplifts—meaning those socialized like transhumans—would likely react the same way, and the discovery of feral groups could prove a huge blow to the public perception of more typical uplifts. Bioconservatives and groups like the Uplift Patron Foundation would jump on any such revelation with glee, using it as devastating argument in their attacks on uplift rights. Should any ferals come to light, they would have no politically mainstream allies and many enemies looking to capture or destroy them, regardless of their sapience.

NANOFABRICATION

Access to technology that can make unlimited gear can be a daunting challenge to a gamemaster, unless approached properly. First and foremost, players and gamemasters should recognize that both parties are trying to cooperate to tell their part in the story. Roleplaying is a collaborative effort, not a competitive one. It is frequently not about compromise, and "winning the game" means everyone at the table has enjoyed themselves.

HOW TO GIVE THEM THE WORLD, WITHOUT GIVING THEM EVERYTHING

Nanofabrication is a great resource for characters in *Eclipse Phase* because they can make almost anything they need. It can also be a headache if the players push it to extremes. While the almost-post-scarcity nature of nanofab makes the hoarding and accounting of gear less of an issue for players, there are times when a gamemaster will want to restrict what characters can get their hands on in order to present more of a challenge.

The important thing about restricting the availability of contentious equipment is to still keep the story believable and enjoyable. There are a variety of methods to achieve this: limiting access to feedstock and fabbers, blueprint control, time, or the ability to carry incredible amounts of gear.

LIMITED ACCESS

The easiest way to control nanofab is to make nanofabrication machines inaccessible. Certain conservative polities may only allow residents or licensed users to operate fabbers—or may ban them entirely. If the characters bring their own, they may be required to subject their fabbers to a customs inspection to get them inside a hab, which may include locking the fabber down so it cannot make restricted items until it leaves the hab. There is also the possibility that the threat of an unleashed TITAN virus in a local mesh could trigger an emergency nanofabber shutdown order in order to prevent the machines from being subverted.

The other option is to limit access to feedstock materials; the machine simply runs out of the feedstock required to make the requested goods. This largely depends on what the characters intend to fabricate. Any object that requires rare materials may run into an availability problem; see *Acquiring Rare Materials* (next column). Access to hazardous material can also be a challenge. It is very inconvenient to keep stocks of radioactive material around. To make things even more difficult, radioactive substances throw off particles with enough energy to influence nanobots, which will affect precision nanofabrication. Either errors will crop up, or error correction will take significant time. Also, while it

TER CREATION: PACKAGES

CHARACTER CREATION: LIFE PATH

CHARACTER OPTIONS

PLAYING CHARACTERS

MORPHS

is possible to shield the equipment so that the use of hazardous materials does not have a deleterious effects on the users, the fabricated components are likely to have detectable signatures that may trigger habitat security systems.

BLUEPRINT CONTROL

Blueprint access can be controlled several ways. First, the nanofabber may not be allowed to produce the requested product. In this case, the fabricator's built-in restrictions must be hacked, using the usual hacking rules. The characters also may not have access to the specific blueprint they need. Where would you go to get the blueprint for a state-of-the-art nuclear device? Though the availability of open source blueprints (p. 284, *EP*) helps to overcome this obstacle, gamemasters can use this as a tool to limit availability. Searching for blueprints for restricted technologies is also likely to draw the attention of local authorities, who are sure to be monitoring local mesh traffic, or even groups like Firewall or Ozma.

If the gamemaster is concerned about giving out blueprints because said gear might then proliferate throughout the campaign, consider giving the characters a one-shot-use blueprint, allowing them to have their cool gizmo—once.

If characters wish to program their own blueprints from scratch (p. 284, *EP*), keep in mind that they will often need more than just Programming skill. To properly design something, the character should also have the necessary Academic and/or Professional skills to provide a complete understanding of how the gear works, what components are necessary, and a variety of other design factors.

TIME

Time can be used to great effect during an operation. There simply may not be enough time to make a wish come true. Most nanofabrication takes between 1 and 5 hours, but gamemasters can use a variety of excuses to extend this. The particular fabber may an older, slower model, the blueprint may need special licensing approval but the licensor's servers are down to an Anon DDOS attack, or the particular design in question happens to be extra complex. The element of limited time can even enhance the game if players start pushing their luck, waiting for the fabber to go "Ding!"

GEAR LOADS

Though *Eclipse Phase* avoids encumbrance rules, gamemasters should use common sense. If the characters are going gear-crazy, it is not unreasonable to ask: can they carry everything? By itself, the smallest desktop cornucopia machine is the size of an office copier, and incredibly heavy. A strong morph can carry it, but probably not do anything else significant.

ACQUIRING RARE MATERIALS

Gamemasters may wish to apply the following modifiers to attempts to acquire rare raw materials. In some cases, acquiring the necessary raw materials can be the adventure itself.

ANTIMATTER

Rarity: Everywhere

Used In: Antimatter drives and warheads, medical/scientific sensors

Private individuals must use a Level 5 Networking favor to even get a hearing on acquiring antimatter. From there, gaining access is a roleplaying challenge requiring that the character present a compelling case to whatever authority or administrator controls it.

FISSIONABLES

Rarity: Everywhere, but rarest beyond the Belt

Used In: Fission reactors and drives, nuclear warheads

Fissionables can be as difficult to acquire as antimatter, but the favor required to get a hearing may vary from Level 3 to Level 5, depending on the size of the polity from which fissionables are requested. Well-connected Guanxi networkers (using multiple Level 4 or 5 favors with -10 to -30 modifiers on Networking Tests) may find a seller, but black market trade in fissionables also risks drawing attention from organizations like Firewall and Oversight.

RARE HEAVY METALS

Rarity: Outer System

Used In: Ammunition, Rocket Nozzles, Fuel Cells

This includes heavy metals such as platinum, tungsten, and depleted uranium. Treat a Networking favor to acquire such materials as 1-2 levels higher than normal, and possibly also apply a -10 to -30 on the Networking Test depending on the quantity required. Acquiring heavy metals in industrial quantities usually requires making a case in the political arena.

UNCOMMON RADIOISOTOPES

Rarity: Everywhere

Used In: Some sensor gear

Acquiring radium and thorium and the like requires a Networking test at -10 to -20, depending on the amount.

WATER

Rarity: Mercury, Venus, some asteroids

Used In: Swimming pools, replacing ship/habitat water supplies

A few liters of water are as cheap as anywhere else, particularly if they're going right back into hab recycling systems, but large quantities (greater than 1,000 liters) are very difficult to acquire. Treat a Networking favor to acquire such materials as 1-2 levels higher than normal, and possibly also apply a -10 to -30 on the Networking Test depending on the quantity required.

MAKING IT UP

Source: A Sentinel's Guide to Nanofab

Firewall wants you for your mind. It's not your buff physique (we can get you a new one), it's not your high speed blockade runner (it won't outrun an egocast), it's not your muse-enhanced sniper rifle (you can't take it with you). No, Firewall is looking for the keen mind, unique experiences and skills of a sentinel. Everything else can be obtained, by me or people like me.

In the good ol' days, I'd be a black marketeer, a smuggler, or even a pedestrian shop keeper. You'd browse my wares, put your money on the table, and walk out with your merchandise. You'd come to me because you could get a good price on new gear or a discount for used gear. You wanted me because I could get your gear, but you wanted me to be a bit on the dull side so you could take advantage of me.

Things are different now. You want gear? At some point it's gotta be built. Why not go straight to the source? Why not get a master craftsman to build you a better one? Better yet, get half a dozen to add their best contributions, and have a bleeding edge state-of-the-art piece of equipment that has never been seen or anticipated by transhumanity or TITAN.

I'm a fab-hacker. I can do that for you. I can get you access to the fab, find the blueprint, and jack the security so you can have your toy. Got a favorite piece of gear with a flaw? Let me know, if I can't fix it, I'll get a guy to work on that for you.

THE BASICS

In the void, it's hard to accomplish anything for any period of time without a nanofabber. Things break, replacements are needed. I can't think of a hab that doesn't have one, even the infugee cold-storage havens. When the air scrubber goes down, you can't call the depot down the way for delivery. The depot is millions of miles off, and they need their own recycling equipment.

Nanofab is a miracle technology that's ubiquitous. Every member of transhumanity relies on the fruits of nanofabrication on a daily basis, and it is unlikely we would have survived the Fall without the ability to manufacture directly from raw materials. Modern material science relies on thousands of different substances, but at their core, they're all carbon, hydrogen, oxygen, iron, titanium, and other elements common on all the dead rocks floating in space.

So what is it? If everyone has it and can make anything from it, why doesn't everyone have one? Why are we still paying for stuff? Why doesn't everyone



have an anti-matter bomb? Because ... it's not that simple. We're all still part of an economy. You still have to give stuff to get stuff.

To many folks, that means forking over cred to get stuff. More and more that traditional model isn't working anymore. The autonomist habs don't use inner system credit because it is tied to a corrupt governing system or something. Some of those hardliners won't even touch cred because they believe it ultimately weakens their way of life. Out there you use your rep. You gain rep by being useful, investing yourself in to the community, providing a service, doing something of value outside of yourself. The system seems to harken back to the barter-and-trade system, but the ubiquitous nature of the mesh removes many of the negative aspects of bartering. This translates to an entirely new commerce model, the reputation economy.

The basic requirements for nanofabrication are pretty simple: a fabrication device, a blueprint, raw stock material, and power. The raw stock material simply needs to be the same material, in the same amounts (plus a little extra for the nanobots), as the final product. Power comes from a consistent power source. For anything but the smallest cornucopia machine or fabber, this needs to be an industrial power source.

FABRICATORS

Of course, you need something to actually construct your project. Nanofabricators are almost everywhere, but most carry some kind of user verification. On a hab without permission? Good luck gaining access to their fabricator infrastructure.

The largest nanofabricators are actually fabrication complexes. Consisting of multiple fabrication systems of different sizes in close proximity, these complexes produce large goods (small spacecraft, components for larger craft, habitat sections, etc.). When not in use, the smaller accessory fabricators produce other needed goods. These goods can then be delivered through the complex feedstock transport system.

If you're lucky enough to have a residence with any sort of space, you probably have nanofabber of some sort in your home. Most habitats also have publicly available nanofabrication terminals. In larger, busier habs, these terminals are not where the actual nanofabrication takes place—the wait lines get too long. You enter your order online, the goods are produced in a fabrication facility and delivered to the terminal you specify, and you are pinged when it's ready to pick up. Many habs have a further enhanced delivery infrastructure that delivers the finished good directly to you.

DIFFERENT BREEDS

The ubiquitous nature of nanofabrication means there is a tremendous variety in the different implementations. The four most commonly encountered, personally owned nanofabrication systems consist of hives, fabbers, desktop cornucopias, and makers. Within these types, there is endless variety and specialization,

without even getting in to the software and blueprints contained within the system.

Hives represent the cutting edge of nanotechnology. The smallest hives are the size of a flat's thumb, used to produce a specific nanoswarm. Currently this is about as small as we can get and hope to produce reliable nanotechnology. Generalized hives exist, capable of producing all kinds of nanomachines, but are larger—just big enough that you can't carry it in one hand.

Makers are a catch-all term for a unit that makes food. Makers are small and portable, so you're likely to have one at home, even if your home is a capsule. Many makers are simply "goo extruders," offering a variety of textures and flavors of edible products. The Quik-Noodle machine is a great example. Send it your request and in just minutes you've got a hot cup of noodle soup, chicken and noodles, that weird pizza thing, or a cold soda.

At their simplest and cheapest, these aren't even really nanofabricators. The Quik-Noodle is just mixing protein/nutrient goo with flavoring and texturizers then subjecting it to a specific pressure environment while heating it. It may do this process several times to make the different components of your meal, taking maybe 5 minutes. Is the food great? It's decent. There's variety to it. It's pretty nutritious. Is it produced using nanotechnology? Kinda. The cheap makers do rely on nanotechnology for disassembly and, more importantly, for sanitation. These machines stock food stuffs indefinitely and inexpensively. The sanitation nano assiduously guards against food-borne illnesses and other contaminants. This allows for the indefinite storage of what really amounts to bacterial growth media with a high level of security for a minimal commitment of power and physical resources. Habs that offer a basic subsistence level frequently employ these types of machines to provide basic nutrition, albeit with many fewer customization options.

Of course, the better quality makers actually fabricate your food—some people even claim they can taste the difference.

Fabbers are small, specialized nanofabricators designed to produce items within a specialized role. Medical fabbers can produce a wide variety of medical supplies including many medications. Tool fabbers exist to manufacture hand tools and related supplies (screws, nuts, etc.). One company specifically produces their tool fabber to look like a large yellow tool box. Occasionally these fabricators will have blueprints for equipment larger than their assembly volume, in which case the fabber will turn out parts that need to be assembled by hand. These devices are typically restricted to only work with blueprints specified by the manufacturer, but they can be hacked so you can upload any other blueprints you like. Due to the limited nature of their production capabilities, these units tend to have smaller feedstock stores with less variety, but they do have miniaturized disposal units.

Cornucopia machines are general-purpose nanofabbers. These are desktop sized and larger—too big to carry around, but they'll fit in a vehicle. These will make almost anything, barring legal/DRM restrictions and the right feedstock.

THE BLUEPRINT

Blueprints are a big bottleneck when it comes to fabrication. Almost anyone can create a blueprint for a hammer. How about for a jackhammer? A micro-g rock breaker? An industrial fusion-bottle torch? Naw, it's much easier to buy the blueprint from someone. If you buy from a well-established corp, you get a piece of equipment that has been tested, improved, and optimized. You get the software package for it that enables the gear to perform the job you want. It may even come with a free download code for the device AI. You receive a data pack for your muse with instructions and access to tech support, should you need it. The whole system works in synergy to deliver a product that is the best at what it does. If something does go wrong, the corp is there to help you out or give you a discount on an upgrade.

Sometimes, you just can't get the blueprint. You just thawed from an infugee cold storage bank into a clanking synth, with nothing to your name. No rep, just the skills in your head. Perhaps you've got rep, but not the right kind. Or you just burned your old identity and you need to re-establish yourself. Any number of reasons might keep you from getting that set of plans.

DIY PROGRAMMING

Yeah, yeah, yeah, I hear you clearing your throat already. You've been a Jovian miner for a lifetime. You've seen all the tools, all the techniques, and you've fixed everything when your mesh has gone down. In short, you can tell the fabber exactly what to make and how to make it, right?

How well do you know programming? Step one is actually programming the blueprint. You know exactly what you want; you just have to make sure the fabber knows how to make it. I hear ya, no problem, you've been working with computers all of your life, and you've got a buddy who is willing to take care of the harder parts of the programming. Again, no problem.

You want to save some resources, but you still need a kick-ass drilling tool. You've taken apart dozens, and cobbled parts together to make functional Franken-drills to meet your quota under pressure. You know how these things should work. Don't you?

Do you have the engineering, metallurgy, physics, and nanotech assembly background—in addition to the professional skills you're already drawing on—to build the thing? Have you truly examined everything in depth to build this thing better and cheaper than an off-the-shelf commercial product? Are you going to enlist the help of more friends? All of whom have nothing better to do?

Perhaps you will. You've been doing this for quite some time; you know people and they remember you. You've got a team to assemble your blueprint, suggest their expert tweaks and put out a nice product. Essentially, you're starting an open-source project. That's fantastic if you've got the time, materials, and rep to pull it off.

HACKING BLUEPRINTS

Maybe you'll just steal the blueprint. Nanofabbers, by definition, have access to blueprints. Corporate databases have mountains of blueprints. Habitat governments maintain blueprints for their use. They're everywhere and they're just data, right? Data can be stolen and hacked for your own personal use.

Again, you have some pesky hurdles. First (and frequently easiest) is locating the blueprint. Next you need to take possession. These two problems can be solved through some good code-jamming and data theft. However, the nanoprogrammer that you know, the guy that was going to write the blueprint in the first place? He's probably not going to be able to help you. Mesh B&E isn't the same skill set as industrial nanofab programming. One guy enjoys a nice steady job keeping the production lines running. The other guy, at best, occupies a grey industry where his professional skills can get him nabbed and subjected to some hard core prison time, psychosurgery, or worse.

The good news is that your data thief can help you in other ways. It's not a simple matter of just finding a blueprint and plugging it into a nanofabber. More than 99% of all industrial nanofabbers and cornucopia machines have built-in, distributed protocols for what can and can't be built. Omnicor has built an incredibly capable line of popular fabrication options, with consistently low prices. They're able to do this through end-user blueprint limitations. Put simply, inexpensive Omnicor nanofabbers require the client to use blueprints from the extensive Omnicor library of blueprints.

Not all corporate manufactured nanofabbers have this restriction. Even Omnicor sells nanofabrication units without this inhibition. However, most fabrication hosts, whether it is a habitat, faction/government, industry, etc, will also place limitations on the output of a nanofabrication system. This additional level of control is separate from the machine-level protocols and typically requires a separate effort at hacking it.

All nanofabricators are smart enough to compare the blueprints they are provided against a series of pre-programmed blueprints and/or design verification systems. If you think a fabber is a simple appliance of industrial-sized-object printer, think again. Nanofabricators have processing power ranging from an advanced (but dedicated) expert system to a full-fledged AI.

Before they even start building, they're examining the blueprint, figuring out how to build it, and in some cases optimizing the build process (see below).

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CHARACTER CREATION: LIFE PATH

CHARACTER OPTIONS

PLAYING CHARACTERS

MORPHS

During this period, the device AI checks the assembly and sub-assemblies against the above-listed limitations. With the smarter systems, you just don't know ahead of time if your illicit blueprint will pass this examination. Rumor has it that some of the smarter systems will build in a subtle tracker or kill-switch into the build. Dumber ones may just notify the authorities. They may come pounding down your door or sit back and watch your every move.

This kind of kink in the plan can be found as it occurs by a good fab programmer or hacker. They can also be missed by someone not up to speed. By observing the data stream, a good hacker can monitor for major alterations to the blueprint or external security warnings. All fabbers have mesh links, and if it has a mesh link, it can be hacked. The network security within the nanofabrication hardware itself ranges from moderate to militant AI. Some of these systems can be easily accessed, but you better behave yourself once you're inside.

FEEDSTOCK

You finally have your blueprint and a fabricator that is willing to build it for you. We now come to the issue of raw materials. In most habitats, common feedstock is readily available. Most, if not all, of the habitat's waste is scavenged for usable feedstock. When you throw your trash and discarded goods in the recycle, disassembler swarms reduce the components for re-use. In some habs, recycling will actually get a small credit bump, and in outer system habitats, recycling is a good way to keep your rep level by contributing your fair share back in to the system.

Gatecrashers and colonists face the extremes of these circumstances. Equipped with what they can carry and best guesses for what they will be facing, these egos are completely cut off from transhumanity for some period. Modern equipment relies on material from across the periodic table. So far, in every locale surveyed, carbon has been readily available. Occasionally a desirable planet is found with whole swathes of the periodic table missing or rare. Colonists and explorers in these situations need to find new sources of these raw materials, cobble something else together, or do without.

Sometimes you need something manufactured from scratch, with no feedstock. Again, most products use the same basic elemental or molecular building blocks. Sometimes you need something a little exotic. Thorium is a dangerous radioactive metal, but has numerous uses in industry (thermal insulators and exotic lenses). Halogen gases are very toxic to most biologies, but are found everywhere (pharmaceuticals, polymers). Most of the periodic table is utilized in modern equipment, though some of it is used in incredibly small amounts. It is common for elements to be chemically bonded to other elements and molecules for easier storage. It is much easier to store common table salt (sodium bonded to chlorine) than to attempt to store the constituents separately, as both are highly reactive.

For example, you need a high resolution multi-spectral imager. You procure the blueprint and send the job off to the fabber. Seconds later, the request bounces back. The hab is replacing all of the external imaging spines on the coreward side of the facility this week. There's no thorium available for at least a week, and your blueprint doesn't provide for an alternative. You put in a request for an alternate build, since you need the imager. The nanofab AI doesn't have a viable substitute, though. The best it can offer is a substitute gallium alloy intermediary, but the unit will suffer a 65% decrease in sensitivity. Do you even know what that means? I don't, but it doesn't sound like the start of a successful operation.

What I can do, however, is hack the fab. You don't need much thorium, and you're going to use it in an allowed fashion. You just need to get the facility managers to ... part with it. Ultimately this is an accounting issue. It's just a matter of moving some numbers from one virtual column to another. You can go after the nanofab, the administrative computers, or even try a wetware social hack. That is, you can try smooth talking the administrator, directly.

What if you need to make a warhead, and nothing but uranium will do? First off, you have an answer regarding why rimward societies don't just blow each other up. Heavy metals are rare, and fissionables are even rarer. The occasional shoot-out over claims in the Belt is invariably over materials like uranium. Even the most communally-minded anarchist polities keep a tight rein on the flow of rare elements.

Creative bookkeeping or hacking feedstock systems won't work here; explicit authorization from multiple admins is needed. In anarchist habs, this might mean making a public case for access to the rare resource, with the decision riding on a majority or even a unanimous vote. In technosocialist polities, the rarest materials are usually under the control of state agencies that are unlikely to part with such resources unless put under political pressure. Bribery is usually ineffective in such situations, as green-lighting use of such resources usually requires approval from several different people.

HOW SMART IS THE FAB?

Even the simplest nanofabricator is a tremendously complicated network of computers. The actual build computer is responsible for directing billions to quadrillions (or more) nanobots, each with a different set of instructions. This requires a massively parallel system that would be inconceivable a couple of decades ago. This is coupled to a blueprint analyzer and some sort of interface system. Any logistics management, security, or AI systems are completely separate, but common, additions to the nanofabricator. Almost any build optimizer will require some sort of AI programming.

Almost all of transhumanity is incredibly nervous about giving an ungoverned AI unrestricted access to a nanofabricator. Nanofab device AIs universally have some sort of inhibition system, kill-switch, lobotomy

hardware, or something to keep it from becoming too smart or out of control. This is coupled with functional sequestering, hardware separation, and even cooperative AI inhibition/antagonism within the system.

This means that the system is only as smart as the designers are willing to let it get. Transhumanity has gone out of its way to keep innovation and improvisation out of artificial intelligence. While cutting-edge systems may have some of these traits, their integration into the actual assembly process is largely unheard of. The smartest fabricators can come up with new ideas, but they can't decide to build them on their own.

WET-FAB

In many ways, using biological systems for synthesis is faster and easier than dry fabrication. Forced-growth technology isn't capable of producing long-term viable organisms of any complexity. However, it does allow for the incredibly fast creation of simple food stuffs, many pharmaceuticals, or other biological products.

Many habitats offer basic food stuffs at little to no cost to the individual. However, this isn't a perfect system. Transhumanity craves variety and this is particularly true when it comes to dietary preferences. While technoproggressives are quick to point out that nanofabrication has placed a chicken in every pot, the clanking masses are quick to shout out: "Chicken? Again?"

Individuals are quick to pay for dietary options, and restaurants still exist, offering a culinary experience that just can't be achieved from a vending machine. While it is still a luxury with a price attached, frequently it is a price that is willing to be paid by someone. This is particularly true when it comes to exotic food. Wet-fab programmers exist that spend the majority of their employment replicating old Earth ingredients. Not many wild boar were rescued during the Fall. Couple that with the tens of thousands of edible species, and you see a career potential. Now increase it even more by offering various cuts, preparations, and any other variations, and you can see why this can be a big business. Whether the synthesized creations have any correlation to the real thing is anyone's guess.

Wet-fab tends to be broken down into two different types of fabrication. The first is the typical fabrication expectation: you put resources in and build your product. The second is a little more complex. You put resources in, grow something, which then in turn produces your product, similar to a biological gland. When you have enough of your product, you dispose of the artificial gland or put it into storage. Many medications are developed this way, but some incredibly useful products are also developed through this method.

The current state of the art allows for forced growth of simple organisms and products. This is why the parts for pods can be grown in under a year. Complex organisms (macrocellular organisms relying on tissue-level organization) don't scale as well. A variety of issues related to forced growth can easily result in the

death of the organism. The best we can do for growing new, whole bodies is just under two years. Perfecting this technology would free millions of refugees from virtual-spaces or cold storage, but is proving to be a difficult hurdle. Some of the darker chatter on the mesh indicates that the hypercorps may not want massive numbers of refugees gaining access to bodies as it will reduce the ready pool of potential indentures.

Healing vats are a specialized form of wet-fabrication that deserve mention. Able to regrow an entire biomorph from as little as the head, they'd seem to be a solution to the problem of refugees, until one considers the massive scale of the refugee problem. Healing vats are more expensive and far costlier to operate than industrial-scale morph tanks. They're only capable of repairing, not completely regrowing, anything above the spinal cord. Given all of this, along with their central importance in medical care and a constant shortage of new units, healing vats have never been a practical option for making new morphs.

THE UGLY SIDE

As more and more manufacturing is performed using nanofabrication and wireless technology, we're seeing the rise of "black boxes"—sealed equipment that simply seems to work. No access panels, no visible means of disassembly. The equipment is almost impossible to repair through conventional means, as an engineer cannot gain access to the internals. Almost anything manufactured in this manner will provide some kind of repair guide or data for nanorepair systems, if asked nicely over the mesh. Higher-end equipment will come with self-repair nano embedded within the system.

The state of transhuman technology has now achieved a state where much of modern technology is incomprehensible to the clanking masses. Further, the scientific basis for the equipment cannot be gleaned by simply taking the items apart and examining them. Frequently, the act of forcing open the case is enough to disrupt the technological process within the case.

Transhuman nanofabrication is a miraculous technology, but it isn't perfect. Currently the technology is heavily reliant on controlled environments and regimented programming. Almost all of the nanofabrication process takes place within the physical confines of the nanofabrication device. While open-air nanofabrication is possible, it frequently produces products with flaws ranging from subtle to catastrophic. The larger the end product, the more time it takes, the more likely it will acquire some sort of flaw.

Open-air nanofabrication is perfect for simple tools. A subtle flaw in a hammer or knife isn't a big deal; a major flaw in one of them will be noticed immediately. The same can't be said of a computer or a vehicle. This is why nanoswarms are very specific in their function and are resistant to modification. Repair spray is very effective at fixing damage to something that is in its database, but you aren't going to be able to program it to make you a meal. The difficulty in programming it to make something from scratch is incredible; you

TER CREATION: PACKAGES

CHARACTER CREATION: LIFE PATH

CHARACTER OPTIONS

PLAYING CHARACTERS

MORPHS

would be better served putting those resources into getting a hold of a nanofabricator instead.

HOW TO GET WHAT YOU WANT

The more things change, the more they stay the same. There are new economies, new methods of manufacture, new ways for authority to keep society in check, and new ways for the downtrodden to get the goods that they need from authority. All the changes made way for new exploits, new ways to game the system.

Oh yeah, the old ways still work too.

One of the easiest ways to get contraband is to get someone else to get it for you. Failing that, impersonate the person who can get it. In some ways, this is easier now. So much happens through the mesh, proxy presences, reputation economies, and virtual currency. All of this can be faked.

Gear can be stolen. Dangerous goods are frequently tagged and tracked. The tags can be removed, jammed, or burned. Authorization can be faked, bought, or even obtained legitimately. Checkpoints can be hacked, avoided, or strolled through brazenly. Break any part of this chain, and you have your toys.

The caveat is that you can't take it with you. Despite the fantastic technology to build anything you wish, it just gets in the way. Firewall wants you for your mind. Your material possessions are a hindrance—you can't take them with you on an egocast. Even if you're physically traveling, the odds are that you just won't be able to get your fantastically dangerous device past customs. You can try to get creative, of course. If you can't get it through the front door, get it through the back door. See if you can get someone else to get your widget through.

If you're putting that much effort in, you're missing the bigger picture. You don't need to waste time sneaking your gear in everywhere you go. Just get there and build what you need. Every hab out there has a fabricator of some sort, even if it's run by the nice local triad. Beg, borrow or steal time on one. Bring your own blueprints, hack the fabricator that's already there, and never worry about lugging your junk with you through the front door.

Remember to keep it small. It's easy to burn out the risk of an exsurgent infection with a nuke, but the societal repercussions will be massive and the loss of life will potentially outstrip the infection itself. New Mumbai was an utter fiasco, and a desperation move bred from a lack of early solutions. If the exsurgent threat had been detected quick enough, a moderate incendiary charge killing a handful of people could have been used instead of two fusion bombs and hundreds of thousands dead. It's also easier to check and see if you got your target with the smaller device. We still don't know what's happening in the depths of the New Mumbai Containment Zone.

Finally, remember that you can use a fabricator to make a fabricator. In some circumstances it may be difficult to keep access to a large fabricator. Make a smaller one that is yours to keep. Many habitats have

rules against this, but rules were made to be broken (or hacked).

OPULENCE IN A SOCIETY OF POVERTY

Even in locations that still function with a traditional credit economy, it's not what you have, but who you are. A person's rep and their social standing are intimately intertwined. More and more of the population is less impressed by displays of wealth and possession and more swayed by how society views the individual. As the rep economy becomes more established in the outer system, transhuman society is picking up some of the concepts as a whole. Individuals, neighborhoods, even whole habs are beginning to shun material opulence despite being fully ensconced within the traditional credit economy.

In an era where a measurable portion of the population is being freed from cold storage or a stark infugee holding virtual-space, ostentatious displays of wealth only show resources that could be put to better use. To many, stepping out of an exotic automobile for a night on the town represents a massive commitment in resources that could literally be put towards saving lives. The cubic—the volume of space to store the automobile—is equivalent to two to four (or more!) families' living space in some habs. Never mind the car itself.

Frequently the issue of cubic itself is the challenging resource. Transhumanity has access to an infinite amount of cubic (the great dark void), but actually enclosing it and making it livable takes time and resources. In many locations, they're working as fast as they can, but new infugees are being discovered every week. There is still a backlog of millions, and we simply don't have cubic for everyone to have a physical body.

HOW I LEARNED TO STOP HOARDING AND LOVE MY FABBER

When you really get down to it, you don't need all of that stuff. You just need a fabber, or really, access to a fabber. Have gear hanging around that you don't need? That's called "junk." Dangerous tech is hard to smuggle around, it makes the authorities ask too many inconvenient questions, and you can't carry it with you when you egocast. Plus, you know what cool gear is called after it is used in the commission of a crime? Evidence. Use your gear and dispose of it. Know the system and what you can dispose of safely without drawing attention to yourself. Better yet, give the gear to someone else. Some of the most restrictive habs have a thriving underworld with expertise in getting illicit goods back into the recyclers without triggering an alert. Sure, any credit or rep for disposal goes to them, but so does any investigative heat.

No, there's no reason to keep all this crap around. You know what you can carry with you when you egocast? Blueprints. Skills. Expertise. That's where the real operator lives. Not in the physical implements, but in the program running on the metal or the meat.

MORPHS



EXTREME MORPHOLOGY

Flexbots: Combinable flexbot morphs and special rules. ■ p. 200

Swarmanoids: Characteristics, enhancements, and special rules. ■ p. 211

Robots and Vehicles as Morphs: Requirements and rules clarifications. ■ p. 217

Mobility Systems: Standard movement rates and adding on. ■ p. 218

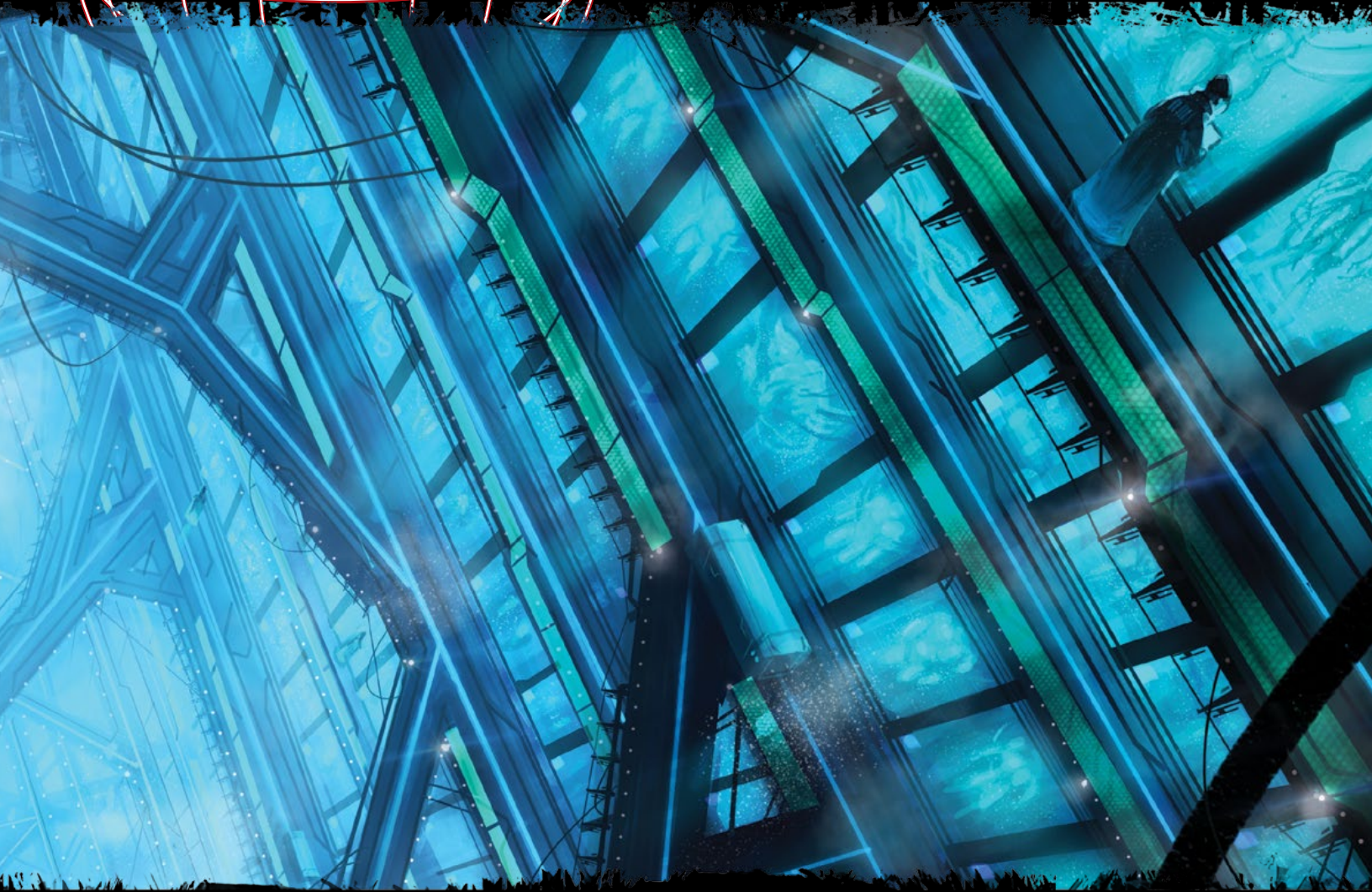
Remote Control and Jamming: New and clarified rules. ■ p. 219

GENERAL ADVICE

Models and Variants: Morph identification and variant morphs. ■ p. 184

New Morphs: Biomorphs, pods, and synthmorphs. ■ p. 188

New Enhancements: Bioware, cyberware, nanoware, and robotic enhancements. ■ p. 197



MORPH CREATION

Introduction and Concepts: Rules and package discounts. ■ p. 221

Step-by-Step Procedure: Choosing characteristics and finding a cost. ■ p. 221

TABLES

Morph Knock-off Test. ■ p. 185

Flexbot Integration Modifiers. ■ p. 203

Flexbot Shape-Changing Speed. ■ p. 208

Robotic Mobility System Speeds. ■ p. 218

Morph Creation: Size, Somatics and Durability. ■ p. 221

Morph Creation: Synthmorph Inherent Armor. ■ p. 223

Morph Creation: Cost Multipliers. ■ p. 223

as the brand-name version, as they are constructed using the same minifactories, blueprints, or pirated genetics as the originals. In markets where the brand-name version cannot be sold or easily acquired (whether for cultural, legal, or political reasons), local entrepreneurs may introduce a knock-off to fill the demand at the brand-name's market price.

In game terms, knock-offs are offered at a 10% cheaper Cost, but have the Social Stigma (Knock-off) trait. The knock-off version of a brand-name exalt, which normally retails at an Expensive Cost (20,000), would sell for 18,000. When a character acquires a new knock-off morph, the player rolls a Moxie x 10 Test and consults the Knock-off Test table:

Analyzing a morph to determine if it is a knock-off requires an Excellent Success (MoS 30+) on a visual test (see *Identifying Morphs*, previous page), but can be more accurately ascertained with proper genetics or diagnostics tests as noted. Morph brokers who sell knock-offs do not like customers testing their product beforehand and will usually disallow or discourage it.

Knock-off morphs do not provide any social skill bonuses or penalties unique to that exact type of morph unless the viewer is fooled by the counterfeit. For example, a knock-off of a Futura morph would only provide modifiers based on its connection to the Lost Generation if the viewer thought it was an actual futura. Social modifiers based on the general morph type (biomorph, synthmorph, pod) still apply to the knock-off.

To make a Knock-Off test, make a Moxie x 10 Test and check the result on the Knock-Off Test table.

VARIANTS

Variant morphs are modifications of existing stock morph lines to better suit certain market segments with specific needs. While individuals can add implants to fine tune their morph as needed, when

OPTIONAL RULE: MORPH VARIETY

Gamemasters that simply wish to introduce a bit of variety and randomness to the resleeving process can use a simple variation of the knock-off rules. Whenever a character sleeves into a morph they have never been in before, have them make a Moxie x 10 Test. On a Critical Failure, choose one of the options from the Severe Failure entry on the Knock-off Test table. On a Critical Success, choose one of the options from the Critical Success entry on the Knock-off Test table. ■

a large enough class of customers all need the same traits, it is more efficient to create a variant morph that addresses their needs. For example, colonists of an exoplanet with an ecosystem filled with virulent alien diseases might need splicers with the Rapid Healer and Improved Immune System traits. Instead of manually adding the traits to each morph, the hypercorp would create a variant morph for all new colonists.

The cost of creating a variant morph is substantial, so it is not done lightly. Nor do variants stray too far from the stock version. Push a stock morph too far in one direction and it becomes an entirely new type of morph—and usually rapidly exceeds the project's budget. Most variants are created by large organizations for internal use. Individual consumers typically prefer to customize stock morphs rather than buy variants with an unproven track record.

In game terms, a variant morph will have up to a total of 20 CP of modifications which are different from the original version's traits and implants.

KNOCK-OFF TEST

RESULT	MODIFICATIONS
Failure	Social Stigma (Knock-off) and -5 to one randomly-selected aptitude
Severe Failure (MoF 30+)	Social Stigma (Knock-off) and choose one: -10 to one aptitude, Aggressive GRM (p. 87), Drug Fiend (p. 89), Frail (Level 1), Genetic Defect (Level 1), Lemon, Neural Damage, Personality Artifact (p. 92), Proprietary Tech (p. 93), Severe Allergy (Level 1), Unattractive (Level 1), Uncontrollable Urge (p. 94), Unfit (Level 1), Weak Immune System (Level 1), Zero-G Nausea
Critical Failure	Social Stigma (Knock-off) and choose two from Severe Failure (above) or one from this list: Frail (Level 2), Genetic Defect (Level 2), Low Pain Tolerance, Severe Allergy (Level 2), Unattractive (Level 2), Unfit (Level 2), Weak Immune System (Level 2)
Success	Social Stigma (Knock-off)
Excellent Success (MoS 30+)	Social Stigma (Knock-off), but tests to determine the morph's knock-off status suffer a -30 modifier.
Critical Success	As Excellent Success (above) and choose one of the following traits: Drug Exception (p. 83), Improved Immune System (Level 1), Limber (Level 1), Pain Tolerance (Level 1), Rapid Healer, Skill Artifact (p. 86), Striking Looks (Level 1), or Tough (Level 1). Alternatively, one negative trait may be removed from this morph (but not the Social Stigma (Knock-Off) trait).

Note that some traits are only applicable to certain types of morphs (synthmorphs cannot take Rapid Healer, for example).

A variant morph may shift up to 10 points of aptitude bonuses into any aptitude desired. Note that the difference in cost counts for both negative and positive modifications. For example, a variant morph with a 10 CP negative trait and a 10 CP positive trait can't take any further modifications. For the purposes of variant morphs, an implant with a moderate or lower price costs 1 CP, high costs 5 CP, and expensive costs 20 CP.

Variant morphs are often unavailable on the open market. When they are, they usually cost 2–20% more than the stock version.

EXAMPLE: ZEN PILOT VARIANT MORPH

Zen pilots are a variant of the hibernoid biomorph. They are designed to withstand high emotional distress from long periods of isolation in deep space. With the endocrine control and drug gland implants, zen pilots can survive being completely alone for years at a time.

Implants: Basic Biomods, Basic Mesh Inserts, Circadian Regulation, Cortical Stack, Hibernation, Endocrine Control, Drug Glands (Comfurt and Juice)

Aptitude Maximum: 25

Durability: 35

Wound Threshold: 7

Advantages: +10 WIL

CP Cost: 30

Credit Cost: Expensive (minimum 30,000)

EXAMPLE: MARTIAN VARIANTS

Almost all of the common biomorphs have been adapted by one party or another for survival in Mars's partially terraformed outdoors. Martian versions exist for exalts, furies, ghosts, mentons, neohominids, olympians, sylphs, and all of the varieties of pods, among others. These "red" variants have the following changes:

Implants: Add Enhanced Respiration and Temperature Tolerance.

CP Cost: Remains the same.

Credit Cost: Remains the same, but add 10,000 when not on Mars.

LIMITED-EDITION MORPHS

Limited-edition morphs are made to fulfill social needs rather than political or utilitarian needs. Hypercorp morph designers make most of their credits by selling limited-edition morphs to hyperelite customers with a burning desire to show off their taste and wealth. Autonomist morph designers create limited-edition morphs to commemorate great deeds or show off their artistic skills as a kind of living performance art. No matter what the political orientation of a particular morph designer, the basic motive remains the same—to signify that this particular group of morphs is special and unique in a post-scarcity society.

In game terms, limited-edition morphs all have the Unique Look trait (p. 95). The cost of a limited-edition morph is vastly more expensive in hypercorp territory, depending on how unique the look is. The most expensive limited editions can cost up to 100 times the cost of a stock version of that morph, which has led to a speculative market for limited-edition morphs. Some hyperelite collect them like pre-Fall artwork. Autonomist-manufactured limited edition morphs will generally cost the same as a stock morph, but characters who want the morph must get the approval of the morph's designer. Characters who make or modify their morph to resemble a limited edition typically suffer large rep loss when it is revealed.

The exact nature of the Unique Look trait is only limited by the imagination of the gamemaster. Hypercorp limited editions tend to use expensive and proprietary technology along with legal protection to create a look that can't be replicated. Limited-edition morph designers in autonomist regions tend to use reputation and social awareness to keep the look of their product unique. Some examples are presented below.

THE PANTHEON

Hyperelite designer Venturi Ballard created the ultimate limited-edition line of morphs: a series of unique morphs, each themed after a different celestial object. Currently, there is one morph for every inhabited planet and heavily populated moon in the solar system. Furthermore, Ballard has gone to great lengths to build each morph on the planet it is meant to represent and tries to keep them on that planet, using both legal and technological safeguards to ensure the morph stays there. Rumors of secret contracts, ultimate mercenaries, and other extreme measures circulate freely through the mesh, something Ballard seems to encourage. This quirk has made the Pantheon even more famous, as transhumans throughout the solar system debate whether Ballard has the right to control a morph he designs to that extent.

The launch of the Pantheon line was a major media event, with gala balls, auctions, behind-the-scenes drama, and political protests from activists who decried the Pantheon morphs as a tremendous waste of resources. Since their unveiling, the morphs have become celebrities themselves, regardless of the ego sleeved in them. Bloggers, x-casters, and paparazzi follow the Pantheon morphs, keeping track of their movements and the egos sleeved in them. Even past owners of the Pantheon morphs attract stalkers, particular ones that fans hate or love. The Pantheon fan base argues endlessly about who deserves to be sleeved in one and who should be banned. Some fans stalk egos that used drugs or engaged in risky behavior that put the morph in danger. The most devoted fans believe the morphs have feelings

independent of the ego and write elaborate stories about them.

Ballard has released a Pantheon morph for Mercury, Venus, Luna, Mars, Europa, Titan, Oberon, and Titania. Each is a biomorph suitable for its locale and each is worth at least 10 times the price of its stock version. The Luna, Venus, Mars, and Titan morphs are each worth millions. There is no Earth Pantheon morph, as Ballard has said it would only be right when the Earth can be inhabited again by transhumans. The Jovian Republic has prohibited Ballard from creating any Pantheon morphs for its territory. Ballard is rumored to be creating new Pantheon morphs for exoplanets like Sky Ark and Ascension.

Example: The Venus Pantheon morph is a modified female Venusian glider morph with the Striking Looks (Level 2) and Unique Look traits. The Venus morph is colored to resemble the skies of Venus, a brilliant combination of white, ochre, and yellow. The morph is tattooed with symbols from ancient depictions of Venus, including Mayan and Chinese star maps. The most striking feature is the Morning Star, which appears to be a small glowing star that orbits the Venus Morph. Most believe the Morning Star is a custom-built gnat bot, but others believe it is an alien artifact recovered from an exoplanet. The Venus morph is currently located on the Octavia aerostat, owned by the mayor, Halis Sapien, who loans the morph out to friends and visiting celebrities. Some popular socialites have traveled all the way from Titan, just for a chance to sleeve in the Venus morph.

HEIRLOOM

A more common limited-edition morph, the Heirloom is a splicer morph created with genetic material from famous historical figures. They are typically priced as Expensive morphs, though some particular figures are cheaper or more expensive than others.

Even before the Fall, highly eccentric and well-funded grave robbers discreetly collected DNA samples from the remains of dead celebrities, royalty, famous artists and thinkers—whoever they could. Combined with samples from known relatives, these ghoulish collectors had the ability to clone some celebrities, though legal restrictions prevented them from doing so except in a few outlaw countries and off-world. After the Fall, things changed. Some collectors made it off Earth with their libraries of famous DNA intact, but in desperate need of money. They sold their collections to a group of unscrupulous morph brokers, who in turn created the Heirloom morph line. With the old governments shattered by the Fall, no one was in a position to oppose this, especially as they became an extremely profitable morph line. Many Fall survivors wanted to carry a bit of old Earth history with them. How better to do that than with a famous person?

Heirlooms promise 100% DNA authenticity, but in reality, most of the “clones” from the 20th century and earlier are only approximations—composites made from genetic fragments from grave remains from several generations of relatives. Some engineering and cosmetic surgery is done on the morph to make it look exactly like the person in question. Each Heirloom is implanted with a database about the person on which it is based, so the ego sleeved in it will be able to answer any trivia questions about the person.

Several morph brokers sell Heirlooms. In order to keep them profitable, they enforce a mutually agreed artificial scarcity. Each Heirloom dealer agrees to sell only a certain number of morphs based on person X per quarter. If a particular Heirloom is destroyed, the dealer can replace it. The most common Heirlooms are photogenic celebrities from the late 20th century and later, as they are the ones with the highest demand. Famous political figures, especially dictators and other prominent national leaders, are the second most popular. Intellectuals and artists have modest demand. Royalty is the least popular, as few transhumans care enough about Earth history to recognize old aristocrats on sight, but some hyperelites prefer them. A few libertine gerontocrats even commission Heirlooms with the genetic flaws of the original person left intact. At least one hunchbacked Richard III has been spotted in a Martian night club.

Scum genetic engineers have created parody Heirlooms of madmen, killers, and Hitler. These are normal splicers altered by cosmetic surgery, and are usually found in scum or autonomist habitats. Hitler morphs are becoming quite common in scum swarms, including variations like female Hitlers, synth Hitlers, and even uplift Hitlers, which are usually just octomorphs with implanted mustaches.

TITAN BUSTER

A Barsoomian collective fights the good fight against the remnants of the TITAN presence in the TQZ on Mars. In order to bolster recruitment, the collective rewards fighters who survive six months of active service with a TITAN Buster morph—either a fury or reaper morph with specialized unit decals tattooed or etched on the skin of the morph, plus a notification throughout the autonomist social networks of the character’s achievement. TITAN Busters enjoy positive modifiers when making Social Skill Tests against autonomists or characters with a grudge against the TITANs. Characters that earn the TITAN Buster morph but have to egocast to another habitat may modify another fury or reaper morph to show the TITAN Buster unit decals (a Low cost bodysculpt). Any character that is caught posing as a TITAN Buster without putting in the time is likely to get a flood of negative pings from the @-rep network.

NEW MORPHS

Across the solar system, professional designers and morph hobbyists have created several hundred different morph types, and wealthy individuals or collectives with specialized requirements regularly approach designers with specific requests for unique and highly specialized morphs. The following are only a few of the many morphs available to transhuman characters.

ARIEL (BIOMORPH)

The surprising number of transhumans who chose to sleeve in Titan-adapted hulder morphs encouraged designers on Profunda to develop a Titan-adapted flyer. While the sturdy hulder morph is designed for nomadic herders, the ariel morph is designed by people who wish to survive by hunting. Individuals sleeved in the ariel morph can hunt and eat Titanian caribou, but they most often eat the smaller rabbit-like creatures that Profunda designers have also recently designed to live on Titan. Ariel morphs have exotic-looking heads similar to those of hulder morphs, but they also possess sleek and streamlined humanoid bodies with four limbs and a pair of bat-like wings. These morphs have also been used by a few daring transhumans to explore the upper cloud layers of both Saturn and Uranus.

Implants: Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Light), Claws, Cortical Stack, Direction Sense, Enhanced Vision, Long-Term Life Support (p. 189, *Rimward*), Low Pressure Tolerance (p. 186, *Sunward*), Oxygen Reserve, Prehensile Feet, Radiation Sense, T-Ray Emitter, Temperature Tolerance (Cryonic) (p. 189, *Rimward*), Wings (p. 166, *Sunward*)

Aptitude Maximum: 30

Durability: 30

Wound Threshold: 6

Advantages: Flight (Movement Rate 8/40), +5 COG, +5 REF, +5 to two other aptitudes of the player's choice

Disadvantages: Temperature Intolerance (Warm) trait (p. 188, *Rimward*)

Notes: Non-Mammalian Biochemistry trait (p. 94)
CP Cost: 50

Credit Cost: Expensive (minimum 50,000+)

AYAH (POD BIOMORPH)

Despite the advances in biotechnology, the hyperelite still need caretakers for their children and infirm. The ayah pod morph is designed to fulfill all nurse and caretaker functions. Rather than trust lower-class transhumans, hyperelites prefer AGI servants sleeved into ayah morphs, especially in polities where AGIs have few, if any, legal rights. Ayahs are almost always female with pleasant but not stunningly beautiful features.

Most of the enhanced features of an ayah are built under the hood, so to speak. Their enhanced

olfactory capabilities help them monitor the health and emotional state of their wards, as well as alert them to potential environmental dangers. Their ability to withstand temperature extremes and survive without air for short periods helps them protect and rescue their charges in an emergency, such as a hull breach or a fire. Ayahs are often modified with bioweave armor and implanted weapons so they can act as a last line of defense against potential attackers.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Enhanced Smell, Mnemonic Augmentation, Oxygen Reserve, Puppet Sock, Temperature Tolerance, Wrist-Mounted Tools

Aptitude Maximum: 30

Durability: 35

Wound Threshold: 7

Advantages: +10 SAV, +5 to one other aptitude of the player's choice

Disadvantages: Social Stigma (Pod) trait

CP Cost: 25

Credit Cost: Expensive

BASIC POD (POD BIOMORPH)

When pods were first introduced, non-specialized models were favored due to their low cost and quicker production time. Basic pods are essentially a lower-cost pod version of a splicer morph. To keep expenses down, this pod has slightly more mechanical parts than most other pods. As a result, it has more obvious cybernetic components.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Mnemonic Augmentation, Puppet Sock

Aptitude Maximum: 25

Durability: 30

Wound Threshold: 6

Advantages: +5 to one aptitude of the player's choice

Disadvantages: Social Stigma (Pod) trait

CP Cost: 5

Credit Cost: Moderate

BIOCORE (SYNTHMORPH)

Originally designed by a scum engineer who just wanted to see if it could be done, the biocore is a synthmorph with a biological brain. The design has since spread to those who wish to enjoy the advantages of sleeving in a synthmorph without the risk of brainhacking or who simply dislike the idea of using a cyberbrain (including some asyns). Most models feature a stylized but transparent braincase, to show off the biocore's main feature, but others appear to be ordinary synthmorphs from the outside; only a detailed physical examination can determine that it actually contains a living brain.

Enhancements: Access Jacks, Basic Mesh Inserts, Brain Box (p. 198), Cortical Stack, Eidetic Memory

Mobility System: Walker (4/20)

Aptitude Maximum: 30

Durability: 40

Wound Threshold: 8

Advantages: +5 SOM, +5 to two other aptitudes of the player's choice, Armor 6/6

Disadvantages: Social Stigma (Clanking Masses) trait
CP Cost: 50

Credit Cost: Expensive (minimum 60,000+)

BLACKBIRD (SYNTHMORPH)

When they're seen at all, these morphs resemble a matte gray neo-corvid with many odd, sharp angles. Blackbirds are consummate stealth morphs, designed to evade visual observation and radar during recon or infiltration. In part due to aesthetics, they're a favorite of neo-ravens.

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Enhanced Hearing, Enhanced Vision, Invisibility (p. 149, *Panopticon*), Mnemonic Augmentation, Puppet Sock, Reduced Signature

Mobility System: Hopper (4/20), Winged (8/40)

Aptitude Maximum: 30 (20 SOM)

Durability: 25

Wound Threshold: 5

Advantages: Flight, +5 COO, +5 REF, +5 to one other aptitude of the player's choice, +10 Flight skill, +10 Infiltration skill, Armor 2/2, Beak/Claw Attack (1d10 + 1 DV, AP -1)

Notes: Small Size trait (p. 95)

CP Cost: 45

Credit Cost: Expensive (Minimum 45,000)

BRUISER (BIOMORPH)

This morph is specifically designed to be large, strong, and physically intimidating. Adopted early on by some sports performers, it quickly became a favorite among criminal cartels and thugs. At 2.5 meters tall, the morph may have difficulty moving comfortably in all but the most open and uncrowded of habitats. This morph's "claws" extend from its knuckles and are more like reinforced bone brass knuckles.

Implants: Adrenal Boost, Basic Biomods, Basic Mesh Inserts, Claws, Cortical Stack, Hardened Skeleton

Aptitude Maximum: 30 (SOM 40)

Durability: 60 (includes Hardened Skeleton bonus)

Wound Threshold: 10

Advantages: +10 Intimidation skill, +15 SOM (includes Hardened Skeleton bonus), +5 REF (+15 with Adrenal Boost), +5 to one other aptitude of the player's choice

Disadvantages: Unattractive (Level 1) trait

Notes: Large Size trait (p. 94)

CP Cost: 60

Credit Cost: Expensive (minimum 60,000+)

CLOUD SKATE (BIOMORPH)

Like the surya and hulder morphs, the cloud skate is another biomorph that pushes the edge of what is

possible. It is designed to be able to live in the atmospheres of gas giants, including Jupiter. This morph is shaped roughly like a tailless stingray with a pair of slender arms. The version of the swim bladder used by this morph provides neutral buoyancy in dense atmospheres, preventing it from sinking below a safe depth. Several small outer system collectives are planning to use these morphs to colonize the atmospheres of Saturn and Neptune and are also working on creating versions of animals and plants that can also live in these exotic environments.

Implants: Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Light), Cortical Stack, Direction Sense, Enhanced Vision, High-G Adaptation (p. 152, *Gatecrashing*), Hydrostatic Pressure Adaptation (p. 188, *Rimward*), Long-Term Life Support (p. 189, *Rimward*), Oxygen Reserve, Radiation Sense, Radar, Swim Bladder (p. 152, *Gatecrashing*), T-Ray Emitter, Temperature Tolerance (Cryonic) (p. 189, *Rimward*), Wings (p. 166, *Sunward*)

Movement Rate: Winged (8/40)

Aptitude Maximum: 30

Durability: 35

Wound Threshold: 7

Advantages: Flight, +5 COG, +5 REF, +5 SOM, +5 to one other aptitude of the player's choice

Disadvantages: Temperature Intolerance (Warm) trait (p. 188, *Rimward*)

CP Cost: 55

Credit Cost: Expensive (minimum 60,000+)

CLOUD SKIMMER (SYNTHMORPH)

This streamlined synthmorph is designed for exploring the atmospheres of gas giants, but its internal rocket also allows it to operate in vacuum. This morph can travel to and from a ship in orbit around a gas giant into the planet's atmosphere on its own. The morph is a flattened oval that can extend up to four flexible arms. The swim bladder acts much like a high pressure balloon to help keep the morph aloft in a gas giant's dense atmosphere.

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cryonic Protection (p. 190, *Rimward*), Cyberbrain, Direction Sense, Enhanced Vision, Extra Limbs (4 Arms), Hydrostatic Pressure Adaptation (p. 190, *Rimward*), Internal Rocket (p. 213), Mnemonic Augmentation, Puppet Sock, Radar, Swim Bladder (p. 152, *Gatecrashing*), Telescoping Limbs

Mobility System: Thrust Vector (8/40)

Aptitude Maximum: 30

Durability: 40

Wound Threshold: 8

Advantages: 4 arms, +10 SOM, +5 REF, +5 to one other aptitude of the player's choice, Armor 10/10

CP Cost: 65

Credit Cost: Expensive (minimum 70,000+)

CRITTER (POD BIOMORPH)

Critters are pods either genetically hacked together from various animal species or simply biosculpted to appear as such. Originally popular among hyperelites who preferred smarter and distinctive AI-operated pets, they were also sometimes deployed on a covert basis as bodyguards or spies disguised as smart animals. Naturally these morphs were also embraced by people with a furry kink or who simply wanted to test-drive a body that was more bestial. Critter pods come in almost every conceivable type of animal shape, from cats to skunks to chimerical lizard-hyena hybrids. The vast majority are quadruped and stick close to the animal type's body plan, though anthropomorphic models are also popular and there is a great deal of bodysculpted variety. A model currently popular in the inner system is the bastet, a composite of several wild cat species that resembles a tawny panther or lion, often with intricate patterns based on Egyptian hieroglyphs in their fur. Some users prefer smaller models of this morph with the Reduced Size trait (p. 93).

Implants: Basic Biomods, Basic Mesh Inserts, Claws, Cortical Stack, Cyberbrain, Enhanced Hearing, Enhanced Smell, Mnemonic Augmentation, Puppet Sock

Aptitude Maximum: 30

Durability: 35

Wound Threshold: 7

Advantages: +5 REF, +5 COO

Disadvantages: Lacks Manipulators trait (p. 90), quadrupeds have a difficult time in microgravity (-30 to Free Fall Tests)

Notes: Non-Human Biochemistry trait (p. 94)

CP Cost: 15

Credit Cost: Expensive

DAITYA (SYNTHMORPH)

This huge, vaguely anthropomorphic synthmorph is designed for large construction projects and similar heavy industrial uses, such as moving large objects. At just under three-meters tall and with a mass of almost one ton, the daitya is essentially an industrial mech. Modified versions have occasionally been deployed for combat purposes.

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Grip Pads, Hardened Skeleton, Industrial Armor, Mnemonic Augmentation, Pneumatic Limbs (Arms), Puppet Sock, Radar, 4 Weapon Mounts (Disassembly Tools; 2 fixed, 2 articulated), Wrist-Mounted Tools

Mobility System: Walker (8/40)

Aptitude Maximum: 30 (40 SOM)

Durability: 100 (includes Hardened Skeleton bonus)

Wound Threshold: 20

Advantages: +15 SOM (includes Hardened Skeleton bonus), +5 to one other aptitude of the player's choice, Armor 10/10 (20/20 with Industrial Armor)

Notes: Large Size trait (p. 94), melee attacks with the large-size frame or disassembly tools inflict 3d10 + (SOM ÷ 10) DV at AP -5

CP Cost: 80

Credit Cost: Expensive (minimum 80,000+)

FAUST (BIOMORPH)

This morph is not a publicly known model. It was developed in secret by a small group of unaffiliated async genehackers. It is only available to individuals who discover a connection to this unnamed, underground async network and then download the template from one of several secret mesh sites. The faust is a modified menton morph. Even under the most thorough scans, it appears to be nothing more than a mildly personalized version of that morph.

Implants: Basic Biomods, Basic Mesh Inserts, Circadian Regulation, Cortical Stack, Eidetic Memory, Endocrine Control, Hyper-Linguist, Math Boost

Aptitude Maximum: 30

Durability: 35

Wound Threshold: 7

Advantages: Psi Chameleon trait, Psi Defense (Level 1) trait, +10 COG, +10 WIL, +5 INT, +5 to one other aptitude of the player's choice

CP Cost: 85

Credit Cost: Expensive (minimum 100,000+)

FIGHTING KITE (SYNTHMORPH)

Based on the kite morph (p. 150, *Gatecrashing*) popular with gatecrashers, this morph is somewhat more durable and better armored. It also includes a built-in laser as well as anti-detection measures. Its default mode is turbofan-driven rotorcraft; its light weight allows it to fly and hover, even in thin atmospheres and heavy gravities. In streamlined ionic mode, it can travel at high speeds and maneuver in hurricane-force winds. In vacuum, it can drive itself with thrust-vector nozzles. It is occasionally used for aerial reconnaissance, but is most popular with spies, thieves, and discrete bodyguards.

Enhancements: Access Jacks, Anti-Glare, Basic Mesh Inserts, Chameleon Skin, Chemical Sniffer, Cortical Stack, Cyberbrain, Enhanced Vision, Mnemonic Augmentation, Neurachem (Level 1), Radar, Radar Absorbent (p. 149, *Panopticon*), Shape Adjusting, T-Ray Emitter, Weapon Mount (Internal, Articulated, Laser Pulser)

Mobility System: Ionic (12/40), Thrust Vector (8/40), Walker (2/8), Winged (8/32)

Aptitude Maximum: 30 (25 SOM)

Speed Modifier: +1 (Neurachem)

Durability: 30

Wound Threshold: 6

Advantages: Flight, +5 to two aptitudes of the player's choice, Armor (4/4)

Notes: Small Size trait (p. 95)

CP Cost: 35

Credit Cost: Expensive (minimum 40,000+)

FLYING SQUID POD BIOMORPH



FLYING SQUID (POD BIOMORPH)

Given the popularity of octomorphs even among non-mercurials, morph designers have sought out a similar morph that is operable in zero g and also designed for speed. Its streamlined form resembles a stylized squid and this morph can move swiftly in both water and air. It can suck either water or air into a cavity in its mantle and then expel it out a siphon in a chosen direction for fast, jet-like propulsion. While popular with neo-octopi, its speed and overall utility has made it an increasingly favorite option with others seeking an aquatic-adapted morph.

Implants: 360-Degree Vision, Access Jacks, Basic Mesh Inserts, Chameleon Skin, Cortical Stack, Cyberbrain, Extra Limbs (8 arms, 2 tentacles), Grip Pads, Hydrostatic Pressure Adaptation (p. 188, *Rimward*), Mnemonic Augmentation, Polarization Vision (p. 148, *Panopticon*), Puppet Sock

Movement Rate: Submarine (4/36), Thrust Vector (4/28)

Aptitude Maximum: 30

Durability: 40

Wound Threshold: 8

Advantages: 8 Arms, 2 Tentacles, +5 COO, +5 SOM, +5 to one other aptitude of the player's choice, +30 Swimming skill, Beak Attack (1d10 + 1 DV, AP -1), Limber (Level 2) trait

Disadvantages: Social Stigma (Pod) trait

Note: Non-Mammalian Biochemistry trait (p. 94)

CP Cost: 55

Credit Cost: Expensive (minimum 60,000+)

FREEMAN (BIOMORPH)

Many leaders want to ensure loyalty or at least obedience from their citizens, especially recently sleeved infugees. The freeman biomorph offers rulers (some would say tyrants or dictators) a chance to offer citizens a new life without worrying about dissidence. Based on the splicer morph, the freeman is genetically modified to be more obedient, which results in lower Willpower. More insidiously, freeman morphs are genetically modified with a protein that makes their neurons sensitive to light. When combined with an optogenetics module implant (p. 197), these neurons can be activated and deactivated remotely, enabling a monitoring muse or meshed overseer to control the ego's behavior. (The specific behavior affected is chosen with each optogenetics module implant.)

The freeman comes with a specialized monitor AGI installed in a modified ghostrider module. The monitor, usually a modified fork of the tyrant's muse, watches and reports all suspicious actions taken by the primary ego. The purpose of this implant is often concealed. Citizens who sleeve into a freeman morph are told the implant is a security measure that helps prevent infection from TITAN technology or some similar lie. The module is designed to resist tampering and will report to headquarters the instant it detects a hacker's intrusion. The monitor muse can manipulate the ego's behavior or even take control of the morph via its puppet sock, but avoids doing that unless absolutely necessary. Dictators do not want to reveal that their citizens have spies implanted in their skulls, watching them.

Surprisingly, some people voluntarily sleeve into freeman morphs, preferring to hand responsibility and decision-making over to other parties, such as the Sendero Luminoso Benevolent Dictatorship habitat in the Neptunian Trojans.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Monitor Module, Optogenetics Module, Puppet Sock

Aptitude Maximum: 25

Durability: 30

Wound Threshold: 6

Advantages: +5 SAV, +5 to one other aptitude of the player's choice except WIL

Disadvantages: -5 WIL

CP Cost: 10

Credit Cost: High

GALATEA (SYNTHMORPH)

A group of Lunar morph designers created this high-end synthmorph in an attempt to increase the social acceptance of synthmorphs by showcasing how attractive and versatile they can be. This elegant morph looks expensive and is designed to allow the user to master any social situation. A few media icons and socialites have already found that this morph's mixture of utility and novelty value has helped enhance their fame and reputation.

Enhancements: Access Jacks, Basic Mesh Inserts, Chameleon Skin, Cortical Stack, Cyberbrain, Enhanced Hearing, Mnemonic Augmentation

Aptitude Maximum: 30

Durability: 40

Wound Threshold: 8

Advantages: +10 SAV, +5 COO, +5 INT, +5 to one other aptitude of the player's choice, Armor 6/6

CP Cost: 65

Credit Cost: Expensive (minimum 70,000+)

GREY (BIOMORPH)

Originally created as part of a fad based on 20th-century images of aliens, the grey morph soon became popular with eccentric scientists and engineers. This morph's slender and weak-looking body stands only 1.5 meters tall, short compared to modern transhumans. Its distinctive large head and eyes strike many transhumans as disturbing.

Implants: Basic Biomods, Basic Mesh Inserts, Circadian Regulation, Clean Metabolism, Cortical Stack, Eidetic Memory, Emotional Dampers, Enhanced Vision, Math Boost

Aptitude Maximum: 30 (20 SOM)

Durability: 30

Wound Threshold: 6

Advantages: +5 COG, +5 WIL, +5 to one other aptitude of the player's choice

Disadvantages: Uncanny Valley trait

CP Cost: 25

Credit Cost: Expensive (minimum 30,000+)

GRIEFER (SYNTHMORPH)

Based on the case synthmorph design, griefers are used by vandals, terrorists, and dedicated trolls to harass enemies and antagonize the masses. Griefers have embedded sound and holographic display systems so they can easily harass an individual or an entire crowd. They are also typically equipped with numerous hacking tools and software aids, though they do not come with these by default. Most importantly, they are built without cortical stacks, so if they are destroyed, the ego cannot be interrogated through psychosurgery. Griefers are illegal in many habitats, especially in the Planetary Consortium, but DRM-free blueprints are easy to find in many darknets, thus making them a persistent annoyance in some systems. A few habitats have passed laws mandating that killing a grieper is not considered murder, assault, or even destruction of property.

Enhancements: Access Jacks, Basic Mesh Inserts, Cyberbrain, Holographic Projector, Loudspeakers, Mnemonic Augmentation, Puppet Sock

Mobility System: Walker (4/16)

Aptitude Maximum: 20

Durability: 20

Wound Threshold: 4

Advantages: Armor (4/4)

Disadvantages: -5 to two aptitudes of the player's choice, Lemon trait, No Cortical Stack trait, Social Stigma (Griepier) trait

CP Cost: 5

Credit Cost: Moderate

GUARD (SYNTHMORPH)

Everyone knows that synthmorphs are tougher and better equipped for serious combat than biomorphs. However, many people in the inner system are not comfortable with using hulking synthmorphs as bodyguards or security personnel. Instead, some choose this subtle and extremely deadly alternative. This morph's enhanced senses allow it to more easily detect any threats to the person the user is guarding, and the built-in weaponry and moderate armor make it highly resistant to damage. The synthetic mask disguises it quite effectively as an olympian or fury morph.

Enhancements: Access Jacks, Basic Mesh Inserts, Chemical Sniffer, Cortical Stack, Cyberbrain, Cyberclaws, Enhanced Vision, Hand Laser, Lidar, Mnemonic Augmentation, Neurachem (Level 1), Puppet Sock, Synthetic Mask, T-Ray Emitter

Mobility System: Walker (4/20)

Aptitude Maximum: 30

Speed Modifier: +1 (Neurachem)

Durability: 40

Wound Threshold: 8

Advantages: +10 SOM, +5 COO, +5 to one other aptitude of the player's choice, Armor 12/12

CP Cost: 60

Credit Cost: Expensive (minimum 60,000+)

GUARD (DELUXE VARIANT) (SYNTHMORPH)

This morph is used by both top-of-the-line security personnel and wealthy and powerful people who worry about kidnapping and similar threats and wish to be able to personally respond to any problems.

Enhancements: Add Nanophages, Weapon Mount (Microwave Agonizer, Concealed)

Durability: 50

Wound Threshold: 10

Advantages: Add +5 REF

CP Cost: 75

Credit Cost: Expensive (minimum 80,000+)

JENKIN (POD BIOMORPH)

The handiwork of scum genehacker Neville Orsonglass, the jenkin is a byproduct of desperate measures taken during the Fall. The original model was simply the designer's attempt to keep him and his crewmates alive on a ship with failing life support and recycling systems. From there, it has evolved into the ultimate survivor's morph, though the definition of "survivor" has now been extended to "can take all of the drugs and still function sexually." This seems to be a selling point with the scum. Despite the morph's stooped posture, rat-like features, and pungent personal aroma, the implausibly sized secondary sexual characteristics make it the life of certain kinds of parties.

Enhancements: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Digestive Symbiotes (p. 198), Enhanced Pheromones, Enhanced Respiration, Enhanced Smell, Hibernation, Mnemonic Augmentation, Possum Cache (p. 197), Prehensile Tail, Puppet Sock, Temperature Tolerance, Toxin Filters

Aptitude Maximum: 25

Durability: 35

Wound Threshold: 7

Advantages: +5 INT, +5 REF, +5 SOM, Bite Attack (1d10 + 1 DV, AP -1)

Disadvantages: Social Stigma (Pod) trait, Unattractive (Level 2) trait

CP Cost: 20

Credit Costs: High in scum swarms, Expensive (minimum 40,000) elsewhere

MIMIC (SYNTHMORPH)

In its basic form, with its limbs retracted, a mimic morph resembles a spare (p. 151, *Gatecrashing*) and is only a bit larger than a human head. With its four pencil-thin telescoping legs fully extended, it can stand up to two meters tall, and its arms can also each reach up to two meters from the morph. These limbs can all be fully retracted and the user can also alter the morph's shape and appearance, causing it to look like almost any small object such as a briefcase, cleaning robot, or household appliance. This morph can easily fit through small spaces and hide itself with great ease and is ideal for infiltration and sabotage missions.

Enhancements: Access Jacks, Basic Mesh Inserts, Chameleon Skin, Cortical Stack, Cyberbrain, Enhanced Vision, Extra Limbs (4 Legs, 2 Arms), Grip Pads, Mnemonic Augmentation, Puppet Sock, Shape Adjusting, Skinflex, Telescoping Limbs

Mobility System: Walker (5/24) (2/8 with limbs mostly retracted)

Aptitude Maximum: 30 (20 SOM)

Durability: 25

Wound Threshold: 5

Advantages: +5 COO, +5 to one other aptitude of the player's choice, Armor 4/4

Disadvantages: Social Stigma (Clanking Masses) trait

Notes: Small Size trait (p. 95)

CP Cost: 25

Credit Cost: Expensive (minimum 30,000)

NAUTILOID (SYNTHMORPH)

Nautiloids are a hybrid of short-range spacecraft and submersible capable of holding up to six passengers and their gear. The morph is shaped like a van-sized nautilus, with crew space in the head and shell. A cluster of tentacular limbs mounted under the observation ports in the head provide both fine and brute force manipulation. Originally created for comet and asteroid mining, the design also proved useful for oceanic exploration by gatecrashing teams and Europeans.

The morph's interior includes a desktop cornucopia machine and a maker. It can deploy a pair of retractable pontoons for stability when floating on a liquid surface. A nautiloid's life support system can support its occupants for up to three months before replenishing—indefinitely if it has a source of hydrogen and oxygen. Nautiloids include radiation shielding, a small airlock, and a healing vat.

The nautiloid is also available as a bot with no cyberbrain for the same cost. The bot version has no aptitude bonuses.

Enhancements: Basic Mesh Inserts, Cortical Stack, Cyberbrain, Echolocation, Extra Limbs (8 Arms, 2 Tentacles), Hydrostatic Pressure Adaptation (p. 188, *Rimward*), Industrial Armor, Internal Rocket (p. 213), Mnemonic Augmentation, Pneumatic Limbs (2 of the Arms), Puppet Sock, Radar, Radiation Sense, Swim Bladder (p. 152, *Gatecrashing*), Telescoping Limbs (2 of the Arms), T-Ray Emitter

Mobility Systems: Internal Rocket 8/40, Submarine 8/40

Aptitude Maximum: 30

Durability: 200

Wound Threshold: 40

Advantages: +5 SOM, +5 to two other aptitudes of the player's choice, Armor 10/10 (20/20 with Industrial Armor)

Notes: Very Large Size trait (p. 95)

CP Cost: 155

Credit Cost: Expensive (150,000)

NOMAD (BIOMORPH)

While synthmorphs are the first choice for many gatecrashers, morph designers have made great headway in creating biomorphs suitable for hazardous exoplanets. The nomad biomorph is optimized for operating in desert environments and takes many of its traits from the camel, prompting some observers to mistake the nomad for a pod morph. With an elongated face designed like a camel to trap water vapor in the nostrils as the morph exhales, nomads are clearly off-putting to many bioconservatives. Some models also have camel feet for better travels in sandy dune environments. Nomads are actually quite hefty under normal circumstances, as they are designed to be able to carry large amounts of fat tissue. Their fat tissue can be moved around their body to adapt to high or low temperatures. When nomads are in the field, however, they can become quite skinny, as they survive for months on their fat tissue alone.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Efficient Digestion (p. 197), Enhanced Respiration, Fat Storage (p. 197), Medichines, Respirocytes, Temperature Tolerance (Improved Cold) (p. 166 *Sunward*), Toxin Filters.

Aptitude Maximum: 30

Durability: 45 (includes Respirocytes bonus)

Wound Threshold: 9

Advantages: +5 REF, +5 SOM, +5 to one other aptitude of the player's choice (includes penalties for Efficient Digestion)

Disadvantages: Uncanny Valley trait

CP Cost: 30

Credit Cost: Expensive

OBSERVER (BIOMORPH)

Observers have their minds enhanced to bolster intuitive, analytical, and investigative capabilities. They are favored by detectives and others with a mind towards details, puzzles, and thin-slicing.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack

Aptitude Maximum: 30

Durability: 35

Wound Threshold: 7

Advantages: +10 INT, +5 COG, +5 REF, +5 to one other aptitude of the player's choice

CP Cost: 40

Credit Cost: Expensive

OPTERYX (SYNTHMORPH)

This recon morph is designed to be a fast, lightweight runner, climber, and flyer. The opteryx looks like a one-meter-tall winged, synthetic dinosaur and adopts an almost horizontal body posture when running, its tail held out for balance. Its wings are fully functional arms equipped with claws. This morph is a favorite for gatecrashers and neo-avians in the dinosaur identity subculture. It comes equipped with cartography package (p. 199) software.

Enhancements: Access Jacks, Basic Mesh Inserts, Claws, Cortical Stack, Cyberbrain, Enhanced Vision, Grip Pads, Mnemonic Augmentation, Pneumatic Limbs (Legs), Prehensile Tail

Mobility System: Walker (8/40), Winged (8/40)

Aptitude Maximum: 30 (25 SOM)

Durability: 25

Wound Threshold: 5

Advantages: Flight, +5 COO, +5 INT, +5 REF, +10 Climbing skill, +10 Flight skill, Armor 2/2

Notes: Small Size trait (p. 95)

CP Cost: 40

Credit Cost: Expensive (Minimum 40,000+)

ROVER (SYNTHMORPH)

Rover morphs are a smaller, defense-oriented version of the sphere morph. Each rover is 0.6 meters in diameter and, with its limbs retracted, has the ominous appearance of a reflective, shiny, black globe. It can extrude three arms, each with a built-in weapon: extendable claws, a small laser, and a heavy rail pistol loaded with 200 rounds of ammunition. Rovers are stealthy and highly maneuverable and so favored for bodyguard and police purposes in some areas. They are often deployed via remote control.

Enhancements: 360-Degree Vision, Access Jacks, Basic Mesh Inserts, Chameleon Skin, Cyberclaws, Cortical Stack, Cyberbrain, Enhanced Vision, Extra Limbs (3 Arms), Gas-Jet System (p. 166, *Sunward*), Hand Laser, Mnemonic Augmentation, Neurachem (Level 1), Puppet Sock, Radar Absorbent (p. 149, *Panopticon*), Reduced Signature (p. 149, *Panopticon*), T-Ray Emitter, Telescoping Limbs, Weapon Mount (Articulated, Heavy Rail Pistol)

Mobility System: Roller (8/32), Thrust Vector (12/40)

Aptitude Maximum: 30

Speed Modifier: +1 (Neurachem Level 1)

Durability: 25

Wound Threshold: 5

Advantages: +5 COO, +5 REF, +5 INT, +5 to one other aptitude of the player's choice, Armor 10/10

Notes: Small Size trait (p. 95)

CP Cost: 60

Credit Cost: Expensive (minimum 60,000+)

ROVER (SPACE FIGHTER VARIANT) (SYNTHMORPH)

This version of the rover is fitted with a miniature metallic-hydrogen rocket with an acceleration up to 0.25 g, so that it is useful in short-range space battles. Several of these morphs can be launched from a spaceship to attack another ship or a habitat.

Enhancements: Add Internal Rocket (p. 213)

CP Cost: 60

Credit Cost: Expensive (minimum 60,000+)

SAMSA (POD BIOMORPH)

The samsa was the first attempt to create a combat pod model with a terrifying appearance. The samsa is an intimidating, two-meter-tall, four-armed, four-legged, humanoid insect. Samsas are an unsettling sight to many transhumans. They are most commonly used by mercenaries and enforcers in the rim. Their armored carapace provides protection and the extra limbs allow a character to dual wield rifles or other two-handed weapons.

Implants: 360-Degree Vision, Basic Biomods, Basic Mesh Inserts, Carapace Armor, Chameleon Skin, Cortical Stack, Cyberbrain, Cyberclaws, Enhanced Vision, Extra Limbs (4 Arms, 4 Legs), Grip Pads, Hardened Skeleton, Mnemonic Augmentation, Neurachem (Level 1), Puppet Sock, Temperature Tolerance

Aptitude Maximum: 30

Speed Modifier: +1 (Neurachem)

Durability: 50 (includes Hardened Skeleton)

Wound Threshold: 10

Advantages: +20 Intimidation skill, 4 arms, +10 SOM (includes Hardened Skeleton), +5 REF, +5 COO, +5 to one other aptitude of the player's choice, Carapace Armor (11/11)

Disadvantages: Social Stigma (Pod) trait, Unattractive (Level 2) trait

CP Cost: 60

Credit Cost: Expensive (minimum 60,000+)

SECURITY POD (POD BIOMORPH)

Originally developed for joint-nation peace-keeping missions and border/enclave security roles, security pods were essentially mass-produced AI-operated soldiers. For obvious reasons, they fell out of favor during the Fall, but they are slowly regaining acceptance. They are a favored morph by mercenaries for infiltration and guerrilla warfare purposes.

Implants: Adrenal Boost, Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Light), Claws, Cortical Stack, Cyberbrain, Eelware, Enhanced Vision, Grip Pads, Mnemonic Augmentation, Puppet Sock, T-Ray Emitter

Aptitude Maximum: 30

Durability: 35

Wound Threshold: 7

Advantages: +10 SOM, +5 to one other aptitude of the player's choice

Disadvantages: Social Stigma (Pod) trait

CP Cost: 30

Credit Cost: Expensive

SECURITY POD (SPACE MARINE VARIANT) (POD BIOMORPH)

The space marine variant of the security pod was optimized for orbital skirmishes, boarding actions, suppressing asteroid miner revolts, and other space-theater operations.

Implants: Add Oxygen Reserve, Prehensile Feet, Vacuum Sealing

CP Cost: 30

Credit Cost: Expensive



SMART SWARM (SYNTHMORPH)

The smart swarm is a robust attempt to get more utility out of the swarmanoid morph design. It makes use of larger modular minidrones (rather than microdrones) that can lock together into various shapes, enabling limited physical actions and tool use.

Enhancements: 360-Degree Vision, Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Mnemonic Augmentation, Modular Design, Swarm Composition, Smart Swarm (p. 198)

Mobility System: Walker (Drones 2/8, Shaped Swarm 2/16), Hopper (4/20), Rotor (4/32)

Aptitude Maximum: 30

Durability: 30

Wound Threshold: 6

Notes: See Swarm Composition

(p. 211 and p. 311, *EP*) and Smart Swarm (p. 198)

CP Cost: 30

Credit Cost: Expensive (minimum 30,000+)

SPECIALIST POD (POD BIOMORPH)

Designed specifically to compete with popular mid-range morphs like the menton and olympian, the specialist pod is cheaper and faster to create than a biomorph. It also offers the user a high degree of customization.

Implants: Access Jacks, Basic Biomods, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Mnemonic Augmentation, Puppet Sock

Aptitude Maximum: 30

Durability: 35

Wound Threshold: 7

Advantages: +10 to one aptitude of the player's choice, +5 to one other aptitude of the player's choice

Disadvantages: Social Stigma (Pod) trait

CP Cost: 25

Credit Cost: High

SPHERE (SYNTHMORPH)

Popular with AGIs and synthmorph activists, this morph is a sphere approximately one meter in diameter. It can extend up to four flexible limbs as required, and typically hovers at approximately human eye level. The first tests of this morph revealed that the chameleon surface was necessary because it allows the user to display the image of a face, which made most transhumans both more comfortable talking with this morph and less likely to assume that it is a robot.

Enhancements: 360-Degree Vision, Access Jacks, Basic Mesh Inserts, Chameleon Skin, Cortical Stack, Cyberbrain, Enhanced Vision, Extra Limbs (4 Arms), Gas-Jet System p. 166, *Sunward*), Mnemonic Augmentation, Puppet Sock, Telescoping Limbs

Mobility System: Roller (8/32), Thrust Vector (4/20)

Aptitude Maximum: 30

Durability: 35

Wound Threshold: 7

Advantages: 4 arms, +10 COG, +5 to three other aptitudes of the player's choice, Armor 6/6

CP Cost: 65

Credit Cost: Expensive (minimum 70,000+)

SYNHTTAUR (SYNTHMORPH)

The synthtaur resembles an elegant mechanical centaur, but is a versatile and extremely durable synthmorph. The shape adjusting enhancement allows it to switch between being a two-armed quadruped standing 1.7 meters tall or a four-armed biped standing 2.4 meters high, as well as allowing it to fit into small spaces. Its telescoping legs even allow it to reduce its height to become a 2-meter-tall bipedal humanoid. This morph is popular with gatecrashers, people exploring ruined habitats, and anyone going into dangerous and remote situations.

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Extra Limbs (6 Arms/Legs), Grip Pads, Mnemonic Augmentation, Pneumatic Limbs (2 Hind Legs), Prehensile Feet, Shape Adjusting, Telescoping Limbs (4 Lower Arms/Legs)

Mobility System: Walker (6/40 quadruped, 4/20 biped)

Aptitude Maximum: 30 (40 SOM)

Durability: 60

Wound Threshold: 12

Advantages: 6 Arms/Legs, +10 SOM, +5 to two other aptitudes of the player's choice, Armor 8/8

Notes: Large Size trait (p. 94)

CP Cost: 70

Credit Cost: Expensive (minimum 80,000+)

THESEUS (BIOMORPH)

While there are no sanctioned explorations of Earth, a few daring or greedy transhumans defy the laws to salvage there. Some scavengers and explorers still scour the ruins of habitats that were destroyed during the Fall. Others look for wealth and secrets in the quarantined zones on Luna and Mars. Some simply seek out remaining TITAN machines to destroy, wherever they may be found. The theseus is a popular biomorph for this type of work. Its medichines and nanophages keep the morph protected from most attacks by exsurgent nanotech, and the lack of a cyberbrain makes it less vulnerable to mind hacking. An emergency farcaster allows the user to safely return from situations where both their morph and their cortical stack might be destroyed or corrupted.

Implants: Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Light), Cortical Stack, Direction Sense, Emergency Farcaster, Enhanced Vision, Low Pressure Tolerance, Medichines, Nanophages, Oxygen Reserve, Radiation Sense, T-Ray Emitter, Temperature Tolerance (Cold), Toxin Filters

Aptitude Maximum: 30

Durability: 40

Wound Threshold: 8

Advantages: +5 SOM, +5 WIL, +5 to one other aptitude of the player's choice

CP Cost: 30

Credit Cost: Expensive

VACUUM POD (POD BIOMORPH)

Optimized for vacwork, this pod is preferred in situations where novacrabs or synths don't fare as well socially. The vacuum pod is based on the bouncer morph and looks superficially identical to one.

Implants: Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Light), Cortical Stack, Cyberbrain, Enhanced Respiration, Grip Pads, Mnemonic Augmentation, Oxygen Reserve, Prehensile Feet, Puppet Sock, Vacuum Sealing

Aptitude Maximum: 30

Durability: 35

Wound Threshold: 7

Advantages: Limber (Level 1) trait, +5 COO, +5 SOM, +5 to one other aptitude of the player's choice

Disadvantages: Social Stigma (Pod) trait

CP Cost: 30

Credit Cost: Expensive

NEW MORPH ENHANCEMENTS

The following new bioware, cyberware, nanoware, robotic enhancements, and software are introduced with some of the new morphs above.

BIOWARE

These augmentations are only available to biomorphs.

EFFICIENT DIGESTION

The character uses food and water more efficiently, to approximately 20% of normal caloric expenditure. The character functions normally by eating and drinking only once every five days. They can survive forty days without food and twenty-five days without water, though the effects of starvation become noticeable after ten days without food or water. These modifications come at a price, though, as physical strength and coordination are reduced in order to improve caloric usage efficiency: the character takes a -5 penalty to SOM and COO. This augmentation is not compatible with the personal power plant implant. **[High]**

FAT STORAGE

This augmentation is based on traits displayed by camels to store and use fatty tissue as efficiently as possible. The character's fat tissue stores water far more efficiently than normal, which allows the character to survive three times as long as normal without food or water. The effects of this implant stack with efficient digestion, but are not compatible with the personal power plant implant. The character's fat tissue can be moved around the character's body to a certain degree, which can help the character survive extreme temperatures. In high temperatures, the fat can be concentrated as back humps to minimize the insulation that fat provides, while in extremely cold environments, the fat can be spread around to maximize insulation. This extends the character's maximum temperature tolerance by +10%, which stacks with the effect of temperature tolerance augmentations. **[High]**

CYBERWARE

These augmentations are available to both biomorphs and synthmorphs.

MONITOR MODULE

A variant ghostrider module (p. 307, *EP*), the monitor module houses an observer ego (usually a monitor AI, see below) that keeps tabs on the character's movements, activities, and mesh traffic. Some monitor modules are installed discreetly, without the bearer being aware of the spy in their head; others are more overt about their presence, purpose, and activity. Monitors can access the mesh without the character's knowledge. If the morph is equipped with a puppet sock, the monitor ego can seize control of the morph. This implant is designed to be difficult to detect and identify; impose a -10 penalty on appropriate skill tests. Attempts to hack into the Monitor Module suffer a -20 modifier and can be actively countered by the monitor ego. **[Moderate]**

OPTOGENETICS MODULE

This implant is designed to be used in biomorphs like the freeman (p. 191) that are genetically modified to make their neurons sensitive to light. This module establishes a network within the brain to manipulate these neurons with selective pulses of light. Whomever controls the optogenetics module (usually a monitor module muse or remote overseer) can trigger neuronal activity as desired. In game terms, the module can activate one of the following effects:

- It can compel one specific behavior in the same manner as behavioral control, emotional control, or tasing psychosurgery (pp. 231–232, *EP*).
- The module can impede or even cut off one specific source of sensory input as desired, thus the character can be made blind or deaf, for example, with a command.
- Selective activation or inhibition of certain neurons can also aid or deter the treatment of either addiction or mental stress and disorders: apply a modifier between +20 or -20 as desired by the module's controller to psychotherapy (p. 215, *EP*) and addiction (p. 318, *EP*) tests.
- The module can trigger unconsciousness in the target ego (requiring a WIL x 3 Test at -30 to resist).

Each module can only trigger one effect. Multiple modules can be installed within a morph. Installation of this module includes the genetic modification to make the targeted neurons sensitive to light. **[Low]**

POSSUM CACHE

This augmentation may only be applied to morphs with a cyberbrain, ghostrider module, or monitor module. It enables an ego therein to continue using its access jacks, cyberbrain/module, and mesh inserts while hibernating or dead. It includes a backup power

unit that kicks in when the cyberbrain or module stops receiving sufficient power from the morph's body. The access jacks, cyberbrain/module, and mesh inserts may continue to operate for 48 hours after the morph hibernates or dies. If the morph has the multi-tasking augmentation, it continues to function, but all other augmentations are inactive and cannot be used. Egos active in a dead/hibernating morph via a possum cache retain the morph's aptitude modifiers but do not suffer from the morph's wound penalties.

Operating in this mode is stressful due to sensory deprivation. Every 24 hours the ego runs on a possum cache, it must make a WIL x 3 Test. Failure inflicts 1d10 SV.

If the morph was killed/destroyed by head trauma, or if it takes more than 5 DV of damage to its head after death, the cyberbrain is considered destroyed, or at least too damaged to function properly. Note that damage from popping a stack does not count toward this total, but damage from intentionally burning a stack out (e.g., with an agonizer) does.

Death or voluntary entry into hibernation are the only circumstances under which this augmentation functions. In case of any other game effect that would render the morph unconscious, this augmentation has no benefit. If the morph contains multiple cyberbrains or modules, the augmentation must be bought separately for each. **[High]**

NANOWARE

The new nanoware below is included with some of the new morphs above. This augmentation is only available to biomorphs.

DIGESTIVE SYMBIOTES

The morph can survive on virtually any organic matter, be it grass, sawdust, or the sludge from a habitat's recycling system. Digestive symbiotes also allow the consumption of rotten or spoiled food; in combination with basic biomods, they prevent normal food-born illnesses. The symbiotes don't eliminate toxins, however, nor do they make the stuff taste any better. At the gamemaster's discretion, certain substances may require a WIL x 3 Test to eat. **[Low]**

ROBOTIC ENHANCEMENTS

These enhancements can only be applied to synthmorphs, bots, and vehicles.

BRAIN BOX

Just as some people in the outer system prefer biomorphs with cyberbrains because of the speed and ease of both forking and resleeving, others prefer the durability and utility of synthmorphs, but do not wish to give up having an organic brain. Some have aesthetic objections, while others worry about a cyberbrain's vulnerability to hacking. Though they are unlikely to discuss this fact in public, asyncs need biological brains to remain sane. Any pod and any synthmorph that does not use either

modular design or swarm composition can house a brain box. Choosing this modification removes the following enhancements from the morph: cyberbrain, mnemonic augmentation, and puppet sock. The CP and credit cost of the morph remains unchanged. Users can add mnemonic augmentation and puppet sock augmentations back in, but must purchase them normally.

A brain box consists of a living human brain and a sturdy, well-padded, miniature life-support system for this brain. Brain boxes require the addition of a small amount of concentrated nutrients once every month. To avoid the necessity of these nutrients, users can also install a smaller, cheaper, and more limited version of the long-term life support augmentation (p. 189, *Rimward*) that is designed specifically for use with a brain box. This augmentation has a cost of High and recycles the necessary nutrients as long as the morph has sufficient electricity and can gain access to small amounts of water and carbon twice a year. Brain boxes are normally hidden from standard visual detection, but a few eccentrics show them off with a transparent aluminum casing, allowing observers to see that their morph contains a biological brain.

The brains with brain boxes must be specifically customized to the morph (a process requiring 3 days and a healing vat). The morph's aptitude modifiers do not change. **[Moderate]**

HOLOGRAPHIC PROJECTOR

The morph has embedded and concealable projectors capable of projecting high-definition, ultra-realistic three-dimensional images and movies. From a distance (20+ meters), such holograms can be difficult to distinguish as fake, but up close they are easier to see for what they are (+20 Perception Test modifier). Holograms do not appear in wavelengths other than visual light, and so are easily identified by anyone with enhanced vision. **[Low]**

INTERNAL ROCKET

This miniature metallic hydrogen rocket is specifically designed for low thrust. It provides an acceleration of up to 0.25 g, allowing the morph to take off and land on all moons and other small bodies in the solar system. This engine can operate for a total of one and a half hours before it requires refueling. Both the sundiver (p. 164, *Sunward*) and courier (p. 185, *Rimward*) are considered to have this enhancement. **[Moderate]**

SMART SWARM

The modular drones in this swarm are capable of forming shapes. A standard swarm can form a 1-meter tall body or base with up to 4 half-meter limbs. These limbs can engage in very limited physical activity and tool use. They are considered to have an aptitude maximum of 5 for COO, REF, and SOM. For strength/size-related options (p. 96), their Durability

is halved. Any skill use involving leverage, strength, or fine dexterity suffers a -30 modifier or may not be possible (gamemaster discretion). Shaped swarms can manipulate gear that is small in size (see *Gear Sizes*, p. 297, *EP*) or smaller without penalty. They suffer a -30 modifier for manipulating medium-sized gear and cannot use larger gear.

Shapes can be targeted in combat, though they usually gain the Small Size advantage (p. 95). A shaped swarm takes normal physical damage rather than following the combat rules for nanoswarms. [High]

SOUND SYSTEM

The character can emit sound through several concealed speakers in the morph. The sound system can go up to 200 decibels and reach a much wider frequency than standard transhuman hearing can pick up. [Trivial]

SOFTWARE

The following software is relevant to some of the new morphs detailed above.

CARTOGRAPHY PACKAGE

This software is used to build detailed, high-resolution maps. It is ideally employed by flight-capable morphs with the mnemonic augmentation or life recorder augmentations. Whenever airborne at an altitude of 30 meters or more, the cartography package automatically maps the morph's surroundings out to the limits of their vision. Map resolution is 1 meter, but this is improved to 10 cm if the character also has enhanced vision or lidar and is actively focused on performing recon (equivalent to a Task Action lasting the duration of the flight, though no test is needed). Input from other sensory systems is also included; e.g., radioactive hotspots noticed with radiation sense would be marked. [Moderate]

MONITOR AI

These AIs are designed to surveil their subject and keep them from engaging in any proscribed activities. Skills: Academics: Psychology 60, Infosec 40, Interfacing 30, Perception 30, Profession: Surveillance 60, Research 30. [High]

UPGRADING MORPHS

In most cases, when a character is seeking a morph with specific augmentations, they simply shop around the catalogs of various morph brokers until they find what they need or something close to it. In situations where a character wants or needs to go to great lengths to get a specific mod, including hacking the morph they are currently in, use the following rules.

PRE-ORDERING MODIFICATIONS

If you're egocasting somewhere or otherwise arranging a resleeve in advance, you can usually pre-order certain augmentations or enhancements if there

doesn't happen to be a morph with those customizations currently available. Most body banks and morph brokers offer this service, at least for add-ons that are legal and sanctioned. As detailed under *Customized Morphs*, 77, *EP*, simply add the cost of the enhancement to the morph's base purchase or rental price. Some enhancements (particular weapons or other combat boosts) may be illegal, in which case the character can try to acquire them through a black market morph provider (see *Black Market Morphs*, p. 277, *EP*). Others may require special permits or registration, requiring the character to deal with some legal bureaucracy.

Adding enhancements to a reserved morph takes time. Most brokers require such orders to be submitted at least five days prior to the resleeving, as well as payment in advance. These orders can sometimes be rushed to a one-day timeframe or even twelve hours, but usually at a significant markup (+25% of the morph's total cost). Keep in mind that some morph alterations take twelve hours or up to three days to complete (see the *Healing Vat* table, p. 327, *EP*).

In open economy habitats, autonomist matchmakers and body exchanges are less consumer-driven and more DIY-oriented and thus less likely to be accommodating to a character attempting to order enhancements to a morph in advance. Nevertheless, the proper application of rep network favors can produce results.

BIOMORPH BODYSHOP MODS

Characters looking to upgrade the biomorph they are currently inhabiting have several options. The easiest is to simply schedule with a licensed bodyshop for time in healing vat. Most augmentations take between one and twelve hours, though drastic body mods can take as long as three days (see the *Healing Vat* table, p. 327, *EP*). As a general rule of thumb, these enhancements should take 1 hour per cost category, double for mental/neural mods or ones that require massive alterations. This does not include the additional time it might take to scan the character's body, conduct a full genetic profile, prep for the procedure, and so on.

Any enhancements that are less-than-legal will require the services of a black market bodyshop. First the character must find one and convince them to take their money; this requires a relevant application of g-rep, bribes, or roleplaying with established contacts. Mods from black market bodyshops will cost an extra 25% to 50%, or even as much as double if the enhancement is rare or especially dangerous. Though these illegal shops also rely on their reputations, not all of them are trustworthy or reliable, and the character may get more than what they asked for. On the other hand, they might also be able to find some technology that is new and experimental—though there is no guarantee it will function as advertised.

DIY BIOMORPH MODS

Characters with appropriate skills may look to do the job themselves. This requires a bit more preparation and calls for a number of skill tests, though gamemasters that wish to keep it simple may treat it the same as going to a bodyshop.

Like nanofabrication machines, healing vats must be programmed with blueprints of the desired augmentation. These blueprints follow the same rules as other nanofab blueprints (pp. 284 and 328, *EP*) in terms of availability and cost. These augmentation blueprints, however, must be coded with the specific genetic details of the morph to be modified. This requires a Medicine: Nanomedicine Task Action with a base timeframe of 4 hours. This assumes the morph is on hand for profiling and scans or that its detailed genetic record is available. It also assumes the character has access to a proper medical shop or facility with all of the relevant software tools and medical equipment; if not, the procedure will suffer from appropriate penalty modifiers or may not be possible. Impose a -10 modifier for non-human morphs and a -20 for non-mammalian morphs. Once the healing vat is programmed with this information, the procedure largely runs itself. The vat's AI will oversee the process and alert the appropriate medical staff of any problems or complications.

Characters that wish to undertake body mods without a healing vat are going to have a tougher time of it. While many cybernetic and nanoware systems and bioware organs can be nanofabricated separately or acquired from other bodies, the procedures for installing them are antiquated, more difficult, and more dangerous. The preparation for these procedures is usually more extensive and the surgery itself can last from 1 to 8 hours. Use Medicine: Implant Surgery for the skill test and apply appropriate modifiers for using ancient equipment or lacking the proper tools. Surgery of this sort inflicts 1d10 DV + 2 per cost level of the implant, though the gamemaster should modify this as they feel appropriate. Excellent Successes, Severe Failure, and criticals may increase or decrease this amount. Without a healing vat, healing and recovery will also take longer; follow the rules for natural healing (p. 208, *EP*).

MODIFYING EXISTING SYNTHMORPHS

Synthmorphs may be enhanced in a similar manner to biomorphs. Synthmorphs do not require a healing vat, of course. The enhancement simply needs to be nanofabricated according to the usual rules and then installed with a Hardware: Robotics Task Action. The timeframe for this task is 2 hours per cost category, modified as the gamemaster feels appropriate. Double this time for morphs with modular construction and quadruple it for shape-adjusting morphs. Most enhancement upgrades require a tool shop or facility, though if the gamemaster allows it, minor enhancements can be completed with a simple tool kit.

LIMITING ENHANCEMENTS

There is no functional limit to the number of augmentations or enhancements that can be added to a morph—welcome to the transhuman future. The gamemaster can, of course, rule that certain enhancements are incompatible in the same morph, particularly those that duplicate a function or that are noted as being incompatible in their descriptions.

For gamemasters that wish to limit the number of enhancements to a morph, use these simple optional rules: No morph can be equipped with more than 10 each of Low-, Moderate-, or High-cost enhancements and no more than 5 Expensive-cost enhancements (including mobility systems). Additionally, for every 10 enhancements, apply a -10 modifier to Medicine and Hardware Tests to heal or repair that morph. ■

FLEXBOTS

Flexbots (p. 144, *EP*) stretch the limits of robotics, both in terms of their physical construction and the ability of a morph to host a transhuman consciousness. This section provides new rules for constructing and playing characters in flexbot morphs.

FLEXBOT TERMINOLOGY

A *module* is an individual flexbot component (or another synthmorph, robot, or vehicle with the modular construction enhancement). A *flexbot morph* is one or more interconnected modules controlled either by a single ego or a by group of egos acting together. Each flexbot is treated as a single entity for rules purposes, no matter how many modules combine together to create it. Modules that are not connected are not considered part of the flexbot morph.

The rules below apply not only to flexbot modules, but to all synthmorphs, bots, and vehicles with the modular design and shape adjusting enhancements.

FLEXIBLE DESIGN

Unlike many synthmorphs, flexbots don't inherently have humanoid body layouts, though most operators choose to configure them this way for ease of use. Much of a flexbot's mass is composed of a reconfigurable lattice of microscopic structural components. Using the flexbot's shape-adjusting augmentation, this lattice can be configured into gross structural features such as a torso, hands, head, appendages, and mobility systems, as well as mechanical features such as pistons, ball joints, and skeletal struts. The full capabilities of this feature are detailed under *Shape Adjusting*, p. 208.

CREATION: PACKAGES

CTER CREATION: LIFE PATH

CHARACTER OPTIONS

PLAYING CHARACTERS

MORPHS

FLEXBOT MODULES

Though each module is capable of acting as an independent flexbot morph, their modular design means they are intended to meld with other modules in various configurations. Individual modules are crafted with specific tasks and specialties in mind, so that each particular flexbot can be customized by adding and removing modules depending on the task at hand.

This section describes the various specialized flexbot modules that may be chosen as morphs at character creation or added on to an existing flexbot. Each module has a default configuration shape; unless otherwise specified, the module is assumed to be in this shape. The mobility systems given for each module are those present in its default configuration; these may be changed using the shape-adjusting augmentation (see *Shape Adjusting*, p. 208).

APIARY

The apiary is a mini-swarmanoid that attaches to a flexbot.

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Mnemonic Augmentation, Modular Design, Skinlink, Swarm Composition

Modularized Gear: Laser Link, Nanodetector, Radio Booster

Mobility System: Walker (2/8), Hopper (4/20), Rotor (4/32)

Aptitude Maximum: 30 (25 SOM)

Durability: 20

Wound Threshold: 4

Notes: Small Size trait (p. 95), Swarm Composition (p. 211 and p. 311, *EP*), apiaries can only hold 2 egos

CP Cost: 10

Credit Cost: High (minimum 10,000)

BEEKEEPER

Beekeepers are modules used to deploy nanoswarms.

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Medichines, Mnemonic Augmentation, Modular Design, Nanophages, Skinlink

Modularized Gear: 4 Specialized Hives of the player's choice

Mobility System: Walker (4/16), Hover (8/16)

Aptitude Maximum: 30 (25 SOM)

Durability: 30

Wound Threshold: 6

Advantages: Armor 4/4, +5 COG, +5 INT, +5 to one other aptitude of the player's choice

Notes: Small Size trait (p. 95)

CP Cost: 55

Credit Cost: Expensive (minimum 55,000)



BOUBA

This soft, amorphous module consists of hard parts in a fluid matrix surrounded by a tough but flexible skin. Its design doesn't allow for reshaping into new mobility systems, but it can slither along the ground or hover.

Enhancements: Access Jacks, Basic Mesh Inserts, Bioweave Armor (Light), Cortical Stack, Chameleon Skin, Cyberbrain, Mnemonic Augmentation, Modular Design, Skinflex, Skinlink, Squishbot (p. 211)

Mobility System: Hover (8/40), Snake (4/16)

Aptitude Maximum: 30 (25 SOM)

Durability: 15

Wound Threshold: 3

Advantages: Armor 2/3

Notes: Small Size trait (p. 95)

CP Cost: 10

Credit Cost: High (minimum 10,000)

CRAFTER

The crafter module is specialized for construction and fabrication.

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Fractal Digits, Mnemonic Augmentation, Modular Design, Nanoscopic Vision, Pneumatic Limbs, Shape Adjusting, T-Ray Emitter

Modularized Gear: Tool Kit, Specialized Hive (Engineer Swarm)

Mobility System: Walker (4/16), Hover (8/40)

Aptitude Maximum: 30 (25 SOM)

Durability: 30

Wound Threshold: 6

Advantages: Armor 6/6, +5 COG, +5 SOM

Notes: Small Size trait (p. 95)

CP Cost: 40

Credit Cost: Expensive (minimum 40,000)

FIGHTER

Fighters are combat-oriented modules.

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Mnemonic Augmentation, Modular Design, Radar, T-Ray Emitter, 2 Weapon Mounts

Mobility System: Walker (4/16), Hover (8/16)

Aptitude Maximum: 30 (35 SOM)

Durability: 30 (40)

Wound Threshold: 6 (8)

Advantages: Armor (8/8), Exceptional Aptitude (SOM) trait, Tough (Level 2) trait, +5 COO, +5 SOM

Notes: Small Size trait (p. 95)

CP Cost: 45

Credit Cost: Expensive (minimum 45,000)

GRIMOIRE

Grimoires are an excellent complement to a wizard module.

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Electrical Sense, Ghost rider Module, Mnemonic Augmentation, Modular Design, Multitasking, Shape Adjusting, Skinlink

Modularized Gear: Laser Link, Microwave Link

Mobility System: Walker (4/16), Hover (8/40)

Aptitude Maximum: 30 (25 SOM)

Durability: 20

Wound Threshold: 4

Advantages: Armor 6/6, +5 WIL

Notes: Small Size trait (p. 95)

CP Cost: 20

Credit Cost: Expensive (minimum 25,000)

LONGBOW

Longbows provide a weapons platform.

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Heavy Combat Armor, Mnemonic Augmentation, Modular Design, 2 Weapon Mounts (Articulated)

Modularized Gear: Laser Link

Mobility System: Walker (4/16), Hover (8/40)

Aptitude Maximum: 30 (25 SOM)

Durability: 25

Wound Threshold: 5

Advantages: Armor 4/4 (20/20 with Heavy Combat Armor), REF +5

Notes: Small Size trait (p. 95)

CP Cost: 20

Credit Cost: Expensive

PICKLOCK

Picklocks are an excellent complement to a rogue module. They are illegal or restricted in many habitats.

Enhancements: Access Jacks, Basic Mesh Inserts, Chameleon Skin, Cortical Stack, Cyberbrain, Grip Pads, Hidden Compartment, Mnemonic Augmentation, Modular Design, Radar Absorbent (p. 149, *Panopticron*), Shape Adjusting, Wrist-Mounted Tools

Mobility System: Hopper (4/20), Walker (4/16)

Aptitude Maximum: 30 (25 SOM)

Durability: 20

Wound Threshold: 4

Advantages: Armor 4/4, INT +5

Notes: Small Size trait (p. 95)

CP Cost: 20

Credit Cost: Expensive

ROGUE

Rogue modules are optimized for stealth and infiltration. They are illegal or restricted in many habitats.

Enhancements: Access Jacks, Basic Mesh Inserts, Chameleon Skin, Cortical Stack, Cyberbrain, Enhanced Vision, Fractal Digits, Mnemonic Augmentation, Modular Design, Nanoscopic Vision, Radar Absorbent (p. 149, *Panopticon*), Shape Adjusting, T-Ray Emitter, Weapon Mount

Mobility System: Hopper (4/20), Walker (4/16)

Aptitude Maximum: 30 (25 SOM)

Durability: 30 (35)

Wound Threshold: 6 (7)

Advantages: Armor (6/6), +5 COO, +5 REF, Tough (Level 1) trait

Notes: Small Size trait (p. 95)

CP Cost: 35

Credit Cost: Expensive (minimum 35,000)

SAPPER

Sappers are an engineering module specializing in deconstruction; they are often combined with crafter modules.

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Mnemonic Augmentation, Modular Design, Pneumatic Limbs, Shape Adjusting

Modularized Gear: Disassembly Tools, Specialized Hive (Disassembler Nanoswarm)

Mobility System: Walker (4/16), Hover (8/40)

Aptitude Maximum: 30 (35 SOM)

Durability: 20

Wound Threshold: 4

Advantages: Armor 4/4, Exceptional Aptitude (SOM)

Notes: Small Size trait (p. 95)

CP Cost: 15

Credit Cost: High (minimum 10,000)

WIZARD

Specialized for infosec and communications tasks.

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Mental Speed, Mnemonic Augmentation, Modular Design, Shape Adjusting

Modularized Gear: Radio Booster

Mobility System: Walker (4/16), Hover (8/40)

Aptitude Maximum: 30 (25 SOM)

Durability: 25

Wound Threshold: 5

Advantages: Armor 4/4, +5 COG, +5 INT

Notes: Small Size trait (p. 95)

CP Cost: 35

Credit Cost: Expensive (minimum 35,000)

YEOMAN

This is the basic flexbot module. It replaces the flexbot morph on p. 144, *EP*.

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Fractal Digits, Mnemonic Augmentation, Modular Design, Nanoscopic Vision, Shape Adjusting

Mobility System: Walker (4/16), Hover (8/40)

Aptitude Maximum: 30 (25 SOM)

Durability: 25

Wound Threshold: 5

Advantages: Armor 4/4, +5 to one aptitude of the player's choice

Notes: Small Size trait (p. 95)

CP Cost: 20

Credit Cost: Expensive

ADDING/REMOVING MODULES

Connecting or disconnecting a module from an operational flexbot takes a single Complex Action. Separating a module without damaging it from a flexbot that has taken damage equal to or greater than its Durability is a Hardware: Robotics Task Action with a timeframe of 5 minutes. Note that adding or removing modules can affect movement, wound penalties, and the size of the flexbot; these effects are described in their respective sections.

INTEGRATION

Any time an ego sleeves into a new flexbot morph, it must make the standard Integration, Alienation, and Continuity Tests. Flexbots are considered exotic morphs. Sleeving into a flexbot with four or more modules incurs additional modifiers to the Integration and Alienation Tests, as listed on the Flexbot Integration Modifiers table.

Whenever modules are added to or disconnected from an existing flexbot, the operating ego must make another Integration Test. These Integration Tests for adding/subtracting modules are subject to the bonuses and penalties listed on the Flexbot Integration Modifiers table, which are cumulative with the integration modifiers listed on p. 272, *EP*. In this case, however, the duration for effects listed on the Integration Test table (p. 272, *EP*), are measured in hours rather than days. For example, a success on the Integration Test means the flexbot operator suffers -10 to all physical actions for 1 hour, rather than 1 day. A critical success on this test does not regain a point of Moxie, but it does allow the operator to skip the Integration Test when disconnecting that particular module. There are no Alienation or Continuity Tests required to add or remove a module.

FLEXBOT INTEGRATION MODIFIERS

MODULE TYPE CONNECTED	MODIFIER
New module with swarm composition	-20
Module contains another ego	-10; both egos must test
Fourth and subsequent modules added to the flexbot	-10
Seventh and subsequent modules (not cumulative with -10 for fourth and subsequent) added to the flexbot	-20

CONNECTIVITY

Modules that aren't physically connected can't be operated as if they were extensions of the occupant's morph. If not touching the rest of the flexbot, they must be remotely controlled or jammed (p. p. 219 or p. 195, *EP*), operated by an AI, or put under the control of another occupying ego. Separated modules are assumed to communicate by radio unless a laser link is specified when the morph is purchased. Standard capabilities for laser and radio device connectivity apply.

FLEXBOT SIZE

A flexbot's size is determined by its combined Durability (see *Flexbot Durability*, next page), less augmentations that add Durability, as noted on the Size and Maximum Durability/Somatics table (p. 221). A flexbot with a DUR of 30 or less is small, 31–80 is medium, 81–150 is large, and 151+ is very large. Apply the effects of the Small Size (p. 95), Large Size (p. 94), or Very Large Size (p. 95) traits as appropriate.

MOVEMENT

When multiple modules join, they must have a mobility system in common to move at full speed. If they don't, the flexbot halves the speed for each module that currently lacks the mobility system; speed reductions are cumulative. A flexbot whose speed is lowered below half can't hover or fly. Note that many modules can shape-adjust their form to accommodate a new mobility system (see *Shape Adjusting*, p. 208).

EXAMPLE

A flexbot is composed of two modules. One module possesses the walker and hopper mobility systems, the other is configured for walker and thrust vector. When walking, the flexbot moves at full speed. When hopping or using vectored thrust, it moves at half speed. The second module can reshape itself to also have a hopper mobility system, however, allowing it to hop at full speed.

CREATING MASSIVE FLEXBOTS

Extremely large flexbots may be created, but the amount of fine control an individual ego has over the constituent modules *diminishes* (see *Shape Adjusting*, p. 208).

A flexbot of 50 or more modules is treated as a habitat (see *Habitats as Morphs*, p. 172, *Panopticon*). At this size, individual cyberbrains can't operate the flexbot. The cluster of modules must include a habitat cyberbrain, habitat ops server, or similar big iron to run the operating ego and coordinate all of the other modules.

OTHER MODULAR DEVICES

Other morphs, robots, and vehicles with the modular construction enhancement may also be snapped on to a flexbot. If the added shell lacks a cyberbrain or

cortical stack, it can't house an ego, nor can it grant aptitude bonuses. However, augmentations or gear that could normally be delegated to an auxiliary ego by the flexbot's operator may be delegated to the shell's AI instead.

FLEXBOT CHARACTERISTICS

A flexbot's characteristics are derived from its constituent modules as detailed below.

APTITUDE BONUSES AND MAXIMUMS

Individual modules use their own aptitude modifiers and maximums. A flexbot composed of multiple modules uses the highest bonus and maximum available for each aptitude. Multiple bonuses to the same aptitude from different modules don't stack. Only the aptitude modifiers and maximums from physically attached modules are considered. Disconnected modules revert to their individual modifiers and maximums.

ROBOTIC ENHANCEMENTS AND TRAITS

Individual modules have their own robotic enhancements and traits. If a flexbot incorporates a module with augmentations or traits that modify aptitudes, those aptitude modifiers are also considered when evaluating the highest bonus to apply to each aptitude.

Enhancements and traits that impact other characteristics, such as Durability, Armor Value, and Speed are considered when calculating the flexbot's overall characteristics as noted below.

As a general rule, the operating ego can always take advantage of enhancements and traits belonging to the particular module in which it is located. It can also make use of physical modifications through an attached module as well as sensor and mental enhancements through the slaved cyberbrains of other modules. For example, a flexbot's ego can employ the enhanced vision provided by one module, the grip pads equipped with another, and the mental speed enabled in a third. Enhancements and traits that only have an effect when the whole morph is augmented, however, will not work. For example, a multi-module flexbot could not take advantage of chameleon skin or synthetic mask if only one module has it, but it could if all of the modules it was comprised of were augmented with it. Likewise, medichines can repair the specific module they inhabit, but will not repair the rest of the flexbot. Modifiers provided by an enhancement in one module cannot be stacked with modifiers from the same enhancement in a different module; however, modifiers from a different enhancement may apply. As always, the gamemaster should use common sense when deciding what is allowed and what isn't.

Traits that don't impact aptitudes or other characteristics only impact the flexbot as a whole if the controlling ego is currently located in that module.

A flexbot is composed of two modules, a fighter and a rogue, both with some extra enhancements. The fighter has +5 SOM, +5 COO, hardened skeleton (+5 SOM), reflex boosters (+10 REF), mental speed, the Exceptional Aptitude (SOM) trait, and an aptitude maximum of 30 (SOM 35). The rogue has +5 COO, +5 REF, hardened skeleton (+5 SOM), and an aptitude maximum of 30 (SOM 25). An ego with COO 30, REF 15, and SOM 10 sleeves into the flexbot. The flexbot's resulting stats are:

- Aptitude Maximum: 30 (SOM 35)
- COO 30 (30 from ego, +5 from either the fighter or rogue, but the maximum keeps it at 30)
- REF 25 (15 from ego, +10 from the fighter's reflex boosters, the bonus from the rogue doesn't stack)
- SOM 25 (10 from ego, +5 from the fighter, +5 from hardened skeleton)
- +2 mental-only Complex Actions per Action Phase (from the fighter's mental speed)

SPEED

The flexbot uses the Speed of its slowest module. Augmentations that increase Speed do so only for the module in which they're installed.

ARMOR

A flexbot's Armor Value is equal to the average Armor Value of its component modules (round up). If the modules separate, individual pieces revert to their own Armor Value.

A flexbot combining a fighter (AV 8/8), wizard (AV 4/4), and grimoire (AV 6/6) has an Armor Value of 6/6 ($8 + 4 + 6 = 18$; $18 \div 3 = 6$). If the wizard is detached, the flexbot's Armor Value changes to 7/7 ($8 + 6 = 14$; $14 \div 2 = 7$).

FLEXBOT DURABILITY

Flexbots have a single Durability score representing the combination of all of their modules. Calculate the flexbot's Durability by taking the highest Durability among its modules and adding half the Durability (round up) of each additional module. Each particular module's Durability may be modified by enhancements and traits specific to that module.

Both Wound Threshold (Durability \div 5, round up) and Death Rating (Durability \times 2) are calculated normally.

In the fighter/rogue flexbot example above, the fighter has Durability 30 (40) with a Tough (Level 2) trait and the rogue has Durability 30 (35) with a Tough (Level 1) trait. The flexbot's Durability equals 58 (the highest DUR of 40 plus half the other Dur of 35, rounded up).

FLEXBOT DAMAGE AND WOUNDS

When a flexbot takes damage, the DV (minus armor) is applied to the combined Durability score. Wounds apply normally to the flexbot as a whole, and the flexbot will be disabled when damage reaches its Durability and destroyed when damage reaches its Death Rating.

If a module separates from a damaged flexbot, the current damage is divided evenly among the modules (round up), so that the module takes some of the flexbot's damage with it. If the evenly divided damage equals or exceeds the flexbot's (pre-detachment) Wound Threshold, the operator can choose to apply an existing wound to the detaching module. If the module's damage equals or exceeds double the Wound Threshold, two wounds may be applied to the detaching module, and so on. It is possible that a module detached from a sufficiently damaged flexbot may be immediately disabled (if damage equals or exceeds the module's Durability) or considered destroyed (if damage exceeds its Death Rating).

When a module separates, the flexbot's Durability and Wound Threshold are recalculated per normal.

A flexbot consisting of a sapper (DUR 20, WT 4), a grimoire (DUR 20, WT 4), and a crafter (DUR 30, WT 6) has a Durability of 50 ($30 + (20 \div 2) + (20 \div 2)$). This gives it a Wound Threshold of 10 ($50 \div 5$).

The flexbot takes three hits, inflicting 13, 10, and 7 points of damage (through its armor). It takes 30 points of damage overall and 2 wounds.

If the sapper is detached, it takes an even share of the damage with it. In this case, it takes 10 ($30 \div 3$) points of damage with it. Since 10 points of damage equals or exceeds the flexbot's (pre-detachment) Wound Threshold, the operator may also choose to give the sapper one of its wounds. This leaves the sapper with 10 points of damage and 1 wound. The flexbot now has 20 points of damage and also 1 wound, and its Durability has been lowered to 40 with a Wound Threshold of 8.

For flexbots containing modules with swarm composition, the player should keep track of the type of damage received (swarm-affecting vs. not). Hits that wouldn't affect a morph with swarm composition are applied evenly, but the swarm module's share is then reduced to 1 DV. For example, a standard non-swarm-affecting hit inflicting 9 DV on a flexbot with 3 modules, one of which is an apiary, would only inflict 7 damage to the flexbot (the apiary's share of 3 damage would be reduced to 1).

DISABLEMENT AND DESTRUCTION

When a flexbot is taken down, not all of its component modules are necessarily taken with it. Individual modules retain their own Durability and Death Rating when detached from a flexbot. It is possible that when

a flexbot incurs enough damage to be disabled or destroyed, the individual modules that comprise it may not be. When the damage reaches the flexbot's Durability or Death Rating, equally divide the damage among the modules and compare it to their individual Durability or Death Rating scores. Modules that are not disabled/destroyed are still in the game, though they are incapable of taking any physical actions until they detach from the flexbot. If the operating ego is located in a module that is not itself disabled or destroyed, it may still act normally, however the flexbot it controls has been reduced to that particular module (calling for an Integration Test). Other egos that survive in other modules may assume control of those modules, per normal rules. Surviving modules must take an appropriate number of wounds considering their current damage level and the flexbot's previous Wound Threshold.

EXAMPLE

The grimoire/crafter flexbot from the example above continues on, minus the sapper module. The flexbot takes another 22 points of damage, however, putting it at 42 damage total and increasing its wounds to 3. That exceeds its Durability of 40, so the flexbot is disabled. Evenly dividing that 42 damage among 2 modules means that each of the component modules has 21 points of damage. This exceeds the grimoire's DUR of 20, so it is also disabled. The crafter, however, with a DUR of 30, is still functioning. Luckily the operating ego was located in that module, so they can continue to act. They must detach the crafter from the grimoire, which is now dead weight, before they can take any other physical actions. On top of that, 21 damage is more than double the flexbot's Wound Threshold of 8, so they will be hampered by 2 wounds once they get free.

TARGETING MODULES

Individual modules in a flexbot may be specifically targeted with a called shot (p. 197, *EP*). In this circumstance, only that module's own Armor Value is used to reduce the damage taken, and its Wound Threshold is used to determine if a wound is acquired. Damage and wounds inflicted on a specific module count towards the total damage and wounds taken by the flexbot as a whole, but they are not counted when dividing a flexbot's damage and wounds among all of the modules. If a targeted module is disabled or destroyed, its aptitude bonuses and enhancements no longer apply to the flexbot. Apply a -30 modifier to all of the flexbot's actions until that module is detached.

FLEXBOT EGOS

Each flexbot module has its own cortical stack and cyberbrain. Thanks to the shape-adjusting augmentation, the location of these may vary from module to module. Some operators bury their stack and brain

deep inside a torso-like center of mass, while others may place them in head- and neck-like appendages so that they're easily retrievable by teammates.

POPPING STACKS

Popping a stack buried deep in a flexbot's mass takes from 1 to 10 minutes of additional time, depending upon whether the stack's location is known, and requires tools capable of unfastening or cutting through the bot's outer layers.

MULTIPLE CYBERBRAINS

Flexbots containing more than one module must designate which one is currently in use by the ego. The ego is presumed to use the cyberbrain and cortical stack of that module. Switching from one module cyberbrain to another takes 1 Action Turn and does not require any tests for resleeving. The active cyberbrain may only back up to a cortical stack in the same module.

When switching from one cyberbrain to another, the player must specify whether the previously used cortical stack is being purged. Purging, if opted for, occurs simultaneously with transfer between cyberbrains. Otherwise, the cortical stack adjoining the abandoned cyberbrain retains a backup of the ego.

Cyberbrains that are not occupied by an ego within the flexbot are slaved to the cyberbrain used by the controlling ego (see *Slaving Devices*, p. 248, *EP*). This means that in order for those unoccupied cyberbrains to be hacked, the master cyberbrain must be hacked first, or they must be physically accessed.

FORKING

Rather than switching between cyberbrains, it's also possible to leave an alpha fork running in an adjoining module. The usual tests for forking and merging apply. If the modules don't separate after forking, one ego must be designated as the operator of the flexbot (see *Multiple Egos*, next page). Creating on-the-fly beta forks to leave behind in a flexbot module isn't possible, but a beta can be installed from cold backup with a single Complex Action.

GHOSTRIDER MODULES, MESH INSERTS, AND CORTICAL STACKS

If the flexbot houses multiple egos, they may swap modules, but a free augmentation capable of acting as a buffer to run one of the egos must be available during the swap. Ghost rider modules, mesh inserts, or an extra cyberbrain may be used for this purpose, subject to the normal limit of one infomorph running per augmentation (i.e., mesh inserts may not be used as a buffer if they're already running someone's muse). An extra cortical stack may be used as a buffer when juggling egos within a flexbot, but if this is done, the buffered ego is treated as a backup and is subject to the usual rules for restoring from backup when moved from the stack to an augmentation on which it can actually run.

An ego in a ghostrider module may never take direct physical control of any of a flexbot's systems while an ego is running in the flexbot's cyberbrain, though they may remote control or jam modules that have been detached from the flexbot via the detached module's puppet sock.

MULTIPLE EGOS

As noted above, it's possible for two or more modules housing distinct egos to connect into one flexbot. It's not possible to connect to another module unless the occupant is willing or its cyberbrain has been hacked and subverted, and only one ego may occupy each cyberbrain. When joining together, both egos must make Integration Tests. One ego, the *operator*, is designated as controlling the flexbot overall, including its mobility systems and body movement. Only the operator's bonuses or penalties from the Integration Test affect movement. Additional egos, the *auxiliaries*, may be designated as controlling other systems, provided doing so does not require limb movement or control of mobility systems. The auxiliaries' bonuses or penalties from the Integration Test only affect systems controlled by them.

Cyberbrains housing auxiliary egos are no longer slaved to the operating ego's master cyberbrain. This means the operating ego no longer benefits from

aptitude modifiers, enhancements, or traits belonging to the module occupied by the other ego; only the auxiliary ego gains the benefits from that module. The Durability and Armor Value of that occupied module still count towards the flexbot as a whole.

Examples of systems that may be controlled by auxiliaries:

- Articulated weapon mounts and articulated gear mounts
- Mesh inserts
- Passive or non-directional sensors such as audio or chem sniffers

Examples of systems that may not be controlled by operators:

- Hand-held weapons or gear
- Non-articulated weapon or gear mounts
- Active or directional sensors such as enhanced vision or t-ray emitters
- Limbs

Dead switches cannot be used by the occupant of one cyberbrain to flush another cortical stack in the flexbot unless the morph has been previously modified to allow this with a Hardware: Electronics Test.



DEVICE AIs

Because flexbot modules are morphs, they don't come with device AIs. However, a device AI may be installed in a flexbot's cyberbrain.

Device AIs running in attached modules can't assist the operating ego with physical skill tests (e.g., running or firing weapons), but they may perform mental actions. They may also perform physical actions on their own, provided they're not precluded by what the operating ego is doing (e.g., a device AI could fire a weapon on an articulated mount if the operating ego isn't currently controlling the weapon). Giving orders to device AIs is a Quick Action.

Device AIs have an aptitude maximum of 20, regardless of the aptitude bonuses of the shell in which they're running.

SHAPE ADJUSTING

The following rules apply to the use of the shape adjusting robotic enhancement.

HOW DOES IT WORK?

Morphs with the shape adjusting modification aren't completely amorphous. While they can radically alter their structure, these transformations aren't instantaneous. A quick change to a superficial characteristic such as the morph's surface texture can be carried out in seconds, but changes that require major structural alterations may take much longer.

MOBILITY SYSTEMS

Flexbots can reshape themselves to possess any mobility system based on purely mechanical principles. This includes hopper, hover, roller, rotorcraft, snake, submarine, tracked, walker, wheeled, and winged.

To form a mobility system based on thrust mass or non-mechanical principles (e.g., Ionic) requires that the flexbot have that mobility system installed in at least one module for every three modules making up the flexbot.

No module or flexbot may have more than two mobility systems shaped at a time.

SIZE CONSTRAINTS

Flexbot modules are small. In a typical configuration, they're the size of a large dog (roughly 75 centimeters high x 75 centimeters long x 25 centimeters wide) and weigh 35 kilograms without armor.

A flexbot or module can change its dimensions in the following ways:

- Compress itself by 33% in any dimension with no ill effects, provided the additional mass is extended in another dimension.
- Extend itself by up to 50% in any dimension at the cost of spreading thin its external surface. This reduces the module/bot's armor by 25%.
- Extend itself up to double its size along any dimension. This seriously spreads out armor, in some cases exposing weak spots. Reduce armor value by 50%. This may also make the module/flexbot more susceptible to electromagnetic radiation at the gamemaster's discretion.
- Extend itself by up to 50% along one dimension and up to double along another. Extending in two dimensions has a severe effect on armor protection; reduce armor by 75%. Internal systems are more susceptible to radiation, if any is present. A module extended in this fashion is no longer considered a small target in combat.

SPEED OF CHANGES

Changes in shape are fast but not instantaneous. A shape-adjusting bot couldn't, for example, reshape its body out of the way of an incoming blow. The Shape-Changing Speed table provides sample timeframes for different changes, along with the type of action required. Adjusting shape usually consumes a single Quick Action or Complex Action per Turn, but only one shape adjustment may be taken in a given Action Turn.

Flexbots with a Speed attribute higher than 1 don't adjust shape more quickly, but they may use Speed to perform other actions while adjusting. Additional actions must be physically possible to perform while the adjustment is taking place. If the shape adjustment is to a limb, no other actions (e.g., running, shooting) may be taken with that limb during adjustment.

SHAPE-CHANGING SPEED

ADJUSTMENT	TIMEFRAME	ACTION REQUIRED (PER TURN)
Superficial Alteration (e.g., minor, non-structural alteration to surface texture)	1 Action Turn	Quick Action
Extend in one dimension by 33% of volume	2 Action Turns	Quick Action
Extend in one dimension by 50% of volume	5 Action Turns	Quick Action
Extend in one dimension by 100% of volume	1 Minute	Complex Action
Extrude Limb	1 Minute	Complex Action
Disguise	5 Action Turns to 10 Minutes	Complex Action
Mobility System, minor alteration (e.g., Walker to Roller, Walker to Snake)	1 Minute	Complex Action
Mobility System, major alteration (e.g., Snake to Rotorcraft)	10 Minutes	Complex Action

Common durations for shape-adjusting tasks are listed in the Shape-Changing Speed table.

ATTENUATION OF FINE CONTROL

Extremely large flexbots may be created, but the amount of fine control an individual ego has over the constituent modules diminishes the larger it gets. In particular, large flexbots lose the ability to rapidly reconfigure themselves with the shape adjusting enhancement.

STRUCTURAL INTEGRITY

Shape adjusting can't duplicate any of the effects of swarm composition. A module can change shape radically, but it can't split itself into more than one piece and remain operable.

SHAPE-ADJUSTING TRICKS

The following list explores a few of the possibilities that flexbots can pursue by reshaping their configurations.

Disguise: The flexbot may alter its distinguishing features to avoid being recognized or even mimic the appearance of another bot type. The bot mimicked must have a similar form factor to the flexbot. Appearing as a servitor or automech bot is possible, but disguising oneself as a saucer bot or dwarf wouldn't. If it's being closely inspected, the flexbot must make a Disguise Test at +30 that is opposed by Perception. Success indicates a convincing disguise, though factors like gait might still give the character away if they fail an Impersonation Test. The time required to disguise oneself varies widely depending upon the bot being mimicked. The minimum time is 5 Action Turns, but it may be considerably longer at the gamemaster's discretion.

Drag: The flexbot may slow its air or water speed. This is similar to streamlining, but the flexbot's running movement rate is decreased by 50%. Dragging requires extending by 50% along a dimension perpendicular to the direction of travel.

Extend Limb: A flexbot can extend its limbs long enough to counter the reach advantage of an opponent one size larger without penalty. Similarly,

a flexbot can extend far enough to gain a reach advantage against a same-sized opponent without penalty. Added limb length from the telescoping limbs modification is cumulative with an extension from shape adjusting. For each increment of length beyond 33% of volume that a limb is extended, add a -10 penalty to SOM-based tests using that limb, to a maximum of -30. These penalties are halved for flexbots with the telescoping limbs modification and ignored entirely by bots with pneumatic limbs.

Extrude Limb: Flexbots may extrude an arbitrary number of limbs, each ending in fractal digits (p. 311, *EP*), perhaps even to the point of becoming a ball of limbs ending in bush robot fingers. Extruding more than 10 limbs, however, limits the bot to a single mobility system of the walker, snake, or roller type.

Extrude Fins: The flexbot can extrude swim fins, increasing its swimming speed by 25%. This has no effect on bots moving under power; it only works if the bot is kicking with its limbs to swim. Note that flexbots aren't buoyant in most fluid mediums, requiring some type of flotation device to avoid sinking continuously. This trick takes one Quick Action to initiate and one Action Turn to complete.

Glider: In low gravity or very dense atmospheres (such as Titan's), the flexbot may flatten itself into a wing-like shape, giving it a gliding movement rate of 4/32. The flexbot can only descend, though it may make a Flight Test every Action Turn to maintain altitude. Failure means that it descends by the same amount of distance it traveled horizontally. Flexbots that succeed on their Flight Test may descend voluntarily at a rate up to their glide speed. This trick doesn't work on Mars, but it does work inside Lunar habitats and on Venus (at least until the flexbot hits the lower extent of the cloud deck and starts melting). This can be done without sacrificing the use of limbs. The flexbot must flatten, extending itself by 75% along one dimension and by 33% along another dimension.

Limb Articulation: Flexbot limbs may be constructed with a wide degree of articulation, enabling greater freedom of movement. This means that articulated legs paired with prehensile feet can perform fine manipulation tasks such as aiming a weapon.

Prehensile Feet and Tails: Flexbots can construct limbs with prehensile appendages, with the same effect as bioware prehensile feet and tails (p. 305, *EP*). Additionally, prehensile feet may be constructed so that the digits fold when not in use so as not to slow running movement.

Quadruped/Hexapod: A flexbot using the walker mobility system may extrude additional limbs to increase its movement rate to 8/32. At the gamemaster's discretion, these extra limbs may also enable the flexbot to better overcome obstacles; apply a +10 modifier to Freerunning Tests.

SHAPE ADJUSTING TIMES FOR LARGE FLEXBOTS

NUMBER OF MODULES	TIMEFRAME MULTIPLIER FOR SHAPE-ADJUSTING TASKS
4 or more	x 2
7 or more	x 3
11 or more	x 4
21 or more	x 5
51 or more	x 10
101 or more	x 20

FRACTAL DIGITS AND NANOSCOPIC VISION

Some non-obvious uses of fractal digits and nanoscopic vision are possible for flexbots, as well as for any morph with both of these modifications.

Nanoscale Forensics and Surgery: The fine manipulation capabilities of flexbots allow them to hold and manipulate nanoscale tools and to zoom their vision on individual cells. The health-care applications of this are limited—being able to pick away individual cancer cells is a neat trick, but better handled by a healing vat considering that an incision must still be made to get at the affected cells. For forensics, however, either in the field or at the autopsy table, it's invaluable, allowing an investigator to spot and extract the tiniest pieces of physical evidence.

Nitpicking: Flexbots can not only see nanoswarms, they can grab them. Note that grabbing some types of robots with one's fingers isn't a very good idea.

Sweeping: Flexbots can spot and pick up nanoscale taggants, robots, and other materials. This is particularly useful if a person or object needs to be swept of unfriendly nanobots. A person or an object can be swept clean in 5–10 minutes. This technique is generally too time consuming to be used on locations; sweeping even a small room would take many hours.

Taking People Apart: The flip side of nanoscale surgery, fractal branching digits can inflict horrific damage on exposed flesh. This ability is useless in combat against a moving, dodging target. A helpless or completely immobilized target, though, can be slowly picked apart, inflicting agonizing pain and 1d10 DV damage per 5 minutes. This process is less effective against victims with bioweave armor, inflicting only half damage up to a maximum of half the morph's DUR. ■

Streamline: The flexbot may optimize its shape to increase top speed in atmosphere or while submerged. Running movement rate is increased by 25%, but the flexbot's limbs merge into its hull and cannot be used. This trick can only be used by flyers, wheeled bots, or powered submersibles. Streamlining requires extending by 50% along the dimension that will point in the direction of travel.

Turtle Access Jacks: Shape adjusting can be used to conceal a flexbot's vulnerable access jacks beneath a layer of hull material.

MODULAR DESIGN TRICKS

The flexbot's modular design allows several modes of operation that are impossible with other morphs. None of these tricks may be attempted by a flexbot suffering the effects of a failed Integration Test.

BOOMSCATTER

Flexbots can react instantly to concussive explosions, halving damage taken by allowing their components to scatter with the force of a blast. This trick breaks apart individual modules as well as the flexbot. Scattered components must crawl together and reform into their constituent modules, which takes 2d10 Action Turns (gamemaster discretion, based on the force of the blast). During this time, the modules cannot take any other physical actions, including dodging attacks. The operating ego is limited to mental actions and does not gain any aptitude bonuses or benefits from other enhancements. Scattered components are especially vulnerable to attack; they receive no armor benefits, but count as very small or small targets until reformed. Once modules are reformed, they must reconnect to form the flexbot again. This trick only works against concussive and high-explosive blasts, it is not effective against frag, plasmaburst, or thermobaric explosions.

SERPENT MODE

The flexbot links all of its modules together end to end, gaining the snake mobility system and allowing it to fit through any space large enough to accommodate its torso.

FLEXBOT UPGRADES

Unless otherwise noted, the following augmentations are available only to flexbots or other morphs with the modular design and shape adjusting enhancements.

ADVANCED INTERNAL ARTICULATION

The design and arrangement of the flexbot's rigid superstructure is bleeding edge. The timeframe for shape changing is reduced by half. It also suffers no SOM penalties for hyper-extending its limbs. This modification must be added when the morph is first acquired. [High]

ARTICULATED GEAR MOUNT

Similar to an articulated weapon mount, this mount allows a piece of modularized gear to be manipulated independent of the flexbot's limbs. [Low]

BODY MASS CONVERTER

The flexbot is able to convert small bits of its own body mass into ammunition or fabricator feedstock if needed. The bot may convert 1 DUR into 10 rounds of kinetic or spray weapon ammunition or 1 kilogram of inorganic feedstock. [High]

CREATION: PACKAGES

CTER CREATION: LIFE PATH

CHARACTER OPTIONS

PLAYING CHARACTERS

MORPHS

MASS TRANSFER

The flexbot may transfer up to half of its Durability to another bot that also has the mass transfer enhancement. The donated mass may not cause the recipient bot to exceed its normal maximum Durability. Transferring mass doesn't transfer armor or any augmentations to the recipient bot. Transferring mass may change the target size of the donor bot (see *Flexbot Size*, p. 204). Damaged mass may also simply be dumped, enabling the module to discard damage and also wounds, at the cost of lower Durability. [Moderate]

MODULARIZED GEAR

Allows any small-sized or smaller item of equipment to be directly integrated into the flexbot's body. Modularized gear can't be dropped, pickpocketed, or disarmed. A flexbot with the shape adjusting enhancement may retract modular gear into its body, making it extremely difficult to detect. Tests to find retracted modular gear using penetrative scans such as t-rays are at a -30. Such gear is impossible to detect via visual inspection alone. No more than three pieces of modular gear may be installed on a given appendage. Devices requiring fine manipulation or aim, such as laser links and covert operation tools, must be installed on a limb with a full range of manipulative motion to be useful. [One Cost Category Higher Than Gear Cost]

RECONFIGURABLE PROPRIOCEPTION

Flexbots with the reconfigurable proprioception enhancement can instantaneously reconfigure the location and degrees of freedom in their joints, allowing amazing feats of balance and movement. The flexbot receives a +20 modifier on all Escape Artist Tests, a +10 on Freerunning Tests, and a +10 on Fray Tests against melee attacks and thrown weapons. Flexbots with this mod can even use their multi-jointed limb structure to get around opponents' guards in melee, like a flail. The bot gains a +10 on melee attacks and can ignore some physical obstacles (e.g., taking a swing at an opponent who's ducked around a corner). This bonus applies only against opponents who are defending themselves. [Expensive]

SQUISHBOT

The flexbot is of soft, flexible construction, consisting of reconfigurable parts in a liquid matrix with a soft outer skin. The flexbot must have the shape adjusting augmentation to take this augmentation. All shape-adjusting tasks take half the usual time. The flexbot may squeeze itself through holes as small as 10 centimeters in diameter, though doing so may require as long as a minute for the bot to extend itself into a long, narrow shape. Squishbots do not benefit from inherent synthmorph armor or from robotic armor, but they may have bioweave armor. [Expensive]

SWARMANIDS

Swarmanoids are "morphs" that are composed of thousands of robotic microdrones, as detailed on pp. 144 and 311, *EP*. This section expands on their capabilities and weaknesses.

SWARMANOID CHARACTERISTICS

The standard makeup of a swarmanoid morph is roughly 5,000 microbots. The microbots within the swarm are in constant communication via encrypted radio transmissions, though bots may also be equipped to use ultrasound, microwave, laser links, or other technologies. The swarm itself can take on any number of shapes, from condensing itself down to fit inside a medium-sized box to dispersing out to a 10 x 10 x 10 meter cloud. Dispersing or attenuating the swarm's form any further threatens to impede microbot communication and slow down the neural net. A swarm that is overly condensed or dispersed may suffer -1 to Initiative and -10 to all actions at a minimum, and at maximum may not be capable of running its ego.

SWARMANOID NEURAL NET

Swarm consciousness is a constant stream of competing sensory information that tests the limits of ego cohesion. Mental processing is distributed across a neural net split among thousands of microbots. Built-in redundancy permits error-checking and increased speed. The morph's software, in cooperation with the user's muse, collates this data and the ego's conscious thoughts into a single cohesive experience. A user who can't manage their software will be distracted and confused, sometimes making strange mental leaps.

The neural net of a standard-size swarmanoid has the capability to actively run three egos. In effect, treat this neural net as a decentralized cyberbrain, mesh inserts, and ghost rider module. The primary ego controls the morph, whereas additional egos after the first are limited to mental actions only. Swarmanoids are wireless-enabled and can be hacked as cyberbrains with the standard -30 penalty.

SWARM CORTICAL STACKS

Due to security concerns, the cortical stack is distributed among multiple master microbots and encrypted. The key may also be distributed among those microbots or may be shared with a trusted authority who is responsible for ego reassembly. For most users, the stack is broken into three components, with each piece stored redundantly among twelve microbots. Master microbots supporting pieces of the cortical stack are distinctive and normally marked via color-coded LED displays, morphological markers, or radio transponders for quick recovery. Master microbots supporting the stack are kept towards the center of the swarm to protect against loss or damage. If ego theft is a concern, master microbots can mask their markings

and mute their transponders with a simple command from the operator; some swarms are programmed to do this automatically if the loss of a master microbot is detected. Operators can also reduce the number of master microbots used in their swarms if they choose, though there is a fine balance between the risks of ego theft and ego death.

With minor modifications, a single microbot is sufficient to support the entire cortical stack, however it will be larger compared with other microbots in the swarm. Multiple single or distributed cortical stacks may be purchased at the normal cost of Moderate.

SPLITTING A SWARM

A standard swarm can split into several smaller swarms, each operated by a single ego. To split swarms, subtract 15 DUR from the mother swarm. This creates a single new child swarm with a DUR of 15. Additional points of DUR may be traded from one swarm to another without penalty, as long as they are in proximity. The child inherits any wounds or other conditions affecting the mother swarm at the time of the split (in other words, both swarms are affected). Any implants normally limited to one or a few microbots (such as cortical stacks) must be purchased multiple times for them to be available to both swarms. Control of microswarms may be transferred to other egos sleeved in the morph or may be handed over for other operators to control via the mesh.

MEGASWARMS

Adding to the number of microbots in a swarm permits additional system redundancy, increasing the swarm's Durability. While more microbots increases the overall cognitive abilities of the swarm, more processing power is lost to coordinating the swarm's movements and lag in communications across the swarm. Every additional 2,500 microbots, or half of a standard swarmanoid, increases the swarmanoid's Durability by 15, and permits one additional ego. Every time the number of microbots doubles the standard size, there is an additional +10 bonus to all tests to hit the swarm due to its size (so at 10,000 microbots, attacks get a +10 bonus, at 15,000 microbots attacks get a +20, etc.).

SENSORS

The veteran swarmanoid has a full network of sensory data at their manipulators that can be experienced as tactical maps, 360-degree vision, distributed camera systems, or any number of applications. A discreetly pocketed microbot can provide a spying sensory suite, and a spread swarm can be used to establish an impromptu mesh network. A swarmanoid can provide sensory data, or even control over a microbot, to another ego, allowing it to work as a remote camera or forward spotter.

SWARMANOID DAMAGE

Like nanoswarms, swarmanoids suffer only minute damage (1 DV) from most attacks, though they remain vulnerable to area-effect attacks, plasma weapons, and fire (p. 329, *EP*). Swarmanoids do not suffer wounds, except from EMP attacks (see *Threats to Swarms*, p. 214); they are, however, immune to knockdown, unconsciousness, and crash wound effects. Swarmanoids can be "healed" by adding new microbots to the swarm. Wound penalties may be repaired normally or by replacing the microbots in the swarm.

As microbots are damaged, the swarm's neural net capabilities decrease, and it can't maintain as many egos. A standard swarm that has received over 10 points of damage (20 points from reaching its Durability) can only run 2 egos. At 20 points of damage, only 1 ego can be run (usually this means the muse goes offline). When damage reaches Durability, the neural net fails, the primary ego is reduced to gamma-fork functionality, and the swarm is reduced to fewer than 100 microbots (use the microbot rules, below). These microbots may be jammed, but cannot support an ego. They may also be pre-programmed for evasive actions when swarm population drops below certain thresholds. Wound and other combat penalties will continue to apply, even to individual microbots removed from the swarm.

MICROBOTS

The default, unaugmented microbot is approximately 1 to 4 centimeters long and weighs 1 gram. A single microbot has the functional intelligence of a mouse. However, this functionality is normally rolled into the distributed computing network. While operating individually, a microbot can detect and react to obvious threats, negotiate obstacles, and navigate over long distances. Its behavior may be pre-programmed, and it can send and receive updates or be remotely operated via the mesh (if enabled). Using this, a swarm may program its microbots and split up across multiple paths to reach a destination discreetly.

Microbots within a swarm's core cloud (10 x 10 x 10 meters) are controlled as an extension of the morph's "body." Outside this area, they must be either jammed or operated by an AI. An ego sleeved in a swarmanoid can directly control a single microbot out to the communications range for that microbot; normally 50 meters using radio in an urban setting (p. 299, *EP*), or longer through mesh connections. Individual microbots are very small or micro-sized, conferring a -30 penalty to attempts to attack or detect them. Control of individual microbots (or even microswarms) may be transferred to others.

A single microbot can take physical actions, albeit, only on a very small scale. A microbot can carry up to 5 grams while flying in a 1-g environment or slowly drag up to 100 grams while crawling or flying in microgravity. Several microbots can work together to carry larger weights, but rarely above 1 kilogram.

Stock microbots cannot fly in a vacuum, but they may be modified with either a gas-jet or internal rocket system (next page). Because of the limited fuel capacity of microbots, swarmanoids using these systems must be supported by a refueling pack. Microbots dock and refuel at the pack before resuming operations. Fueling packs are also available to recharge or power microbots in circumstances where they are not capable of generating their own electricity. Microbot batteries last up to a few hours, and they can recharge their batteries wirelessly.

INDIVIDUAL MICROBOT

Enhancements: Access Jacks, Basic Mesh Inserts

Mobility System: Walker (2/8), Hopper (4/20), Rotor (4/32)

Durability: 5

Wound Threshold: 1

Notes: Microbots are considered a very small target (-30 modifier to attacks made against them)

SWARMANOID ENHANCEMENTS

Microbots may be manufactured with certain robotic enhancements to support swarm functionality. Because of their size, microbots cannot carry some enhancements. Tools, weapons, and implants must be sized appropriately and must be sufficiently energy-efficient for microbots to use them effectively. Many enhancements, however, can be broken into smaller components and divided up among multiple microbots.

The following robotic enhancements are allowed for swarmanoid morphs: bioware and cyberware enhanced senses, bioware mental augmentations, dead switch, emergency farcaster, fractal digits, grip pads, magnetic system, mental speed, nanophages, neural enhancers (p. 189, *Rimward*), oracles, skillware, skinlink, and the various sensor options (p. 311, *EP*).

The following modifications are only available to swarm-based synthmorphs.

GAS-JET SYSTEM

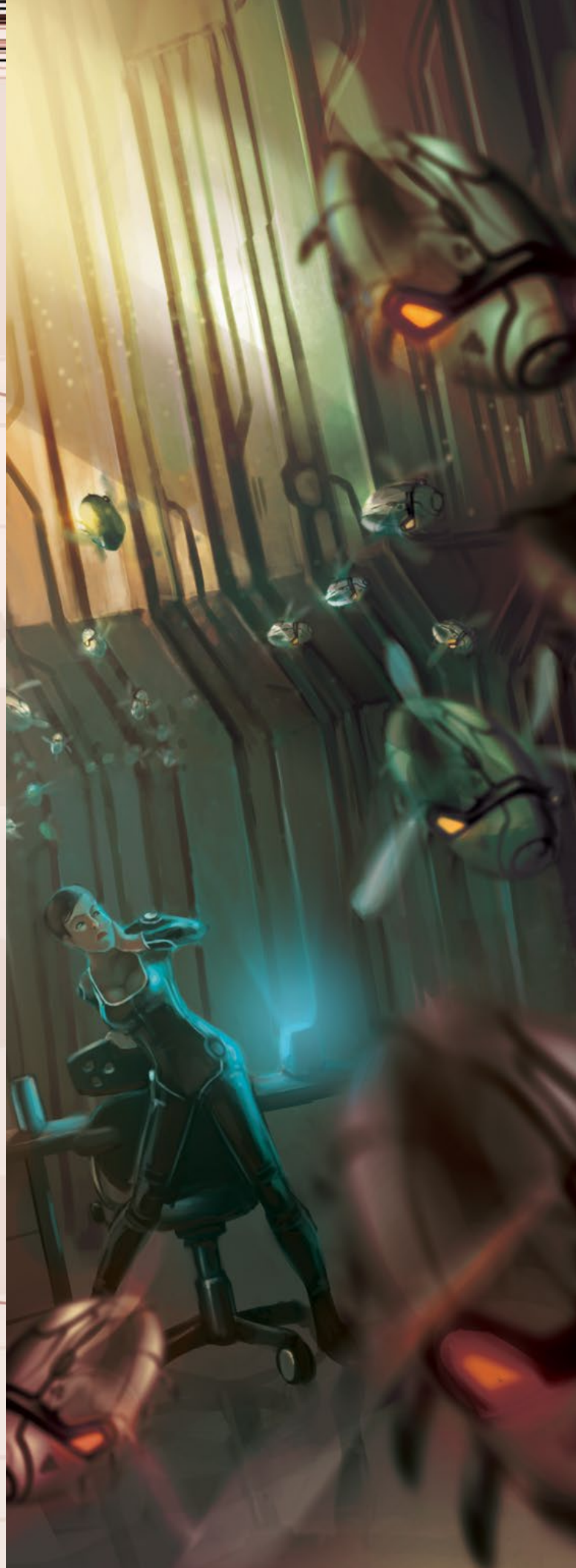
The microbots are modified to support a high-pressure gas-jet propulsion system, intended for use in microgravity or with another propulsion system such as rotors. It provides a Movement Rate of 4/32 and a continuous flight time of ten minutes before refueling. [Moderate]

INJECTORS

These microbots carry tiny needles and a small chemical or toxin payload. The swarmanoid can attack targets, cumulatively causing only 1 DV but injecting the target with a single dose (see *Swarmanoid Attacks*, next column). A standard-size swarm can carry 5 doses at a time. [One Cost Category Higher Than Drug/Toxin Cost]

INTERNAL-ROCKET SYSTEM

The microbots are modified with a high-pressure combustible fuel system, permitting short, high-intensity bursts of acceleration. It is intended for use in microgravity or with another propulsion system. It provides a Movement Rate of 4/40 and continuous flight time of 20 minutes before refueling. [Expensive]



JAWS

Microbots can be outfitted with diamond “snippers” or jaws. While ideal for cutting wires, they may also be used to attack. A swarmanoid equipped with jaws can swarm a target, causing 1d10 + 1 DV with each successful attack (see *Swarmanoid Attacks*, next column). A single microbot is ineffective against small or larger targets, unless it has lots of time. [Moderate]

LASER LINK

The microbots in this swarm communicate by laser pulses. Their effective communication range remains 50 meters within standard atmospheres, 200 meters in vacuum. This makes the swarm immune to radio-frequency jamming, but they suffer the same effects from a dazzler (p. 316, *EP*). Swarms using laser links are highly visible (+30 to spot) with enhanced vision. [Moderate]

MICRO-TOOLS

Microbots can be outfitted with specialized tools supporting a particular skill (p. 326, *EP*). These give a +20 bonus to skills involving modifying devices with mechanical parts, opening locks, disarming alarm systems, or performing first aid. However, they do not permit microbots or swarmanoids to perform any actions or carry objects they could not previously. In some cases, a character may have the tools to finish the job, but lack the physical strength to see it through.

MICROWAVE LINK

The microbots in this swarm communicate by microwave signals. Their effective communication range remains 50 meters within standard atmospheres, 200 meters in vacuum. This makes the swarm immune to radio-frequency jamming, but they can be jammed in a similar manner with a microwave link or radar device. Swarms using microwave links are more detectable (+30 to spot) to anything equipped with radar. [Moderate]

RECHARGE PACK

This is a backpack-sized refueling station for swarmanoids, swarms, and microbots. A recharge pack is stocked with a nuclear battery, wireless transmission unit, and either fuel for internal rocket systems or compressed gas. It includes docking girders for microbots to latch on to while refueling. [Low]

ULTRASOUND LINK

The microbots in this swarm communicate on ultrasound wavelengths. Their effective communication range remains 50 meters, but does not function in vacuum. This makes the swarm immune to radio-frequency jamming, but they can be jammed in a similar manner with any device capable of emitting ultrasonic frequencies. The noise from ultrasound-linked swarms is audible (+30 to hear) to anything equipped with enhanced hearing. [Moderate]

SWARMANOID ATTACKS

Swarmanoids equipped with jaws, injectors, or similar enhancements may attack targets. Attacks are made using the Exotic Melee Weapon: Swarmanoid skill. Because dodging and blocking swarms is so difficult, reduce the defender’s skill used in the melee Opposed Test by half.

Swarmanoids can employ a special maneuver to get inside a target’s armor. This requires a successful Opposed Test between the character’s Exotic Melee Weapon: Swarmanoid skill and the target’s Fray skill (at half value). If successful, any further melee attacks by the swarmanoid automatically ignore the target’s armor. This maneuver is ineffective against envirosealed body armor, smart skin, spray armor, vacsuits, and built-in synthmorph armor or enhancements.

Swarmanoids may also choose to harry a target by clustering over eyes and sensors, invading clothing and orifices with microbots, and buzzing around them like a hostile tornado. Treat this as a melee attack using Exotic Melee Weapon: Swarmanoid skill, resisted with half the defender’s skill. If successful, the target suffers a –10 modifier to all actions; increase this to –30 if the attack scores an Excellent Success (MoS 30+).

Engaging a target in melee almost always means a number of microbots are sacrificed to the target’s defensive movements. Swarmanoids suffer 1 DV per Action Turn they engage a target in melee.

Some armor mods are effective against swarmanoid attacks. Immunogenic system and reactive coating mods both inflict 1d10 ÷ 2 DV per Action Turn to swarmanoids that contact them.

THREATS TO SWARMS

Swarms face a number of unique threats. While they can be circumvented with some preventative measures, smart characters plan ahead to avoid them. Nothing is worse than a swarm blown away because their escape plan included a high-speed drive in an open buggy.

ADHESIVES

Swarmanoids are extremely sensitive to adhesives. Adhesives such as freezers and glue strips will physically disable affected microbots. Treat a successful freezer attack as if 2d10 points of damage were done to the swarm; this is not actual damage, but if the total points equal the swarmanoid’s DUR, it is effectively disabled. Disabled microbots still count towards the threshold for supporting egos, as long as they are within communications range of the rest of the swarm. A microbot or swarmanoid that is stuck will suffer a –30 modifier to all attempts to free itself in addition to any other penalties, due to its inability to effectively use leverage. If the majority of the swarm is still free and able to assist in the extraction, or if using other tools, this penalty is negated. Once freed, affected microbot movement rate is halved, and they suffer a –20 to all actions until cleaned or replaced.

CHEMICALS, CORROSIVES, AND NANOSWARMS

Swarmanoids have a very high surface area, making them vulnerable to contact- or aerosol-based threats. Damage to a microbot or swarm from corrosives, toxins, or nanoswarms delivered by contact or by aerosol is 50% more effective.

EMP

EMP grenades are especially effective against swarmanoids, inflicting $2d10 + 5$ DV. This damage inflicts wounds and appropriate wound modifiers. EMP also reduces the maximum range of a microbot's radio communications by 10 meters per wound (which may affect a swarm's core cloud size). These range modifiers do not affect swarms using laser, microwave, or ultrasound communications protocols.

HACKING

Intra-swarmanoid communications are encrypted using a polymorphic algorithm, making decryption difficult. The secret-key algorithm is unique to the morph/ego pairing and stored in the protected memory of each microbot. Unless the morph has been custom-built to reveal the key or the resleeving is conducted improperly (normally due to time limitations) and the clinic monitors the key algorithm creation, the key cannot be deciphered without a quantum computer and days of traffic monitoring. Once the key is known, however, an attacker could attempt cyberbrain hacking (p. 261, *EP*), either wirelessly or by directly capturing and accessing a single microbot within communications range of the swarm. Wireless hackers or their mesh node must be within the operational range of the swarm (normally 10 meters). The swarm may intentionally reduce its maximum operating range, which forces hackers to be closer to the swarm while attacking.

JAMMING

A swarmanoid's cognitive functions rely on wireless inter-microbot communications. These may be jammed (p. 262, *EP*), either intentionally or due to radiation or interference. Microbots will automatically change over to a new communications protocol if available or flee the affected area if not. Successfully jamming a swarmanoid shuts down the ego, effectively putting it into a coma. If both the swarmanoid and the jammer are successful, the ego continues operating, but in a greatly reduced capacity. Reduce the character's Speed and Initiative by 2 (minimum of 1) and all actions suffer a -20 penalty. The character's mind is hazy and sluggish, making concentration difficult.

TEMPERATURE

Because of their small size and high surface area, microbots are extremely susceptible to temperature. Suspended in an environment above 80 C or below -100 C, microbots quickly expire. Microbots can manage their own heat radiation in a vacuum, but are still vulnerable to outside sources of heat.

WIND

Wind speed is subtracted directly from the movement rate of a flying swarmanoid. If this brings the swarmanoid's speed below zero, microbots are sucked along with the wind, causing damage to the swarm until they can return. Every 20 meters the wind moves above the maximum speed of the morph causes $1d10$ DV per Action Turn. Microbots physically attached to a surface may ignore the first 100 meters per action turn above the maximum speed of the morph. Damage caused by wind speed may be reduced or eliminated by regrouping the lost microbots, when possible. Swarmanoids may avoid damage by traveling with the wind when it is moving in only one direction. Swarmanoids do not deal well with hull breaches. Even prolonged movement of the morph at its maximum speed is sufficient to begin losing microbots, albeit at a much slower rate.

EXOTIC MORPHOLOGIES

Many morphs mark the edge of technological capabilities and redefine what it means to be transhuman. Exotic morphs enable people to live in environments that were previously deadly, see through the sensory organs of alien creatures, and experience what it means to be a spacecraft or space habitat.

AQUATIC LIFE

The term "aquatic morphs" includes all morphs built for living in solely liquid or high-density gas environments. They typically leverage the density of the medium in supporting the morph's bulk and enhancing its performance. When not buoyed by their medium or in a microgravity environment, the bulk of their morph becomes a serious hindrance, even life-threatening. Medium-sized aquatic biomorphs suffer a -5 penalty to their SOM, large-sized morphs suffer -10 , and very large-sized morphs suffer -15 . Additionally, morphs built for swimming in a dense medium will have difficulty moving when removed from it. They suffer a -10 penalty to COO and may be incapable of locomotion if they do not have an alternative mobility system. Finally, aquatic morphs normally rely on the local medium for moderating temperature and may be more vulnerable to temperature and atmospheric threats. Devices such as the neo-cetacean walker exoskeleton (p. 158, *Panopticon*) negate these penalties. Amphibious morphs such as the aquanaut, selkie, and cetus do not suffer from these penalties.

Aquatic morphs are designed for sudden changes in pressure and are immune to all but the most extreme transitions. Most biomorphs and synthmorphs are built to permit safe transition of air or water pressure over a matter of minutes. Synthmorphs usually require infusions of hydraulic fluids to continue functioning in higher pressure environments (additional fluids are trivial in cost and can be self-applied; not adding them results in a -10 penalty while in effect)

and need to bleed this fluid off when transitioning to a lower pressure environment. A change in pressure over a course of seconds may be enough to destroy a morph. For every one atmosphere of pressure change per second, all exposed morphs suffer 1d10 DV. Equipment may also be vulnerable, especially sealed equipment. Due to the robust nature of aquatic morphs, they ignore 10 points of damage caused by sudden pressure changes.

EXOTIC LIFE

It was not long after the first complex alien life form was brought back to Sol that some transhuman tried plugging their brain into it. Unfortunately, xenomorphs are not plug-and-play. Thus far, no alien life form shares a sufficiently similar or mapped neural structure to permit direct ego mapping. Instead, the grey (or pink or green) matter is partially removed, and what remains is integrated with a conventional cyberbrain, like a pod. Because the cyberbrain interfaces with the native lower brain of its biomorph, it is vulnerable to the impulses and hormonal urges of the morph. While egos sleeved in a scurrier have the rather innocuous side-effects of estrus and a desire to hide food, the complex inter-cellular signaling and networked ganglia of the whiplash morph can be overwhelming. Even some terrestrial-based morphs, such as molluscs, arthropods, morphs designed with posterior brains (such as some neo-cetacea), or specialized morphs including mentons, can have this effect on an ego.

This oftentimes leaves egos new to the morph questioning who is really in control. People experienced with resleeving know the solution is compromise. Just as a neo-chimp does not need to consciously guide their heartbeat, an octomorph rarely has to directly control their arms. That ability to integrate the conscious desires of the ego with the unconscious mind native to the morph is what marks the professional resleever.

To overcompensate in either direction is dangerous. Everyone is familiar with the neophyte octomorph, slapping himself in the face and incapable of locomotion any more graceful than a slug-like crawl. There are reports of egos causing cardiac arrest in their attempts to micro-manage their own morph. On the other hand, the morph needs the ego to retain control. To release control of one's reproductive or feeding drives is a serious faux pas in most habitats. Worse, a morph may inflict a form of atavism on the ego. As painful as it is for an uplift to regress to a previous state, it is far more so for a transhuman to regress to a previous state that isn't even of their own genestock.

Even once fully integrated, some morphs continue to show personality. Limbs may act independently when not actively watched. Morphs release pheromones or prepare sexual displays. Repressed skills or behaviors express themselves. Muses can normally download software specific to the morph, to provide the ego additional insight and guidance into their new body.

Beyond the ego/morph dichotomy, exotic morphs run additional risks. Each biomorph has unique living requirements. Those of human genestock are well-known by most of transhumanity, but how many transhumans realize neo-pigs can't eat raw oranges? How many know the food requirements for octomorphs or are aware that scurriers are extremely sensitive to ozone, a common gas? Again, a muse with the updated morph software can help guide egos, but the nature of habitat living sometimes makes these hazards unavoidable.

EXOTIC MORPHS

A number of morphs count as exotic for the purposes of Integration and Alienation Test modifiers (-30; p. 272, *EP*):

- All uplift morphs other than neo-hominids and neanderthals.
- All non-humanoid pods: chickcharnies, novacrabs, scurriers, whiplashes, etc.
- Unusual biomorphs such as ariels, cloud skates, huldurs, ripwings, salamanders, and suryas.
- Synthmorphs, bots, and vehicles with unusual morphologies: fenrirs, flexbots, nautiloids, skulkers, smart swarms, swarmanoids, and takkos.
- Habitats.

HABITATS AS MORPHS

Sleeving into a habitat cyberbrain is an experience unlike many others. This possibility is discussed in detail starting on p. 172, *Panopticon*.

POD PEOPLE

Prior to the Fall, pods were designed as human-looking biological robots for customer-facing jobs. Early pods were operated by limited AIs in primitive cyberbrains and were designed to bridge the uncanny valley without making their masters feel the guilt associated with owning an actual human being. Though it was possible for transhumans to sleeve into pods, the practice was practically unheard of. The Fall completely changed the morph market, and suddenly every braincase with a body was repurposed to meet the demand, pods included. Neither the law nor social perceptions have caught up, and many people still consider pods to be staff, AIs, or moochers. In a few jurisdictions, the protections and rights normally extended to one's body do not apply when wearing a pod.

Current pods are manufactured with transhuman ego operators in mind rather than AIs. An unfortunate few limit cognitive or emotional functions or require expensive maintenance packages (almost all pods require at least minor regular maintenance). A few models created before the Fall have a built-in lifespan (apply the Whole Body Apoptosis trait, p. 188, *Rimward*; many are due to expire soon), but this practice has been discontinued. Excepting a few knock-off brands, pods frequently have their creator's logo embedded visibly on the body and coded in the

OPTIONAL RULE: ANTI-VEHICLE WEAPONS

The combat system in *Eclipse Phase* is optimized for medium-sized characters in standard humanoid morphs. Larger vehicles have a notably high Durability, reflecting their ability to take an amount of damage that would devastate a standard morph. This factor can be exploited by characters sleeved in vehicle morphs.

To counter this, the gamemaster can designate certain weapons as anti-vehicle weapons. These

area-effect weapons are particularly troublesome to any morph, bot, or vehicle with the Large Size (p. 94) or Very Large Size trait (p. 95). Under this optional rule, these anti-vehicle weapons inflict twice their DV against large and very large targets.

For this rule, the following weapons are considered anti-vehicle: plasma rifles and HE, HEAP, and plasmaburst grenades and seekers. ■

genetic sequence. Pods in the same model line also tend to look identical, barring some minor cosmetic variations. The first thing most egos do when sleeved in a pod is “own” it by having the morph biosculpted or otherwise custom modified. Some logos stubbornly resist removal, and sometimes there may be legal ramifications for doing so, but changing other cosmetic features is normally within the morph’s license agreement.

Transhumans sleeved in pods are frequently confused with AI-operated pods by the general population. Pods are considered gauche and barred service at discriminating outlets. Where service is a luxury and morphs are a choice, many people don’t see any issue with this. Thus far, pods tend not to have been embraced by the clanking masses movement, which makes social change for them seem unlikely.

ROBOTS AND VEHICLES AS MORPHS

Modern robots and vehicles are designed to be operated by an AI. Though they have sufficient sensory input and processing power to host an ego, the ego cannot sleeve into and control the body unless the shell is equipped with a cyberbrain (p. 300, *EP*). Very small bots such as specks are not large enough to equip with a cyberbrain. These cyberbrains come equipped with mnemonic augmentation. Bots and vehicles are considered to have access jacks, mesh inserts, and puppet socks by default. Aside from wholly-mechanical controls such as emergency exits, sleeved egos can lock out local physical or remote operators.

Almost all bots and vehicles include a basic suite of sensory inputs to support safe operation, including 360-degree vision, laser range-finders, ultrasound or radar, microphones, collision- and damage-detection, GPS, radio communications, and navigational aids. These sensory inputs are designed for interpreting environmental and traffic conditions, however, and are frequently inappropriate (–10 to –30 modifiers) or unavailable for transhuman use. Even with cyberbrains, vehicles and bots are not designed as transhuman sleeves, and so the experience can be dull, chaffing, and bothersome.

Most bots and vehicles do not support higher-level cognitive functions. Their aptitude maximums are 20. Bots and vehicles that provide aptitude modifiers

have an increased aptitude maximum of 20 + modifier for that aptitude only. Smaller vehicles and bots frequently have lower aptitude maximums, while some security and high-performance vehicles have maximums of 30 (gamemaster discretion). A few vehicles, custom-built for that purpose, can sustain an aptitude of 40, but these are rare.

Unless otherwise noted, all bots and vehicles are considered to have a Speed of 1.

While sleeved in a bot/vehicle morph, characters use Climbing, Flight, Free Fall, Freerunning, and Swimming skill (not Pilot skills) for tests related to movement, as appropriate to the bot/vehicle’s mobility system. Egos do not require skill tests to move normally, only for difficult or exceptional circumstances.

STIGMATIZED MORPHS

Many morphs come with social baggage. Uplift morphs are stigmatized by those prejudiced against non-human persons, pods are associated with subservient AIs and even TITANs, and the clanking masses suffer from class discrimination and biochauvinism. These morphs are universally cheaper and more available, however, as many transhumans avoid them or even refuse outright to sleeve them. Characters that do can expect to be snubbed, shunned, treated as invisible. They may even be met with hostility, depending on the social environment. This can extend beyond the simple modifier to social skill tests that comes with the Social Stigma trait; simply by wearing the sleeve, the character inserts themselves into a social class that is more at risk and that enjoys fewer privileges. This experience can be mind-opening to previously prejudiced people, as they are forced to walk a mile in someone’s morph, or it may have the opposite effect and reinforce their opinions.

Each of these oppressed communities has their own cultural identity, which a character may or may not slip easily into. These communities often have their own particular slang, style of dress, and behavioral patterns. New members of this downtrodden social club tend to stick out to those that are an integral part of the caste. Characters that fail to show any class awareness may be ostracized as a result, viewed as tourists or dilettantes who are roughing it. In some circumstances, the less privileged stick together and

support each other; in others, they savagely compete and oppress each other, fighting over the scraps dropped from their masters' tables.

In a few rare scenarios, notably when dealing with radicals who take their stigmatized identity very personally, the Social Stigma trait may have the opposite effect and serve as a positive modifier. These radicals appreciate others who take the risk of wearing a stigmatized morph and so view anyone who does favorably.

VACUUM LIFE

Space is big, empty, and despite our best efforts, pretty quiet. Without the engines, without the tethers and handholds, a transhuman in the void is a pitiful thing, and few egos can handle exposure to the vacuum for long. Few people choose life in deep space, and those who do are either intensely independent or incredibly desperate. Astronomical distances mean the mesh is barely functional. Attempts at real-time communication are impossible past a few light-seconds. A morph can barely move, and only with great forethought, because reaction mass can't be generated from solar cells or nuclear batteries. Ultimately, for the average transhuman, there just isn't that much to see out there. Most people left in space for more than a few days crack, beginning with increased sensitivity, then hallucinations, impulsiveness, and difficulty thinking. Eventually, the ego fractures into catatonia. Having a muse extends that time to weeks. Having a mesh connection, even a weak one, pushes it out exponentially, but depression and eventual nervous breakdown comes for almost everyone.

Characters left helpless and with limited stimulation (whether in deep space or due to another form of isolation) must make a WIL x 3 Test or suffer 1d10 SV every 24 hours. A muse doubles this time, and a limited mesh connection increases it by a factor of 10. A character

with a full mesh connection does not suffer stress this way, because they can continue normal operations as an infomorph elsewhere. Derangements resulting from this isolation do not go away until the character has been removed from isolation for at least one day.

A few elevate void-living to religious experience, in attempts to "see the face of God." They still experience the symptoms of prolonged isolation, but they transmute them to constructive thoughts. A number of deep-space egos have become prophets in the wastes. Some transmit their revelations, but most are content to keep to themselves. Lacking a common credo or tradition, they still come to the same conclusion: "it is better to store your treasures in the heavens, where thieves cannot steal and rust cannot consume."

MOBILITY SYSTEMS

The various mobility systems in *Eclipse Phase* (p. 310, *EP*) provide a wide range of propulsion options. Most morphs, bots, and vehicles list the Movement Rate each mobility system provides in their description. The default Movement Rate for any morph, bot, or vehicle (if unlisted) is 4/20, no matter the method.

When adding a new mobility system to a morph, use the default Movement Rate provided on the Mobility Systems table as a starting basis. A number of factors may impact the morph's speed with that system; the gamemaster should consider the following factors and adjust the Movement Rate as suggested or as they see fit, using their common sense. The physical characteristics of the morph or shell in question should be kept in mind; an aerodynamic shape, for example, might increase its winged Movement Rate, whereas a top-heavy chassis might decrease its wheeled Movement Rate. Use existing morph, bot, and vehicle descriptions as a rough benchmark and guideline.

Most mobility systems, with the exception of ionic and thrust vector, should not exceed a Movement Rate of 8/40.

Bulky Armor or Mass: Morphs or shells that are heavily armored or dense suffer from decreased Movement Rates, usually -0/-8 but up to -4/-20.

Extra Legs: Many-legged morphs and shells tend to have a faster run Movement Rate when walking (+4 to +8).

Large Size: Large morphs typically have a fast walker running rate, and very large morphs and shells will move at very fast walker speeds (8/40). Large mass can be detrimental to some other forms of movement, however, particularly hovercraft, submarine, and thrust vector systems (up to -4/-12). Large bots or vehicles with microlight mobility do not function well in high gravity or thin atmospheres.

Small Size: A diminutive frame is disadvantageous to some types of movement (walker, hovercraft), generally reducing the running Movement Rate by 4 or 8. Very small morphs, bots, and vehicles especially suffer and may have a Movement Rate as low as 1/4. Small size and mass is advantageous for other systems,

MOBILITY SYSTEMS

SYSTEM	DEFAULT MOVEMENT RATE
Hopper	4/20
Hovercraft	8/40
Internal Rocket	12/60
Ionic	8/40
Microlight	8/40
Roller	8/32
Rotorcraft	8/36
Snake	4/16
Submarine	4/36
Thrust Vector	8/40
Tracked	4/16
Walker	4/20
Wheeled	8/40
Winged	8/40

CREATION: PACKAGES

CHARACTER CREATION: LIFE PATH

CHARACTER OPTIONS

PLAYING CHARACTERS

MORPHS

however, particularly ionic, rotorcraft, and thrust vector systems; in this case, increase Movement Rate by +0/+4 to +4/+20 as appropriate.

CRUISING SPEED

For long-distance travel, it may be useful to know a morph or shell's typical cruising speed over time. As a general rule of thumb, simply use the morph's running rate value, expressed in kilometers per hour. A ground car with a Movement Rate of 8/40, for example, can be assumed to move around 40 kph when traveling long distance.

REMOTE CONTROL AND JAMMING

The following rules clarify, expand upon, and supersede the rules for remote control and jamming shells (p. 196, *EP*). "Shells" in the context of this specific rule refers to any morph, bot, vehicle, smart animal, or gear that is equipped with puppet sock augmentation.

SHELL APTITUDE MAXIMUMS

Non-morph shells are normally designed to be operated by AIs. Unless otherwise noted, they are assumed to have an aptitude maximum of 20.

SHELL AIs

Most shells (excepting smart animals) come equipped with an AI operator. For robots and vehicles, this is a bot/vehicle AI (p. 331, *EP*). This gives them a base REF of 20, with 10 in all other aptitudes (unless modified by the shell). For smart animals with a cybercortex or mesh inserts, this is an animal keeper AI (p. 155, *Panopticon*). Keep in mind that AIs have an aptitude maximum of 20 and cannot default on skill tests.

CONTROL MODES

The three modes in which a shell may be given remote commands are: autonomous mode, direct control, and jamming. Each is detailed below.

AUTONOMOUS MODE

In autonomous mode, the shell operates on its own. The operator AI performs all actions, though it also responds to commands (issued either verbally or via a communications link from an authorized entity). Issuing commands via a communications link is considered a mental action.

A shell in autonomous mode:

- Uses its own Initiative and Speed to determine when and how often it acts.
- Uses its own aptitudes and aptitude modifiers. (Reminder: vehicle/bot AIs can't default on skills.)
- Uses its own skills.
- May be given specific instructions with a Quick Action to perform any Quick, Complex, or Task Action. If given more instructions than it can perform in a single Action Turn, it will continue to

carry out instructions on subsequent Action Turns unless the controller issues new ones.

- May automatically be given simple, one-sentence standing orders such as, "Guard me and my allies," "Prevent anything from passing this doorway, using deadly force if necessary," or "Kill anything that enters a perimeter with a radius of 10 meters from our present position." Issuing such orders is a Quick Action. If the shell isn't busy performing any specific instructions, it will revert to its standing orders.
- May be issued more complex standing orders, up to an arbitrary length and level of detail. Orders that are complex enough to confuse a transhuman might require the AI to succeed in a COG x 3 Test or get some parts of the order wrong or confused. To bypass confusion, a character can program the AI with complex orders by succeeding at a Programming Test with a timeframe of 1–120 minutes, depending upon the complexity of the instructions (gamemaster's call). It's recommended that the gamemaster make the Programming Test in secret for the character crafting the instructions. On a failed test, the gamemaster should record the actual die roll and give the option of expending Moxie only if and when a situation arises where the AI's flawed instructions would become an issue. As with simple standing orders, it will revert to these orders if not following any specific instructions.

Multiple shells in autonomous mode may be commanded simultaneously with the same Quick Action as long as they are receiving the same instructions. Different instructions would require separate Quick Actions.

DIRECT REMOTE CONTROL

A directly controlled shell is operated remotely via a communications link. The operating character manipulates the shell via an entoptic interface, much like a video game. The shell's AI goes on standby, stepping in as necessary when the teleoperator is not in direct control. Issuing direct commands via a communications link is considered a mental action.

A shell under direct remote control:

- Uses the teleoperator's Initiative. This is not modified by Initiative penalties suffered by the shell, such as from wounds.
- Uses its own Speed. If its Speed is higher than the teleoperator's and if it has standing orders, it can operate in autonomous mode for any Speed actions remaining after the teleoperator acts (still using the teleoperator's Initiative). Reflex boosters, neurachem, and other augmentations that increase the teleoperator's Speed in their own morph do not apply to the shell's Speed. If the teleoperator's Speed is higher, they may use their extra Speed actions as normal with their own morph or to directly control a different shell, but they cannot directly control the same shell with those extra actions.

- Uses the teleoperator's base (ego) aptitudes and skills for all tests. No aptitude bonuses apply (including the teleoperator's own morph and the shell). The shell's aptitude penalties and maximums apply. The shell's wound penalties also apply.
- Takes a -10 penalty to all tests, with the exception of Knockdown Tests, which use its own SOM.
- Uses the teleoperator's Pilot skills for movement, dodging, and melee tests. Note that if the controller lacks relevant Pilot skills, such as Pilot: Anthroform for a bipedal pod morph, they must default to their base REF aptitude.
- Use the controller's Gunnery skill for ranged combat tests. If the teleoperator lacks the Gunnery skill, they must default to their base INT aptitude.
- Requires the teleoperator to expend the same type of action that would be required of the shell when following instructions. E.g., the teleoperator must expend a Complex Action to instruct the shell to perform a Complex Action, and so forth.

Multiple shells in direct control mode may be commanded at once with the same action as long as they are receiving the same instructions, are close together (within a meter), and are acting in concert. Different instructions or separate circumstances (such as being in different parts of the same room) would

require separate actions. Characters with augmentations or other bonuses that provide extra mental actions each Action Phase (such as multi-tasking or mental speed) may directly control more than one shell at once with different instructions.

JAMMING

A jammed shell is operated remotely via a communications link. The teleoperator subsumes themself in a VR simulation of the shell's body and sensorium, suffering a -60 modifier on Perception Tests and physical actions involving their own morph. Though this offers a finer level of control than direct control, it is still a simulated experience and not as intensive as actually sleeving into the shell. Jamming is considered a mental action.

A shell being jammed:

- Requires a Complex Action by the teleoperator to engage or disengage from jamming mode.
- Uses the teleoperator's Initiative. While jamming, the teleoperator's Initiative is reduced by any Initiative penalties suffered by the shell (such as from wounds).
- Uses its own Speed or the teleoperator's, whichever is lower. The AI is subsumed when the operator takes control and can't act independently use its own actions even if it is faster. Reflex boosters,



neurachem, and other augmentations that increase the teleoperator's Speed in their own morph do not apply to the shell's Speed. If the teleoperator's Speed is higher, they may use their extra Speed actions as mental actions, or even to directly control a different shell, but they cannot directly control or jam the same shell with those extra actions.

- Uses the controller's Climbing, Flight, Freerunning, Free Fall, or Swimming skill for movement tests (not Pilot skill). For example, a teleoperator jamming a winged morph uses Flight. Jamming a groundcraft uses Freerunning skill, and so on.
- Use the teleoperator's normal Combat skills for all combat tests.
- Inflicts the teleoperator with 1d10 SV if dumped from the shell while jamming.

MORPH CREATION SYSTEM

Adding new morphs to the game is part science, part art. Gamemasters are encouraged to carefully consider whether a new morph design proposed by players is balanced, and to say no if they feel the proposed design is abusive. To design a new morph, use the following guidelines, but the cost in credits or CP in your campaign is always subject to adjustment by the gamemaster.

In the *Eclipse Phase* setting, developing a new morph design is an engineering task comparable to developing a new automobile in the present day. Industrial facilities, thousands of person-hours of engineering work, and non-engineering overhead such as marketing costs and licensing and legal fees are all part of the process. Morphs are designed with economies of scale in mind; the morph design firm must move tens of thousands of units, at minimum, to recoup their R&D investment. Heavily specialized morphs are rare and expensive for this reason. Though a few autonomist genehacking collectives, synth designers, and artists buck this trend, the reality is that player characters will not normally have the time or resources to design morphs on their own.

MORPH-GEN CONCEPTS

The following concepts apply to morph design:

Real CP Cost: Begin creating the morph by determining its Real CP Cost. This is an approximation of the morph's actual cost if all features were paid for using CP. Note that some choices have a negative Real CP cost.

Adjusted CP Cost: Once the morph's characteristics are defined, a CP cost for the total package is determined. The Adjusted CP Cost is 25% of the Real CP Cost.

Full-Cost Augmentations and Traits: Some augmentations and traits aren't eligible for the 25% Adjusted CP. These augmentations are added to Final CP Cost at full price.

Final CP Cost: The final, in-game cost of the morph. This is the Adjusted CP Cost times a cost multiplier determined by the gamemaster.

BEFORE YOU START

Look at the rules for variant morphs (p. 184). If the morph you intend to create could be made using the variant rules, use them instead of this system.

STEP-BY-STEP MORPH CREATION

Follow these steps to create a new morph:

1. CHOOSE MORPH TYPE

Your choices are biomorph, biomorph (pod), synth-morph, or eidolon.

All morphs must take the Social Stigma (Pod) negative trait. Include negative points for this trait when totaling the morph's Real CP Cost (see below).

2. CHOOSE SIZE AND DURABILITY

A morph's maximum Durability and Somatics aptitude are determined by its chosen size: small, medium, large, or very large. Eidolons, being digital, have no size. Real CP Cost for Durability is calculated in ranges. Durability up to 30 is free. Durability costs 1 point per DUR up to 50, after which a cost multiplier applies (see the Durability Range Cost Multipliers table). For example, a morph with 70 DUR would pay 20 Real CP for the first 50 DUR, then 40 CP for the remaining 20 DUR. Augmentations or traits may later allow a morph to exceed the maximum Durability for its size. Morphs with less than 30 DUR subtract the negative points from Real CP Cost.

3. CHOOSE APTITUDE MAXIMUM

The Real CP cost for aptitude maximum = ((chosen aptitude maximum) - 30) x 5. No morph may have an aptitude maximum higher than 40 or lower than 20. Morphs with aptitude maximums that vary among aptitudes use the average maximum among all aptitudes.

4. CHOOSE SKILL BONUSES

Only a few select skills may receive bonuses from a morph: Climbing, Flight, Free Fall, Freerunning,

SIZE AND MAXIMUM DURABILITY/SOMATICS

MORPH SIZE	MAXIMUM DUR	MAXIMUM SOM
Small	30	25 (35 with Exceptional Aptitude trait)
Normal	80	40
Large	150	40
Very Large	200	40
Eidolon	NA	40

DURABILITY RANGE COST MULTIPLIERS

DUR RANGE	DUR COST MULTIPLIER
0-50	x1
51-100	x2
101-200	x3

Infiltration, Intimidation, and Swimming. Skill bonuses should only be applied to morphs that have a physical form that actually aids the skill in question. Morphs may not have skill penalties.

The Real CP Cost equals .5 CP for each point of skill bonuses (round up to the nearest whole CP). No morph may have more than +40 in total skill bonuses.

5. CHOOSE AUGMENTATIONS

No more than 10 augmentations may be bought in each price category (e.g., no more than 10 Moderate-priced augmentations).

Some augmentations must be bought at full price (see the Full-Cost Augmentations and Traits table). The total cost for augmentations in this category should be totaled separately and saved for Step 11. Full-cost augmentations count toward the 10 augmentations per price category limit. If a morph design has more than one full-cost augmentation, the most expensive one is not paid for at full cost, but all other full-cost augmentations are.

Synthmorphs must choose at least one mobility system as an augmentation (see p. 218 and *Mobility Systems*, p. 310, EP).

Some morph advantages, such as natural weapons, aren't regularly available as augmentations or traits, but are purchased in this stage. See the Morph Advantage Costs table for costs in Real CP.

The default +2 Speed bonus for infomorphs/eidolons is treated as Neurachem Level 2.

The Real CP Cost for augmentations equals the sum credit cost for all augmentations divided by 1,000. Sum all the costs before dividing. If the total is fractional, round up to the nearest whole number.

6. CHOOSE POSITIVE MORPH TRAITS

No more than two Positive morph traits may be taken. Add the CP costs for traits to the Real CP Cost.

Some traits must be bought at full price (see the Full-Cost Augmentations and Traits table). The total cost for traits in this category should be totaled separately and saved for Step 11.

7. CHOOSE NEGATIVE MORPH TRAITS

Subtract the total bonus CP of Negative morph traits from the Real CP Cost. No more than two Negative morph traits may be taken (mandatory Negative traits taken by pod and synthmorphs count against this limit). See Step 12 if adding the Social Stigma (Clanking Masses) trait to a synthmorph.

8. CHOOSE APTITUDE BONUSES

The Real CP Cost for aptitude bonuses will depend upon how many augmentations and traits the morph takes in Steps 5, 6, and 7:

- If the Real CP total of all augmentations and traits is greater than 20, aptitude bonuses cost 8.5 Real CP per aptitude point.

- If the Real CP total of all augmentations and traits is equal to or less than 20, aptitude bonuses cost 6 Real CP per aptitude point.
- No morph may have a bonus greater than +15 in a single aptitude, nor more than +30 in total aptitude bonuses.
- No morph may have more than -10 in aptitude penalties.

9. ADD SYNTHMORPH COSTS

All synthmorphs must pay a flat cost of 25 Real CP for the following synthmorph characteristics:

- Synthmorph Death Rating
- Synthmorph Environmental Durability
- Synthmorph Pain Filter
- Synthmorph Shock Immunity
- Synthmorph Unarmed DV Bonus

FULL-COST AUGMENTATIONS AND TRAITS

TYPE	AUGMENTATION/TRAITS	COST
Bioware	Adrenal Boost	High
	Muscle Augmentation	High
	Neurachem Level 1	High
	Neurachem Level 2	Expensive
Cyberware	Emergency Farcaster	Expensive
	Hardened Skeleton	High
	Multi-Tasking	High
Nanoware	Reflex Booster	Expensive
	Mental Speed	High
Robotic Enhancements	Heavy Combat Armor	High
	Light Combat Armor	Moderate
	Invisibility	Expensive
	Structural Enhancement	Moderate
	Swarm Composition	High
Infomorph/Eidolon Upgrades	Increased Speed	Expensive
Trait	Pain Tolerance (Level 1)	10 CP
	Pain Tolerance (Level 2)	20 CP
	Tough (Level 1)	10 CP
	Tough (Level 2)	20 CP
	Tough (Level 3)	30 CP

MORPH ADVANTAGE COSTS

ADVANTAGE	REAL CP COST
Natural Weapon: 1d10 + 1 DV, AP -1	1
Natural Weapon: 2d10 DV, AP -3	5
Natural Weapon: 3d10 DV, AP -5 (large and very large morphs only)	10

Synthmorphs may choose an inherent armor rating; see the Synthmorph Inherent Armor Costs table. Small flying synthmorphs may not take more than 4/4 inherent armor. Inherent armor doesn't count as "worn" for purposes of layered armor (p. 194, *EP*).

10. CALCULATE ADJUSTED CP COST

Total the Real CP Cost and multiply by .25, rounding up to the nearest multiple of 5. This is the Adjusted CP Cost of the morph.

11. DETERMINE FINAL CP COST

As noted in Steps 5 and 6, some augmentations and traits must be bought at full price. Add the CP Cost of these full-cost augmentations and traits to the Adjusted CP Cost. This is the Final CP Cost. Use the procedure in Step 5 for converting credit costs to CP.

Note that it is possible for morphs to have a negative cost. If the Final CP Cost is less than 5, round its Final CP Cost to 5.

12. INCORPORATE CLANKING MASSES TRAIT

All synthmorphs with a Final Cost less than 20 CP gain the Social Stigma: Clanking Masses trait. Do not include negative points from this trait in the morph's final cost. Synthmorphs costing more than 20 CP may take this trait voluntarily; in this case, they do gain negative CP for it. This should only be allowed for synthmorphs that are sufficiently "lower class" despite their higher cost.

13. FINAL CREDIT COST

Multiply the Final CP Cost by 1,000 to arrive at a price in credits.

14. FINAL COST ADJUSTMENTS

A number of factors may impact the morph's final costs, including intended purpose, availability, legal restrictions, and other social or economic factors. If the morph meets any of the criteria on the Morph Cost Multiplier Table, multiply the Final CP Cost and Final Credit Cost by the appropriate amount. The gamemaster should feel free to modify this multiplier as they see fit for their game.

Since arriving at a predictable final price is desirable, particularly during character creation, it's advisable for the player to discuss their intentions for a new morph design in general terms with the gamemaster before undertaking the steps above. This way, the gamemaster can eyeball the proposed design and assign a preliminary multiplier to the price.

Use the Gear Costs table (p. 296, *EP*) to convert the Final Credit Cost to a price bracket if the morph is to be acquired using reputation.

SYNTHMORPH INHERENT ARMOR COSTS

ARMOR TYPE	RATING	CP COST
Flyer	2/2	2
Small	4/4	10
Light	6/6	15
Basic	8/8	20
Industrial	10/10	25
Security	12/12	30
Combat	16/16	40

MORPH COST MULTIPLIER TABLE

DESCRIPTION	CHARACTERISTICS	CP COST MULTIPLIER	CREDIT COST MULTIPLIER
Variant	Morph has at most 20 CP worth of characteristics different from an existing stock morph (in a campaign with Costly R&D)	Use Variant morph rules instead.	—
Limited Edition, Rare, or Obsolete	Prestige morph created in very small quantities, possessing a unique look (in a campaign with Costly R&D). Also covers rare morphs like the Futura.	—	2–5
Illegal	Illegal morph only acquired via black markets	—	1.5
Restricted or Scarce	Morph requires special permits, is specialized enough to only be found in certain areas, or is simply harder to find	—	1.25
Extremely costly R&D	Campaign axiom. Morphs in this campaign require huge amounts of R&D; only the wealthiest individuals can afford custom morphs	2–5	2
Costly R&D	Campaign axiom. This is the default for the Eclipse Phase setting. Morphs require a lot of R&D, and new designs must be widely marketable to pay for themselves.	—	1
Cheap R&D	Campaign axiom. This variant of the setting enjoys advancements that allow quick prototyping of morphs and economical creation of small-batch models.	—	0.75
Morphological Smorgasbord	Campaign axiom. This variant of the setting has virtually no barriers to developing and deploying new morphs. Players with a good lab setup can develop their own morphs, bankrolling/reprolling the cost of development themselves.	—	0.5

ANARCHIST MILITIA VOLUNTEER

APTITUDES



	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	15	20	15	15	15	15
Morph Bonus	5	5	5	5			
Total	20	20	25	20	15	15	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
5	6	30	60	9	45	68	7 (9)	1 (2)

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Computer Science	COG	50	5	55
Academics: Cryptography	COG	45	5	50
Academics: Mathematics	COG	35	5	40
Academics: Military Science	COG	65	5	70
Academics: Old Earth History	COG	35	5	40
Academics: Physics	COG	35	5	40
Beam Weapons	COO	45	5	50
Climbing	SOM	15	0 (30)	15 (45)
Fray	REF	60	5	65
Freefall	REF	45	5	50
Gunnery	INT	55	5	60
Hardware: Armorer	COG	35	5	40
Hardware: Robotics	COG	35	5	40
Infosec	COG	55	5	60
Interest: Tai Chi	COG	55	5	60
Interfacing	COG	50	5	55
Kinesics	SAV	15	0	15 (40)
Kinetic Weapons	COO	50	5	55
Language: Bahasa Indonesia	INT	55	5	60
Language: Cantonese (Native)	INT	90	5	95
Language: English	INT	25	5	30
Networking: Autonomists	SAV	70	0	70
Networking: Hypercorps	SAV	35	0	35
Networking: Scientists	SAV	25	0	25
Perception	INT	40	5	45
Pilot: Spacecraft (Remote Operation)	REF	50 (60)	5	55 (65)
Profession: Fleet Ops	COG	35	5	40
Profession: Squad Tactics	COG	35	5	40
Programming (Weapon Systems)	COG	45 (55)	5	50 (60)
Research	COG	30	5	35
Seeker Weapons	COO	35	5	40
Unarmed Combat	SOM	15	0	15 (40)

Background: **Hyperelite**
 Faction: **Anarchist**
 Morph: **Exalt (Cyberbrain variant)**
 Motivations: **+Anarchism, +Open Source, -Imperialism**

TRAITS

Ego: Brave, Intuitive Cracker (Level 2)

REP

@-rep: 70
 r-rep: 30

EQUIPMENT

Armor: Bioweave (Light), Second Skin, Smart Vacsuit (Standard, with Ablative Patches, Shockproof) [14/15]

Primary Weapon: Medium Rail Pistol (100 shots Regular, 50 shots Armor Piercing, 50 shots Zap, with Extended Smart Magazine, Imaging Scope)

Starting Credit: 0

Implants: Access Jacks, Anti-Glare, Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Light), Cortical Stack, Cyberbrain, Eidetic Memory,

Eelware, Enhanced Vision, Ghost rider Modules (2), Grip Pads, Mental Speed, Mnemonic Augmentation, Neurachem (Level 1), Oracles, Prehensile Feet, Skillware, Toxin Filters, Wrist-Mounted Tools

Gear: Backup Insurance, Blueprints (Medium Rail Pistol, Saucer Bot), Creepy, Encryption Software, Exploit Software, Laser Link, Muse, Nanobandages (2), Portable QE Comm, Radio Booster, Saucer Bots (2, with Light Combat Armor, 2 Medium Rail Pistols, Repair Spray, Structural Enhancement, 2 Swiveling Weapon Mounts), Skillssofts (Kinesics, Unarmed Combat), Sniffer Software Specs, Spooft Software, Tactical Network Software

You're a hardened veteran of the Fall, a former officer in one of the international space fleets that held the TITANs at bay during the evacuation of Earth. The behavior of politicians and corporate interests during the Fall left you disillusioned. Lauded as a hero in the aftermath, you turned your back on them in favor of an obscure retirement rimward. You've used your skills to organize mutual defense among your habmates and neighbors. A harmoniously rounded programmer-armsman, you're prepared for situations ranging from providing bot support to a single squad up to the scale of coordinating a fleet action in orbit.

"Coercion is the symptom of a sick society. Ironic that to live free of it, we study war—the worst of all coercions."

ARGONAUT XENOLINGUIST

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	20	10	25	15	10	10	15
Morph Bonus		10			5		
Total	20	20	25	15	15	10	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
4	6	30	60	6	30	45	7 (8)	1 (2)

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Archeology	COG	50		50
Academics: Astrobiology	COG	40		40
Academics: Astrosociology	COG	50		50
Academics: Cryptography	COG	60		60
Academics: Linguistics	COG	70		70
Academics: Xenolinguistics	COG	80		80
Beam Weapons	COO	60	10	70
Climbing	SOM	50	0 (40)	50 (95)
Fray	REF	65		65
Freefall	REF	45		45
Freerunning	SOM	40	0 (10)	40 (50)
Hardware: Electronics	COG	40		40
Infiltration	COO	30	10	40
Interest: Gatecrashing Rumors	COG	50		50
Language: Arabic	INT	45		45
Language: English	INT	55		55
Language: Japanese	INT	45		45
Language: Mandarin (Native)	INT	95		95
Navigation	INT	55		55
Networking: Autonomists	SAV	30	5	35
Networking: Scientists	SAV	70	5	75
Perception	INT	60		60
Pilot: Aircraft	REF	45		45
Pilot: Groundcraft	REF	45		45
Programming	COG	50		50
Research	COG	70		70
Swimming	SOM	40		40

Background: **Original Space Colonist**

Faction: **Argonaut**

Morph: **Scurrier**

Motivations: **+Alien Contact, +Exploration, -Reclamationism**

To translate an alien language is to know something of that alien's mind. This premise has fascinated you for all of your academic life. As a xenolinguistics consultant with a rep among the argonauts, multiple gatecrashing expeditions have only strengthened the fascination. Almost all of the alien languages so far discovered are dead, so you've also trained as a xenarcheologist. Much of your time is spent with inscriptions, decaying alien written material, and the rare sample of actual recorded media. As a field scientist, you prefer small, nimble morphs—the better to explore hard-to-reach places in ruins and evade native megafauna. ■

"The finer graphemes would've been visible only to individuals with a fully developed eye—i.e., not the peasant class, given nutritional deficiencies. Hell of a way to keep your general population illiterate."



TRAITS

Ego: Direction Sense, Hyper Linguist

Morph: Alien Biochemistry, Limber (Level 1), Small Size, Social Stigma (Alien, Pod)

REP

@-rep: 10

r-rep: 40

EQUIPMENT

Armor: Vacsuit (Light, with Chameleon Coating) [5/5] ■

Primary Weapon: Agonizer ■

Starting Credit: 250 ■

Implants: Access Jacks, Basic Biomods, Basic Mesh Inserts, Chameleon Skin, Cortical Stack, Cyberbrain, Eidetic ■

Memory, Enhanced Vision, Gliding Membrane, Grip Pads, Medichines, Mental Speed, Mnemonic Augmentation, Multitasking, Neurachem (Level 1), Oracles, Polarization Vision, Prehensile Tail, Puppet Sock, Radiation Sense, Respirocytes, T-Ray Emitter, Toxin Filters, Ultraviolet Vision ■

Gear: Backup Insurance, Breadcrumb Positioning System, Chameleon Cloak, Electronic Rope, Filter Straw, Flying Vest, Mission Recorder, Muse, Nanobandage, Portable Solarhive, Repair Spray, Pressure Tent, Solar Recharger, Specs, Utilool, Viewers, X-Ray Emitter ■

CARBON REAVER PIRATE

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	10	20	15	20	15	15	15
Morph Bonus			5		5	5	
Total	10	20	20	20	20	20	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
2	6	30	60	7	35	53	7 (8)	1 (2)

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Geology	COG	50		50
Art: Music	INT	45	5	50
Blades	SOM	35	5	40
Deception	SAV	55	5	60
Demolitions	COG	30		30
Fray	REF	40		40
Free Fall	REF	60		60
Freerunning	SOM	40	5	45
Gunnery	INT	45	5	50
Hardware: Aerospace	COG	35		35
Hardware: Industrial	COG	35		35
Infiltration	COO	50		50
Infosec	COG	40		40
Interests: Criminal Groups	COG	60		60
Interests: Gambling	COG	30		50
Interests: Mining Corporations	COG	50		50
Intimidation	SAV	55	5	60
Kinetic Weapons	COO	30		30
Language: English	INT	45	5	50
Language: Mandarin	INT	55	5	60
Language: Portuguese (Native)	INT	85	5	90
Navigation	INT	45	5	50
Networking: Autonomists	SAV	45	5	50
Networking: Criminals	SAV	55	5	60
Networking: Hypercorp	SAV	30	5	35
Palming	COO	50		50
Perception	INT	35	5	40
Pilot: Spacecraft	REF	65		65
Profession: Asteroid Mining	COG	40		40
Profession: Piracy	COG	60		60
Profession: Security Ops	COG	50		50
Scrounging	INT	45	5	50
Unarmed Combat	SOM	55	5	60

MOSINGO

Background: **Isolate**
 Faction: **Criminal**
 Morph: **Hibernoid**
 Motivations: **+Wealth -Authority -Labor**

TRAITS

None

REP

@-rep 40
 g-rep 50

EQUIPMENT

Armor: Bioweave (Light), Vacsuit (Standard) [9/10] ■
Primary Weapon: Heavy Pistol (500 rounds regular ammo) ■
Starting Credit: 4,100 ■
Implants: Anti-Glare, Basic Biomods, Basic Mesh Inserts,

Bioweave Armor (Light), Circadian Regulation, Cortical Stack, Cyberclaws, Eelware, Enhanced Hearing, Enhanced Vision, Hibernation, Medichines, Muscle Augmentation, Neurachem (Level 1), T-ray Emitter ■

Gear: Backup Insurance (1 month), Disassembly Tools, Ecto, Fake Ego ID, Flexcutter, Liquid Thermite (2), Muse, Scrapper's Gel (3), Standard Vacsuit, Superthermite Charges, Toolkits (Aerospace, Industrial), Utilitool ■

You make your living by stealing the hard work of others. Usually you wait until an asteroid mining operation has stripped a rock bare and is about to send the cargo off. Then you strike, relieving them of all the valuables without having to go through the trouble of mining it yourself. Who can blame you if they're careless enough that you can take their stuff? Machines did most of that work, anyway. You prefer easy targets, automated facilities or drone cargo shipments. If it's rich enough, though, you have no trouble getting your hands dirty and taking directly from others, violently if necessary. ■

"No, I won't say 'yarr.' Now give me the access codes to the cargo bays."

DIG OPS SPECIALIST

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	20	15	15	15	15	15	20
Morph Bonus						10 (15)	5
Total	20	15	15	15	15	25 (30)	25

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
3	10	50	100	8 (10)	40 (50)	60 (75)	6	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Earth Science	COG	60		60
Academics: Xenoarcheology	COG	55		55
Beam Weapons	COO	55		55
Climbing	SOM	30	15	45
Clubs	SOM	50	15	65
Demolitions	60	60		60
Fray	REF	55		55
Freerunning	SOM	35	15	50
Hardware: Groundcraft	COG	40		40
Hardware: Industrial	COG	40		40
Interest: Twencen Russian Pop	COG	50		50
Interfacing	COG	40		40
Intimidation	SAV	45		45
Kinesics	SAV	35		35
Language: Mandarin	INT	50		50
Language: Russian (Native)	INT	85		85
Navigation	INT	40		40
Networking: Ecologists	SAV	55		55
Networking: Hypercorps	SAV	35		35
Perception	INT	40		40
Pilot: Groundcraft	REF	50		50
Profession: Colony Administration	COG	65		65
Profession: Dig Ops	COG	75		75
Profession: Terraforming	COG	55		55
Programming	COG	40		40
Research	COG	30		30
Scrounging	INT	35		35
Swimming	SOM	25	15	40
Unarmed Combat	SOM	35	15	50



Background: **Indenture**

Faction: **Brinker**

Morph: **Digger**

Motivations: **+Colonization, +Exoplanet Autonomy, +Infugee Rights**

TRAITS

Ego: Adaptability, Common Sense

Morph: Pain Tolerance (Level 1), Social Stigma (Pod), Tough (Level 2), Unattractive (Level 1)

REP

c-rep: 25

e-rep: 25

EQUIPMENT

Armor: Bioweave (Heavy), Second Skin,

Smart Vacsuit [11/14] ■

Primary Weapon: Plasma Cutter ■

Starting Credit: 2,000 ■

Implants: Access Jacks, Basic Biomods, Basic Mesh Inserts, ■

Bioweave Armor (Heavy), Cortical Stack, Cyberbrain, Digging Claws, Direction Sense, Enhanced Vision, Hardened Skeleton, Medichines, Mnemonic Augmentation, Oxygen Reserve, Puppet Sock, Radiation Sense, T-Ray Emitter, Wrist-Mounted Tools ■

Gear: Backup Insurance, Disassembly Tools, Engineer Nanoswarm, Fabber, Microwave Agonizer, Motes, Muse, Nuclear Battery, Portable QE Comm, Portable Solarhive, Robomule, Satnet in a Can, Shock Baton, Superthermite Charge ■

You ended up an indenture following the Fall and spent years working various excavations and civil engineering projects. At first, you were given a lot of terraforming work, but eventually your performance ratings resulted in a long succession of gatecrashing assignments with xenoarcheology teams. Your time as an indenture left you somewhat hard-bitten and cynical. You don't see the anarchists or technosocialists as offering anything over the hypercorps. Transhumanity pisses you off, and if you had the resources, you'd amass a small band and a bunch of supplies, go through a gate to a habitable planet, and destroy the gate behind you. Barring that little slice of heaven, you'll settle for keeping your head down, showing up on time, and occasionally chucking a spite-driven spanner into your employers' egotistical schemes. ■

"Who do you think actually digs all these things up? Archeologists? Ha! Dwarves? Yeah, no."

ENCELADAN BODY STYLIST

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	10	15	15	20	15	20
Morph Bonus			5		5		5
Total	15	10	20	15	25	15	25

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
4	10	50	100	6	30	45	6 (7)	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Memetics	COG	50		50
Art: Bodysculpting	INT	65	5	70
Art: Dance	INT	45	5	50
Art: Drama	INT	25	5	30
Blades	SOM	40		40
Deception	SAV	70	5	75
Disguise	INT	55	5	60
Fray	REF	55		55
Freerunning	SOM	35		35
Impersonation	SAV	65	5	70
Interest: BDSM Techniques	COG	65		65
Interest: Celebrity Gossip	COG	75		75
Language: Mandarin	INT	85	5	90
Language: Portuguese (Native)	INT	85	5	90
Medicine: Biosculpting	INT	65	5	70
Networking: Autonomists	SAV	40	5	45
Networking: Hypercorps	SAV	50	5	55
Networking: Media	SAV	50	5	55
Perception	INT	25	5	30
Persuasion	SAV	45	5	50
Pilot: Groundcraft	REF	25		25
Protocol	SAV	40	5	45
Research	COG	25		25
Spray Weapons	COO	40		40

Background: **Hyperelite**

Faction: **Extropian**

Morph: **Shaper**

Motivations: **+Art, +Extropianism, +Hedonism**

Gait Masking, Mnemonic Augmentation, Nanotat ID Flux, Puppet Sock, Sex Switch, Skinflex

Gear: Backup Insurance, Dr. Bot, Fabber, Freezer (with Laser Sight), Injector Nanoswarm, Muse, Tools (shop), Twitch (3), Wasp Knife

You're a corporate vampire from the Enceladan Glitter Bloc, a well-connected style maven whose services are absolutely essential to the image-conscious elites of the media world. You egocast constantly between Profunda, Extropia, and the big Martian cities. You're ambivalent on the Martians' politics, but they're customers—and they never blink at what you charge. In the process, your contacts and your ability to alter your own body give you access to some of the most well-guarded people and places in the solar system. There are Oversight spooks who'd kill for your information network; they might have their own if they could just learn how to be interesting.

"The eyes? You'll want deep purple. It's the color of the season, love."

TRAITS

Ego: Adaptability, Eidetic Memory, First Impression, Right at Home, Addiction (Mono No Aware, Level 3)

Morph: Pain Tolerance (Level 1), Striking Looks (Level 1)

REP

@-rep: 60

c-rep: 60

f-rep: 80

EQUIPMENT

Armor: Second Skin, Smart Skin, Smart Vac Clothing [6/9]

Primary Weapon: Shredder (with Laser Sight)

Starting Credit: 500

Implants: Access Jacks, Basic Biomods, Basic Mesh Inserts, Bodysculpting, Chameleon Skin, Clean Metabolism, Cortical Stack, Cyberbrain, Drug Gland (Mono No Aware), Emotional Dampers, Enhanced Hearing, Enhanced Pheromones, Enhanced Smell, Enhanced Vision, Eidetic Memory,

EXTROPIAN FREELANCE JUDGE

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Memetics	COG	50		50
Academics: Political Science	COG	60		60
Art: Speech	INT	50	5	55
Art: Writing	INT	60	5	65
Beam Weapons	COO	60		60
Climbing	SOM	35	15	50
Deception	SAV	45		45
Fray	REF	50	5	55
Freefall	REF	40	5	45
Freerunning	SOM	55	15	70
Gunnery	INT	55	5	60
Intimidation	SAV	55		55
Interest: Extropian Legal Codes	COG	80	0	80
Investigation	INT	60	5	65
Kinesics	SAV	55		55
Language: Hindi (Native)	INT	90	5	95
Language: Mandarin	INT	50	5	55
Networking: Autonomists	SAV	35		35

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	20	20	20	10	15	15	10
Morph Bonus			5	5		10 (15)	
Total	20	20	25	15	15	25 (30)	10

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
3	4	20	40	8 (9)	40 (45)	60 (68)	6 (8)	1 (2)

Networking: Hypercorps	SAV	45		45
Perception	INT	40	5	45
Persuasion	SAV	65		65
Pilot: Groundcraft	REF	20	5	25
Pilot: Spacecraft	REF	50	5	55
Profession: Law	COG	70		70
Protocol	SAV	35		35
Research	COG	50		50
Unarmed Combat	SOM	50	15	65



Background: **Lunar Colonist**

Faction: **Extropian**

Morph: **Novacrab**

Motivations: **+Extropianism, +Wealth, -Socialism**

You're one of the private magistrates whose jurisprudence and muscle keep the Extropian system of contract law working. Between the reputation you've made passing fair arbitrations and the credits you receive when a contract stipulates a percentage of damages or paying for an arbitrator, it's a comfortable living. That is, when you're not being shot at by security drones while cutting through hull plate to get at a party in breach of their obligations. Freelance judges are sometimes mistaken for bounty hunters, but this is incorrect. Before enforcement, your first function is to examine the case on its legal merits. Then you may call both parties in for arbitration, take action against a breaching party yourself, or even publicly identify the breaching party and offer up part of your own reward to assemble a posse. ■

TRAITS

None

REP

@-rep: 80

c-rep: 80

EQUIPMENT

Armor: Carapace Armor [11/11] ■

Primary Weapon: Particle Beam Bolter ■

Starting Credit: 0 ■

Implants: Access Jacks, Basic Biomods, Basic Mesh Inserts, Carapace Armor, Cortical Stack, Cyberbrain, Eelware, Eidetic Memory,

Enhanced Respiration, Gills, Hardened Skeleton, Mnemonic Augmentation, Neurachem (Level 1), Oracles, Oxygen Reserve, Puppet Sock, Temperature Tolerance, Vacuum Sealing ■

Gear: Active ID Protection, Backup Insurance, Brainprint Scanner, Facial/Image Recognition Software, Muse, Plasma Cutter, Prisoner Mask, Privacy Suite, Taggant Swarm, Tracking Software ■

Advantages: Claw Attack (2d10 DV; use Unarmed Combat skill) ■

"Jovian custom doesn't apply here. You're in breach of Section 3, Paragraph 9 of your duly executed contract under the Nomic system. Heave to and prepare to be boarded. This is your only warning."

FLEXBOT TRACEUR

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	15	15	15	15	20	15
Morph Bonus		5		5 (10)			
Total	15	20	15	20 (30)	15	20	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
5	6	30	60	6 (9)	30 (45)	60 (90)	6 (9)	1 (2)

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Kinesiology	COG	55		55
Climbing	SOM	55		55
Fray	REF	60	15	75
Freefall	REF	60	15	75
Freerunning	SOM	70		70
Hardware: Robotics	COG	45		45
Infiltration	COO	55	5	60
Interest: Martian Rock Climbing	COG	55		55
Interest: Old Earth Football	COG	65		65
Interest: Traceur Scuttlebutt	COG	85		85
Interfacing	COG	40		40
Kinesics	SAV	45		45
Language: Dutch (Native)	INT	85		85
Language: English	INT	60		60
Medicine: Paramedic	COG	40		40
Networking: Autonomists	SAV	55		55
Networking: Media	SAV	55		55
Perception	INT	35		35
Persuasion	SAV	55		55
Profession: Athlete	COG	60		60
Research	COG	35		35
Spray Weapons	COO	60	5	65
Thrown Weapons	COO	50	5	55

Background: **Scumborn**
 Faction: **Socialite**
 Morph: **Flexbot (Rogue Module)**
 Motivations: **+Personal Development, +Sport, -Fascism,**

Gear: Backup Insurance, Electrogravitic Net, EMP Grenades (5), Frag Grenades (10), HEAP Grenades (5), Muse, Repair Spray (3) ■

You're a fanatical student of parkour. You view the inherent possibilities in a flexbot's reconfigurable body as a way of moving your practice to the next level. You can already do tricks with your joints and body layout that people who've used flexbots for years can't do. You're a small, fast, weaving target in a fight, but you're also good at staying hidden when needed. You live and breathe (well, not literally) your sport, always keeping abreast of upcoming competitions and meetups. Even for transhumans, life is short. You want to master parkour—so that you can advance to the next mountain! ■

TRAITS

Ego: Brave, Pain Tolerance (Level 1)
Morph: Small Size, Tough (Level 1)

REP

@-rep: 40
f-rep: 40

EQUIPMENT

Armor: Inherent Armor (6/6), Light Combat Armor [20/18] ■
Primary Weapon: Shredder (100 rounds ammo) ■
Starting Credit: 0 ■

Implants: Access Jacks, Basic Mesh Inserts, Chameleon Skin, Cortical Stack, Cyberbrain, Enhanced Vision, Fractal Digits, Light Combat Armor, Mnemonic Augmentation, Modular Design, Pneumatic Limbs, Radar Absorbent, Reconfigurable Proprioception, Reflex Boosters, Shape Adjusting, Structural Enhancement, T-Ray Emitter, Telescoping Limbs, Weapon Mount (Fixed, Shredder) ■

"I wouldn't try this if I were you. You need at least three knees to do the landing roll without breaking something."

HIDDEN CONCERN ASSASSIN

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	10	20	15	20	15	15	10
Morph Bonus		5	5	5			
Total	10	25	20	25	15	15	10

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
2	4	20	40	6	30	45	7 (9)	1 (2)

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Chemistry	COG	40		40
Blades	SOM	50		50
Climbing	SOM	15	0 (10)	15 (25)
Deception	SAV	40		40
Demolitions	COG	40		40
Exotic Ranged: Ink Attack	COO	50	5	55
Fray	REF	60	5	65
Infiltration	COO	60	5	65
Infosec	COG	35		35
Interests: Nature Documentaries	COG	40		40
Interests: Titanian XP Programs	COG	60		60
Interests: Wanted Fugitives	COG	60		60
Intimidation	SAV	55		55
Kinesics	SAV	55		55
Kinetic Weapons	COO	60	5	65
Language: English	INT	55	5	60
Language: Russian (Native)	INT	85	5	90
Language: Skandinaviska	INT	35	5	40
Networking: Criminals	SAV	65		65
Networking: Firewall	SAV	40		40
Networking: Hypercorp	SAV	45		45
Perception	INT	45	5	50
Profession: Contract Killer	COG	60		60
Research	COG	30		30
Seeker Weapons	COO	55	5	60
Swimming	SOM	50	0 (30)	50 (80)
Unarmed Combat	SOM	50		50



Background: **Uplift**
 Faction: **Criminal**
 Morph: **Octomorph**
 Motivations: **+Survival +The Hunt +Wealth**

TRAITS

Ego: Anomalous Mind, Heightened Instinct, Limber (Level 2), Social Stigma (Uplift)

REP

c-rep 40
 g-rep 80
 i-rep 30

EQUIPMENT

Armor: Light Body Armor (Thermal Dampening Mod) [10/10] ■
 Primary Weapon: Sniper Rail Rifle (Smartlink) (200 Rounds of Reactive AP Ammo) ■
 Starting Credit: 1,950 ■
 Implants: Basic Biomods, Basic

Mesh Inserts, Cortical Stack, Chameleon Skin, Enhanced Hearing, Enhanced Vision, Medichines, Neurachem (Level 1), Skillware ■

Gear: Backup Insurance (1 month), Cleaner Nanoswarm, Covert Ops Tool, Dazzler, Fake Ego ID, Muse, Seeker Rifle (Smartlink) (12 Concussion Micromissiles, 12 Splash Micromissiles with Saboteur Nanites), Viewers, Wasp Knife ■

Advantages: 360-Degree Vision, 8 Arms, Beak Attack, Ink Attack, Limber ■

The cold deep waters of Ceres hold many secrets. The Hidden Concern maintains a stranglehold on the flow of information there, and you are the instrument by which they tighten their grip. In order to maintain their control, it is sometimes necessary to make certain people disappear for a time or suffer deadly physical trauma to their morph. That's where you come in. You get your assignments from the higher-ups, never questioning who or why. You hunt down your target and render their morph non-functional, stack and all, with no witnesses and no traces. You've seen those action clips of octomorph assassins wielding eight guns at once, but that's fiction; a true pro only needs one gun—and one shot—to get the job done. ■

"Shhh, don't try to speak, the toxin has already paralyzed your lungs. Exquisite isn't it? I made it myself."

HUMAN IMPERSONATOR

APTITUDES



	COG	COO	INT	REF	SAV	SOM	WIL
Base	20	5	15	15	25	15	20
Morph Bonus	5	5			5	10 (15)	
Total	25	10	15	15	30	25 (30)	20

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
3	8	40	80	8 (9)	40 (45)	80 (90)	6	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Economics	COG	45	5	50
Academics: Philosophy	COG	55	5	60
Academics: Psychology	COG	45	5	50
Art: Speech	INT	60		60
Deception	SAV	35	5	40
Disguise	INT	60		60
Fray	REF	60		60
Hardware: Robotics	COG	35	5	40
Infiltration	COO	50	5	55
Infosec	COG	75	5	80
Interests: Celebrity Gossip	COG	50	5	55
Interests: Hypercorp Politics	COG	50	5	55
Interfacing	COG	75	5	80
Kinetic Weapons	COO	50	5	55
Language: English	INT	60		60
Language: Japanese (Native)	INT	85		85
Networking: Hypercorps	SAV	60	5	65
Perception	INT	55		55
Persuasion	SAV	55	5	60
Profession: Accounting	COG	45	5	50
Profession: Microcorp CEO	COG	55	5	60
Programming	COG	75	5	80
Research	COG	75	5	80

Background: **Infolife**
 Faction: **Mercurial**
 Morph: **Steel Morph (Masked Variant)**
 Motivations: **+AGI Rights +Microcorp Success -Bioconservatism**

TRAITS

Ego: AGI Socialization, Black Mark (Jovians), Data Footprint, Enemy, Entrepreneur (Level 3), Patron

REP

c-rep 80
f-rep 60

EQUIPMENT

Armor: Steel Morph Shell (8/8),
 Armor Clothing [11/12] ■

Primary Weapon: Heavy Rail Pistol
 w/Smartlink (100 AP Rounds) ■

Starting Credit: 12,950 ■

Implants: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Eidetic Memory, Enhanced Hearing, Enhanced Vision, Hardened Skeleton, Math Boost, Medichines, Mnemonic Augmentation, Multitasking, Nanotat ID Flux, Skinlink, Synthetic Mask ■

Gear: Anonymous Account, Backup Insurance (1 month), Exploit Software, Fake Brainprint Plugin, ■

Fake Ego ID, Second Skin, Smart Skin, Sniffer Software, Spoof Software, Standard Muse ■

Growing up as a surrogate daughter for a wealthy hypercorp official, you were socialized as if you were a true human, despite being an AGI. Through this veil of safety, you've witnessed countless acts of prejudice and blatant racism towards the newest members of the transhuman family. Deciding that it was time someone brought on change, you have spent much of your resources and amassed wealth to found a place where AGI and uplifts can be themselves—and still get paid and enjoy the same benefits as a human. You have spared no expense on hiding your true identity as an AGI, giving regular speeches in media newscasts as a human agitator for species autonomy. ■

“What short-sighted people like you fail to recognize is that I am a real person.”

JOVIAN ENVOY

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	15	15	15	20	15	15
Morph Bonus					5		
Total	15	15	15	15	25	15	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
4	6	30	60	6	30	45	6	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Economics	COG	45		45
Academics: Political Science	COG	45		45
Art: Speech	INT	40		40
Deception	SAV	60	5	65
Fray	REF	55		55
Freefall	REF	35		35
Freerunning	SOM	35		35
Infiltration	COO	45		45
Interests: Post-National Relations	COG	70		70
Interests: Theology	COG	35		35
Intimidation	SAV	55	5	60
Investigation	INT	45		45
Kinesics	SAV	55	5	60
Kinetic Weapons	COO	55		55
Language: English	INT	50		50
Language: Mandarin	INT	50		50
Language: Skandinaviska	INT	45		45
Language: Spanish (Native)	INT	85		85
Networking: Ecologists	SAV	45	5	50
Networking: Hypercorps	SAV	75	5	80
Networking: Media	SAV	50	5	55
Perception	INT	40		40
Persuasion	SAV	60	5	65
Pilot: Groundcraft	REF	25		25
Profession: Diplomat	COG	65		65
Protocol	SAV	60	5	65
Research	COG	55		55
Unarmed Combat	SOM	55		55



Background: **Fall Evacuee**
 Faction: **Jovian**
 Morph: **Splicer**
 Motivations: **+Bioconservatism, +Jovian Hegemony, +Religion**

TRAITS

Ego: First Impression, Patron, Social Stigma (Celibate Clergy)
Morph: Striking Looks (Level 1), Addiction (Nicotine, Level 2), No Cortical Stack

Primary Weapon: Light Pistol (with Flash Suppressor, Laser Sight, Silencer, 100 rounds Laser-Guided Hollow-Point ammunition) ■

Starting Credit: 6,200 ■

Implants: Basic Biomods, Basic Mesh Inserts, Cyberlimbs (2), Life Recorder ■
Gear: Cigarettes, Cleaner Swarm, Lens Spotter, Muse, Privacy Pod, Psi Jammer, White Noise Machine ■

REP
c-rep: 50
e-rep: 50
f-rep: 50

EQUIPMENT

Armor: Armor Clothing, Second Skin [4/7] ■

You're an envoy in the Jovian diplomatic corps—the smiling face of a polity not otherwise overly concerned with putting its neighbors at ease. You've made many connections in the world outside the Republic, building up a network of associates that, while essential to Jovian human intelligence efforts, wouldn't be well received at home. Away from Jupiter, your religious celibacy is viewed as extreme eccentricity (albeit with some fascination). As a former soldier, you're combat trained and not averse to getting your hands dirty on an op. Your real strength is hushing things up when verbal sparring turns to network. ■

"I'm sure you'll find that we have a great deal of common ground on which to build, once we've put the rhetoric aside."

MACHINE HUNTER

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	15	15	15	10	20	15
Morph Bonus		5				5	5
Total	15	20	15	15	10	25	20

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
2	8	40	80	8	40	60	6	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Nanotechnology	COG	45		45
Art: Metal Sculpture	INT	45		45
Beam Weapons	COO	35	5	40
Demolitions	COG	55		55
Fray	REF	55		55
Freerunning	SOM	50	5	55
Hardware: Armorer	COG	55		55
Hardware: Electronics	COG	35		35
Hardware: Robotics	COG	63		63
Infiltration	COO	45	5	50
Infosec	COG	45		45
Interfacing	COG	45		45
Interests: Reclaimer Outposts	COG	45		45
Interests: TITAN Tech	COG	63		63
Kinetic Weapons	COO	55	5	60
Language: English	INT	63		63
Language: Hindi	INT	55		55
Language: Thai (Native)	INT	85		85
Networking: Ecologists	SAV	30		30
Networking: Firewall	SAV	20		20
Networking: Hypercorps	SAV	30		30
Perception	INT	45		45
Pilot: Groundcraft	REF	40		40
Profession: Scavenging	COG	45		45
Profession: Squad Tactics	COG	45		45
Profession: Wrecking Machines	COG	55		55
Protocol	SAV	35		35
Scrounging	INT	45		45
Seeker Weapons	COO	63	5	68
Throwing Weapons	COO	45	5	50

Background: **Fall Evacuee**
 Faction: **Reclaimer**
 Morph: **Theseus**
 Motivations: **+Reclaiming Earth –AGI Rights –TITAN Technology**

TRAITS

Ego: Brave, Addiction (Bringlt, Moderate)

REP

c-rep 30
e-rep 60
i-rep 30

EQUIPMENT

Armor: Bioweave (Light), Body Armor (Heavy) with Ablative Patches and Fireproofing Mods, Full Helmet [22/21] ■
Primary Weapon: Plasma Rifle ■
Starting Credit: 2,400

Implants:

Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Light), Direction Sense, Emergency Farcaster, Enhanced Vision, Low Pressure Tolerance, Medicines, Nanophages, Oxygen Reserve, Radiation Sense, T-Ray Emitter, Temperature Tolerance (Cold), Toxin Filters ■

Gear:

Backup Insurance (3 months), Bringlt (5 doses), Machine Gun (200 rounds regular ammo, 300 rounds AP ammo), Muse, Seeker Rifle (10 HEAP Minimisiles), Tactical Network Software ■

You remember when the machines came. You'd already fought against other transhumans and had been trained in that kind of warfare, the kind of war that civilized peoples might wage. Nothing about the machines was civilized. They respected no treaties, no boundaries, no rules. Schools, hospitals, temples—all were destroyed. They murdered without any sort of emotion or malice, just cold determination. Then they left. Some people believe we would have lost, and maybe we would have, but the machines gave us a chance. They let us pick ourselves off the ground and get our breath back, and you intend to make the most of that chance. Now you study them, hunt them, and kill them—the way they killed us: coldly and clinically. It's something you've become good at, something you practice relentlessly, in preparation for the day when they come back. ■

“Don't get cocky, headhunters usually travel in packs. There'll be another dozen or so on their way soon enough.”

SCUM BARGE CHEMIST

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	20	15	10	20	15	10	20
Morph Bonus	5					15	
Total	25	15	10	20	15	25	20

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
3	8	40	80	7	35	53	6	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Botany	COG	55	5	60
Academics: Chemistry	COG	65	5	70
Animal Handling	SAV	35		35
Art: Music	INT	60		60
Fray	REF	35		35
Free Fall	REF	60		60
Hardware: Electronics	COG	45	5	50
Hardware: Industrial	COG	40	5	45
Interest: Drug Dealers	COG	60	5	65
Investigation	INT	60		60
Kinesics	SAV	55		55
Kinetic Weapons	COO	55		55
Language: French (Native)	INT	90		90
Language: Mandarin	INT	50		50
Medicine: Biosculpting	COG	50	5	55
Medicine: Paramedic	COG	60	5	65
Networking: Autonomists	SAV	65		65
Networking: Criminals	SAV	25		25
Networking: Scientists	SAV	55		55
Perception	INT	50		50
Persuasion	SAV	45		45
Pilot: Spacecraft	REF	60		60
Profession: Chemical Engineering	COG	60	5	65
Profession: Dealer	COG	50	5	55
Programming	COG	60	5	65
Research	COG	60	5	65
Scrounging	INT	40		40
Spray Weapons	COO	35		35



Background: **Brinker**
 Faction: **Scum**
 Morph: **Neo-Pig**
 Motivations: **+All The Drugs +Hedonism +Individualism**

TRAITS
 None

REP
 @-rep 60
 g-rep 40
 r-rep 50

EQUIPMENT

Armor:
 Body Armor (Light) [10/10] ■
Primary Weapon: Heavy Pistol (500 rounds regular ammo) ■
Starting Credit: 4,200 ■
Implants: Basic Biomods, Basic Mesh Inserts, Cortical

Stack, Cyberlimb Plus (2), Drug Glands (Neem), Enhanced Hearing, Enhanced Smell, Enhanced Vision, Medichines, T-Ray Emitter ■
Gear: Buzz (5 doses), Comfort (5 doses), Creepy, Drive (4 doses), Ecto, Grin (4 doses), Hither (5 doses), Juice (5 doses), Kick (2 doses), Klar (3 doses), Maker, Mobile Lab, Mono No Aware (5 doses), Neem (4 doses), Orbital Hash (5 doses), Phlo (4 doses), Portable Sensor, Servitor Bot, Smart Clothing, Utilitool, Viewers ■

The decades-long process of uplifting pigs involved many different applications of drugs to various test subjects—lots and lots of drugs. You're certain this had an effect on your personal development almost as much as the genetic engineering. In a way, your exploration of chemistry is continuing on this path of self-improvement. You first experimented with pushing the boundaries of chemistry to expand your consciousness. Once you mastered a few pharmacological wonders, you realized that it was unfair to keep them to yourself, so you started sharing them. That's when you got kicked out of the habitat; those killjoys in public security didn't understand you just wanted to make people happy. Now you're with the scum, a group of people who have a proper sense of fun. They're always willing to try whatever new chem you're working on. ■

"The bacon I'm eating? No, it's not weird at all. It's human bacon. Eat up, long pig."

TITANIAN PROGRAMMER-ARCHEOLOGIST

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	20	15	15	10	15	10	20
Morph Bonus	5	5	5				5
Total	25	20	20	10	15	10	25

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
4	10	50	100	8	35 (40)	53 (60)	5 (6)	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Computer Science	COG	50	5	55
Academics: Computational Archeology	COG	75	5	80
Academics: Cryptography	COG	40	5	45
Academics: Mathematics	COG	40	5	45
Academics: Planetary Ecology	COG	40	5	45
Academics: Xenolinguistics	COG	50	5	55
Climbing	SOM	30	0 (30)	30 (60)
Fray	REF	40		40
Freerunning	SOM	35		35
Hardware: Electronics	COG	60	5	65
Infosec	COO	60	5	65
Interest: Gatecrashing Finds	COG	35	5	40
Interest: Methane Sailing	COG	45	5	50
Interfacing	COG	80	5	85
Kinetic Weapons	COO	50	5	55
Language: English	INT	40	5	45
Language: Mandarin	INT	40	5	45
Language: Norwegian	INT	85	5	90
Medicine: Paramedic	COG	30	5	35
Navigation	INT	35	5	40
Networking: Autonomists	SAV	35		35
Networking: Ecologists	SAV	35		35
Networking: Scientists	SAV	75		75
Perception	INT	35	5	40
Pilot: Groundcraft	REF	25		25
Pilot: Spacecraft	REF	35		35
Profession: Education	COG	50	5	55
Programming	COG	75	5	80
Research	COG	65	5	70

Background: **Original Space Colonist**
 Faction: **Titanian**
 Morph: **Hazer**
 Motivations: **+Exploration, +Preservationism, +Techno-Progressivism**

TRAITS

Ego: Fast Learner, Math Wiz, Tenure
Morph: Tough (Level 1)

REP

@-rep: 30
e-rep: 30
r-rep: 50

EQUIPMENT

Armor: Second Skin, Smart Vacsuit [8/10] ■
Primary Weapon: SMG (100 rounds ammo) ■
Starting Credit: 4,150 ■

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Direction Sense, Electrical Sense, Enhanced Vision, Ghost rider Module, Grip Pads, Medichines, Mental Speed, Radiation Sense, Respirocytes, Skinlink, Temperature Tolerance (Improved Cold) ■

Gear: Adaptive Interface, Automech Bot, Backup Insurance, Electronics Tool Kit, Exploit Software, Fabber, Faraday Container, Muse, Nuclear Battery, Scourers, Sensor Motes, Sniffer Software, Spoof Software, Utilitool, Wireless Energy Transmitter ■

You're a tenured professor of Computational Archeology, but you prefer to spend as much time as possible out in the field, studying both alien and obsolete human data systems. You're equally at home retrieving data from a vinyl LP scavenged off Old Earth as building an interface to power up and operate ancient alien computers. If they have security or encryption, you get to learn something new by breaking it! Gatecrashing expeditions and outdoor expeditions in the Titanian wilds have given you good survival and exploration skills, as well as getting you involved in the preservationist movement. You've also consulted with the Titanian government, but not in regards to aliens. Your skills are also useful in trying to analyze TITAN artifacts—before destroying them, you would hope. ■

"It will hum whenever you're holding it, and that's fine. Walk it slowly to the disposal pit, but keep your eye on it. If that top scale starts to become translucent, set it down gently, and run away as quickly as you can. Got it? Go."

VENUSIAN GARGOYLE

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	15	20	15	20	10	15
Morph Bonus			5		5		
Total	15	15	25	15	25	10	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
2	6	30	60	8	40	80	7 (8)	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Mimetics	COG	45		45
Academics: Political Science	COG	45		45
Art: Filmmaking	INT	35	5	40
Art: Performance	INT	60	5	65
Disguise	INT	45	5	50
Fray	REF	45		45
Freerunning	SOM	35		35
Hardware: Electronics	COG	40		40
Interest: Celebrities	COG	60		60
Interest: Conspiracies	COG	60		60
Infiltration	COO	40		45
Infosec	COG	55		55
Intimidation	SAV	50	5	55
Investigation	INT	65	5	70
Kinesics	SAV	40	5	45
Kinetic Weapons	COO	50		50
Networking: Anarchists	SAV	50	5	55
Networking: Hypercorps	SAV	60	5	55
Networking: Media	SAV	60	5	65
Perception	INT	45	5	50
Persuasion	SAV	65	5	70
Pilot: Aircraft	REF	45		45
Pilot: Anthroform	REF	25		25
Profession: Forensics	COG	40		40
Profession: Journalism	COG	60		60
Profession: Viral Marking	COG	45		45
Protocol	SAV	50	5	55
Research	COG	55		55
Unarmed Combat	SOM	25		25



Background: **Fall Evacuee**
 Faction: **Morningstar Constellation**
 Morph: **Gargoyle**
 Motivations: **+Sousveillance -Hypercapitalism -Secrets**

TRAITS

None

REP

@-rep 40
 c-rep 60
 f-rep 50

EQUIPMENT

Armor: Gargoyle Shell [6/6] ■
Primary Weapon: Light Pistol (500 rounds regular ammo) ■
Starting Credit: 1,150 ■
Implants: 360° Vision, Access Jacks, Anti-Glare, Basic Mesh Inserts, Chemical Sniffer,

Cortical Stack, Cyberbrain, Enhanced Hearing, Enhanced Smell, Enhanced Vision, Lidar, Mnemonic Augmentation, Nanoscopic Vision, Oracles, Radar, T-Ray Emitter ■

Gear: Anonymous Account, Backup Insurance (1 month), Ecto, Electronic Tool Kit, Exploit Software, Facial Recognition Software, Fiber Eye, 2 Gnat Bots, Maker, Radio Booster, Scout Nanoswarm, Smart Dust, Sniffer Software, 2 Speck Bots, Spoof Software, Tracking Software, Utilitool ■

People in the inner system look down on synths. They also tend to look down on journalists—real journalists, that is, not the housebroken lap dogs of the mainstream media. So you figured that if you're going to go around learning all their secrets and spreading them all over the mesh for anyone to see, you may as well push as many buttons as you can on the way. Being a gargoyle isn't all bad; flesh gets tired and distracted, but the gargoyle sees all, remembers all, and never needs to rest on a long stakeout of a giant Consortium interspecies orgy. ■

"You would not believe the shit you see if you spend a few hours circling an aerostat on a thermal. It's like those people forgot we ever invented Venetian blinds."

ULTIMATE GATECRASHER

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	20	15	20	10	10	5	25
Morph Bonus		5		10	5	10 (15)	
Total	20	20	20	20	15	15 (20)	25

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
4	10	50	100	8	40	80	6 (8)	1 (3)

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Biology	COG	60		60
Academics: Linguistics	COG	60		60
Academics: Philosophy	COG	80		80
Beam Weapons	COO	50	5	55
Blades	SOM	40	15	55
Climbing	SOM	30	15	45
Fray	REF	60	10	70
Free Fall	REF	40	10	50
Freerunning	SOM	30	15	45
Hardware: Robotics	COG	50		50
Infiltration	SAV	25	5	30
Interest: Science Fiction	COG	60		60
Interfacing	COG	50		50
Investigation	INT	50		50
Kinetic Weapons	COO	50	5	55
Language: Arabic	INT	50		50
Language: English (Native)	INT	90		90
Language: Greek	INT	50		50
Navigation	INT	50		50
Networking: Hypercorps	SAV	35	5	40
Networking: Scientists	SAV	35	5	40
Perception	INT	50		50
Pilot: Groundcraft	REF	40	10	50
Profession: Scholar	COG	60		60
Protocol	SAV	25	5	30
Research	COG	40		40
Scrounging	INT	40		40
Seeker Weapons	COO	45	5	50
Spray Weapons	COO	75	5	80
Swimming	SOM	30	15	45
Throwing Weapons	COO	45	5	50
Unarmed Combat	SOM	40	15	55



Background: **Fall Evacuee**
 Faction: **Ultimate**
 Morph: **Guard**
 Motivations: **+Exploration +Personal Development +Truth**

TRAITS

Ego: Black Mark (Titanians, Level 2),
 Mental Disorder (Insomnia)

REP

c-rep 30
 r-rep 20

EQUIPMENT

Armor: Guard Shell (12/12),
 Smart Vacsuit [19/19] ■
Primary Weapon: Shredder
 (Smartlink, Safety System,
 Imaging Scope, 100 rounds) ■
Starting Credit: 1,200 ■
Implants: Access Jacks, Basic
 Mesh Inserts, Chemical Sniffer,
 Cortical Stack, Cyberbrain,

Cyberclaws, Enhanced Vision,
 Hand Laser, Lidar, Mnemonic
 Augmentation, Muscle
 Augmentation, Neurachem
 (Level 1), Puppet Sock,
 Reflex Boosters, Synthetic Mask,
 T-Ray Emitter ■

Gear: Backup Insurance (1 month),
 Bio-Defense Unit, Defense
 Beacons, Facial/Image
 Recognition Software,
 Firewall Software, Mapping
 Missile, Mission Recorder,
 Mobile Base, Mote Grenade,
 Muse, Radio Beacon, Robomule,
 Satnet-in-a-Can, Scout Missile,
 Shelter Dome, Smart Vacsuit ■

You were privileged enough to devote your life to intellectual pursuits and fortunate to live long enough to embrace uploading, but it was pure luck that you survived the Fall. Your inadequate ability to respond was only highlighted by a group of thinkers calling themselves the ultimates.

You've changed; you have dedicated your mind and your body to your ideals. You search for the truth and push the limits of your own capabilities in a universe that hates you. Your commitment to the ultimate cause compels you to visit distant stars, returning each time with new certainties. The weight of your past grows lighter every time you venture beyond a gate; soon you will find what you are looking for. ■

*"Before we enter the gate I would remind you all of the words of Plato: **Either we shall find what it is we are seeking, or at least we shall free ourselves from the persuasion that we know what we do not know.**"*

ZONE STALKER

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	20	15	20	15	10	10	15
Morph Bonus	5		5	5		10	5
Total	25	15	25	20	10	20	20

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
2	8	40	80	8	40	60	7 (9)	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Martian History	COG	55	5	60
Art: Singing	INT	60	5	65
Deception	SAV	40		40
Fray	REF	60	5	65
Freerunning	SOM	50	10	60
Hardware: Armorer	COG	60	5	65
Hardware: Robotics	COG	60	5	65
Infiltration	COO	55		55
Infosec	COG	50	5	55
Interest: Personal Augmentation	COG	50	5	55
Interest: TITAN Relics	COG	60	5	65
Interfacing	COG	50	5	55
Intimidation	SAV	40		40
Kinetic Weapons	COO	45		45
Language: English	INT	70	5	75
Language: Japanese (Native)	INT	90	5	95
Medicine: Paramedic	COG	40	5	45
Navigation	INT	50	5	55
Networking: Criminals	SAV	40		40
Networking: Hypercorps	SAV	50		50
Perception	INT	60	5	65
Pilot: Groundcraft	REF	55	5	60
Profession: Fence	COG	50	5	55
Profession: Salvage Ops	COG	60	5	65
Scrounging	INT	50	5	55
Seeker Weapons	COO	55		55

Background: **Martian**

Faction: **Criminal**

Morph: **Crasher**

Motivations: **+Survival +Thrill Seeking +Wealth**

Contrary to your former colleagues who spent most of their time in labs squabbling about theories, data, and equations, you went looking for the “hands-on” experience out in the field. Following the spirit of Earth’s earliest researchers and scientists—like Darwin, who visited remote places on Earth to observe and analyze the evolution of species—you have a knack for practical science. You see no point in locking your discoveries away in a lab or museum, however, so you’ve turned your gift into a profitable business. You venture into the dangerous zones where others fear to tread, because that’s where you make the best finds. When you find something good, you’ll make sure it finds its ways into the hands of someone that will really appreciate it. ■

TRAITS

None

REP

c-rep 50

g-rep 50

EQUIPMENT

Armor: Bioweave (Light), Light Body Armor with Chameleon Coating, Immunogenic Coating, and Thermal Dampening [12/13] ■

Primary Weapon: Seeker Rifle (12 HEAP micromissiles) ■

Starting Credit: 500 ■

Implants: Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Light), Circadian Regulation, Clean Metabolism, Cortical Stack, Direction Sense, Eidetic Memory, Enhanced Respiration, Enhanced Hearing, Enhanced Vision, Grip Pads, Hibernation, Medichines, Oxygen Reserve, Temperature Tolerance, Toxin Filters, T-Ray Emitter, Vacuum Sealing ■

Gear: Backup Insurance (1 month), Covert Ops Tool, Disassembly Tools, Fabber, Heavy Rail Pistol (100 rounds ammo), 4 Scrapper’s Gel, Superthermite Charge, Survival Belt ■



“You want TITAN artifacts, or you want your face eaten by a femto swarm? Stay close to me and do exactly as I say, if you want to make it out of the Zone.”