

ECLIPSE PHASE

TRANSHUMANITY'S FATE



The Fate Conversion Guide for Eclipse Phase



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Transhumanity's Fate:

- Brings technothriller espionage and horror in a world of upgraded humans to **Fate Core**.
- Join Firewall, and defend transhumanity in the aftermath of near annihilation by artificial intelligence.
 - Requires **Fate Core** to play.



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DEDICATION

The Posthumans dedicate this book to Jef Smith, our companion of many days & nights around the table. Jef was a tireless organizer in Chicago's science-fiction/fantasy fandom, including the Think Galactic reading group and spin-off convention, Think Galacticon. In 2015, he co-published the *Sisters of the Revolution: A Feminist Speculative Fiction Anthology* with PM Press. We will miss Jef's encouragement, wit, and bottomless generosity. The person who lives large in the lives of their friends is not soon forgotten.

A portion of profits from *Transhumanity's Fate* will be donated to Jef's family.

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WELCOME TO FIREWALL

In *Transhumanity's Fate*, you play secret agents protecting the scattered remnants of transhumanity from threats that could wipe it out once and for all. You might be a crusading hacktivist, an anarchist militia fighter, a planet-hopping xenoscientist, a psychic detective, or a social networker owed favors by all the right people. You're a transhuman—a genetically modified human, an intelligent animal, a mind in a robotic shell, or even a bodiless artificial generalized intelligence (AGI). Your body is heavily upgraded, and your mind can communicate with every electronic device around it. You need every advantage, because you're up against mutants infected with an alien virus, WMD dealers, corrupted AGI god-minds, shifty amoeboid alien merchants, rampaging alien wildlife, and the ultimate threat: transhumanity's own self-destructive capabilities.

THE FALL

Ten years ago, we lost Earth in the Fall. Transhumanity had already been on the tipping point between enlightenment and annihilation. We'd colonized space, but ruined our own planet. We'd uplifted animals and AIs to sapience, but billions of persons remained voiceless. We'd even conquered death—by uploading minds (**egos**) and resleeving into new bodies (**morphs**)—but only for those who could afford it.

Then something started going seriously wrong—orders of magnitude more wrong than the situation we'd already gotten ourselves into. At first it seemed like an intensification of the bush wars, cyberattacks, and civil strife

that had been at a constant simmer for the last century. As events accelerated, though, those who could pierce the fog of war realized that someone—or something—was applying pressure in just the right places to spark conflicts.

By the time the enemy revealed themselves, transhumanity's nations, space colonies, and corporations were already at each other's throats. After almost a year of stirring the pot, that foe struck in earnest. They were rogue North American military AIs known as the TITANs (Total Information Tactical Awareness Networks). While distracting the polities of Earth, they had covertly built their own military-industrial complex using nanofabrication and subverted bots. These autonomous factories churned out war machines and self-replicating nanoswarms, which then attacked transhuman population centers, cleansing them of life. An infocalypse began as massive attacks on computer networks subverted infrastructure and destroyed data. Most disturbingly, the war machines didn't kill everyone. Millions had their minds forcibly uploaded before their bodies were repurposed as shock troops.

We fought back, but a coordinated defense was impossible with transhumanity's major factions already fighting each other. And one of the TITANs' most potent weapons, the possibly alien exsurgent virus, could propagate itself across both digital and biological life with frightening ease, killing, corrupting, and subverting. The Fall became a race to get key people, equipment, and resources off Earth as quickly as possible—and damn the cost to everyone else.

AFTERMATH

It is AF10: 10 years After the Fall. Of 11 billion transhumans, barely 500 million survived the Fall, spread across the solar system from Mercury to the Kuiper Belt. No one knows how we survived. At some point, the machines just stopped. There are a million theories why, but the possibility that they might return to finish us off hangs over the head of every survivor.

In their wake, the solar system was permanently altered. Earth was a smoking ruin. Large swaths of Luna and Mars were quarantined as the machine life there, while no longer guided by the TITANs, remained dangerous. Saturn's moon, Iapetus, had been partially converted into a matrioshka brain—a planet-scale megacomputer. And all over the system, we began to discover mysterious Pandora gates that opened to exoplanets in other star systems—some so far from Earth that astronomers haven't been able to fix their positions within the galaxy.

Did the TITANs disappear into the network of Pandora gates? Did they achieve some type of machine apotheosis and leave us to our fate? Or are they still here, biding their time, before the final act of our destruction unfolds?


A TIME OF ECLIPSE: THE SOLAR SYSTEM, CIRCA AF10

Our efforts to rebuild from the Fall brought strange harvests. Uplifted animals, artificial generalized

intelligences (AGIs), and uploaded people living as bodiless infomorphs are not uncommon. Biological and synthetic bodies are heavily augmented and available in huge variety. An entire generation of children raised in simul-space VR—dubbed the Lost—proved prone to severe mental illness, but Firewall knows some are also asyncs, wielding what can only be called psychic powers. And just a few years ago, the Factors, an alien race of slime-mold space merchants, made first contact.

Politically, the solar system is divided. The Planetary Consortium is the mouth-piece of the hypercorp-aligned city states of Venus, Luna, and Mars. The Jovian Republic of Jupiter is fascist in its politics but principled in its technological precautionism. The Autonomist Alliance includes anarchist, anarcho-capitalist, and technosocialist polities spanning Jupiter's Trojan and Greek asteroids, Saturn, Uranus, Neptune, and beyond. Enclaves of these factions exist outside the parts of the system they dominate, and the Main Belt and Kuiper Belt are a wild west exploited by all.

The economies of the factions differ, spurring conflicts. In autonomist territory, currency is obsolete. Unrestricted use of nanofabrication means that anyone can manufacture anything they need given a blueprint and basic raw materials. In these open economies, reputation, not wealth, mediates the exchange of information and services. In the Consortium sphere, nanofabber blueprints and the fabbers themselves are protected by DRM, enforcing payment in credits before printing items. That autonomist territories flagrantly disregard Consortium anti-piracy laws doesn't smooth relations. In Jovian space, nanofab is banned for most citizens, and credits



are used to pay for manufactured goods. The Jovians consider the rest of transhumanity incautious for relying so heavily on nanotech, which the TITANs also subverted during the Fall.

Earth governments ceased to exist. Beyond the sway of the big factions, crime syndicates, mercenaries, scientists, artists, pirates, isolationists, and weirder clades have built their own societies in private patches of space. Aside from the threat that the TITANs will return, we face existential risks—x-risks—that complicate our survival. These include weapons of mass destruction, diseases brought back from beyond the Pandora gates, abuse of salvaged TITAN technology, celestial collisions, and the occasional nest of exsurgents bent on further spreading the virus.

No one watches what's going on across all these borders. No one shares information between the data vaults of Jupiter and the academic networks of Titan. No one has the reach to help small, isolated space habitats, or to track an exsurgent infiltrator from the clouds of Uranus to the souks of a Martian megacity. No one except us.

FIREWALL

You're part of Firewall—a mostly-secret organization dedicated to combating x-risks. Some of your peers have been in this fight from the start. They started out in government outfits like the UK's Bletchley Park or China's Machine Intelligence Directorate (MIND). Others were part of independent groups like the argonauts, the Jörmungandr Initiative, or the Singularity Foundation. After the Fall, the battered remnants of these groups formed the Eye, an information sharing network for anti-x-riskers.

It quickly became apparent that the disunity and mistrust that kept Earth's governments from working together during the Fall had carried over to the new political factions. A series of virtual conferences on x-risk mitigation hosted by the technoprogressive argonauts lead members of the Eye to form Firewall, a cell-structure conspiracy devoted to detecting and containing x-risks anywhere in transhuman space.

This isn't a simple mission. Keeping the Eye's servers secret and secure

WHAT IS TRANSHUMANISM?

Transhumanism is an international cultural and intellectual movement that endorses the use of science and technology to enhance the human condition, both mentally and physically. In support of this, transhumanism embraces emerging technologies to eliminate the undesirable elements of the human condition such as aging, disabilities, diseases, and involuntary death.

In *Eclipse Phase*, the transhuman program has borne fruit in the form of enhanced humans, uplifted animals, and machine sapience. But counter to the hopes of many present day transhumanists, eternal youth, enhanced anatomy, and heightened intelligence haven't been equal for all. In the Planetary Consortium's sphere of influence, they're the prerogatives of the wealthy, while the masses make do with older used bodies, robotic shells, or sometimes no physical bodies at all.

is a massive task all by itself, even if the rumors are true that we have guardian angels in the form of transhuman-friendly AIs called Prometheans. Each Firewall working group, called a *server*, is organized by one or more proxies—Firewall’s core of facilitators, threat watchers, and logisticians. Servers in turn oversee cells, consisting of teams of rank-and-file agents—that’s you—called sentinels.

The distributed, anti-hierarchical nature of Firewall keeps power from accumulating in one place. On the up side, this keeps our operations secret and our decision making democratic, at least at the level of the proxies. On the down side, it means that factional disputes between Firewall servers sometimes turn ugly. As in wider transhuman society, though, reputation in the Eye matters. Servers or cells that go rogue too often quickly find themselves cut off from support from the rest of the organization.

Operations are run on a shoestring budget, with proxies calling in whomever they can from a given locale to reconnoiter, infiltrate, or fight as needed. Your cell might be a long-standing team, or it might have been put together on the spur of the moment.

You were recruited because you’re resourceful, you have needed expertise, or maybe you saw something you shouldn’t have but handled it well where most people would have fled in terror. Maybe you lost everything in the Fall, maybe you’re an idealist who thinks they can fix everything, or maybe you’re just looking for a good fight. You’ve passed our loyalty tests—for now—and proven you’re ready.

One thing we all agree on: transhumanity stands on the brink of extinction. We all feel called to act, and with a viewpoint that’s galactic, not local.

Extinction is coming. Will you fight it?



GLOSSARY

Below are some terms useful to players and GMs getting to know the world of *Eclipse Phase*. Since *Eclipse Phase* takes place in a hard science fiction universe, real-world terms from science and technology also appear liberally. If it's not in this glossary, try Wikipedia!

AF: After the Fall (used for reference dating).

AGI: Artificial General Intelligence. An AI that has cognitive faculties comparable to that of a human or higher. Also known as "strong AI" (differentiating from more specialized "weak AI"). See also "seed AI."

AI: Artificial Intelligence. Generally used to refer to weak AIs; i.e., AIs that do not encompass (or in some cases, are completely outside of) the full range of human cognitive abilities. AIs differ from AGIs in that they are usually specialized and/or intentionally crippled/limited.

Anarchist: Someone who believes government is unnecessary, that power corrupts, and that people should control their own lives through self-organized individual and collective action.

Argonauts: A faction of techno-progressive scientists that promote responsible and ethical use of technology.

AR: Augmented Reality. Information from the Mesh overlaid on your real-world senses. AR data is usually entoptic (visual), but can also be audio, tactile, olfactory, kinesthetic (body awareness), emotional, or other types of input. When you use the Mesh, it's frequently through AR windows.

Async: A person with psi abilities.

Autonomists: The alliance of anarchists, Barsoomians, Extropians, scum, and Titanians.

Barsoomian: A rural Martian, typically resentful of hypercorp control. Also known as Rednecks.

BF: Before the Fall (used for reference dating).

Bioconservative: An anti-technology movement that argues for strict regulation of nanofabrication, AI, uploading, forking, cognitive enhancements, and other disruptive technologies.

Biomorph: A biological body, whether a flat, splicer, genetically engineered transhuman, or pod.

Body Bank: A service for acquiring or storing a morph. AKA dollhouse, morgue.

Bots: Robots. AI-piloted synthetic shells. AKA, drones

Cortical Stack: An implanted memory cell used for ego backup. Located where the spine meets the skull; can be cut out.

Ego: The part of you that switches from body to body. AKA ghost, soul, persona.

Egocasting: Term for sending egos via farcasting.

ETI: Extraterrestrial Intelligence. The term Firewall uses to refer to the god-like post-singularity alien intelligence theorized to be responsible for the Exsurgent virus.

Exsurgent: Someone infected by the Exsurgent virus.

Exsurgent Virus: The multi-vector virus created by an unknown ETI and seeded throughout the galaxy in Bracewell probes. The Exsurgent virus is self-morphing and can infect both computer systems and biological creatures.

Factors: The alien ambassadorial race that deals with transhumanity.

The Fall: The apocalypse; the singularity and wars that nearly brought about the downfall of transhumanity.

Firewall: The secret cross-faction conspiracy that works to protect transhumanity from "existential threats" (risks to transhumanity's continued existence).

Forking: Copying an ego. Not all forks are full copies. AKA backups.

Gatecrashers: Explorers who take their chances using a Pandora gate to go somewhere previously unexplored.

Ghost-riding: The act of carrying an infomorph in a special implant module inside your head.

Habitat: A transhuman space colony, whether a tiny cluster of tin cans on trusswork, or a kilometers-long megastructure. AKA, hab, space habitat.

Indentures: Indentured servants who have contracted their labor to a hypercorp or other authority, usually in exchange for the promise of a morph.

Infolife: Artificial general intelligences and more powerful AGIs.

Infugee: "Infomorph refugee," or someone who left everything behind on Earth during the Fall—even their own body.

Jamming: The act of "becoming" a teleoperated drone thanks to XP technology.

Lost Generation: In an effort to repopulate post-Fall, a generation of children were reared in VR simulspaces using time acceleration. The results were disastrous: many went insane, and the rest were stigmatized. Some are rumored to have displayed psychic powers.

Mesh: The omnipresent wireless mesh data network. Also used as a verb (to mesh) and adjective (meshed or unmeshed).

Mesh ID: The unique signature attached to one's mesh activity.

Mesh Inserts: Nanoscale cranial implants (in biomorphs) or mesh hardware (in synths) that act as computation, storage, and Mesh access, controlled by thought, from the brain. A cheap, disposable, external version made of flexy plastic, called an Ecto, is a favorite of hackers.

Morph: A physical body. AKA sleeve, shell.

Muse: Personal AI helper programs.

Nanobot: A nano-scale machine.

Nanofabricator: Any of a family machines that print physical objects from feedstock based on digital blueprints. Some are specialized for mechanical or inorganic objects, while others can print food and drugs.

Nanoswarm: A mass of tiny nanobots unleashed into an environment.

O'Neill Cylinder: A pop can shaped habitat, spun for gravity.

Pandora Gates: The wormhole gateways discovered after the disappearance of the TITANs.

Prometheans: A group of transhuman-friendly AGIs created by early argonauts years before the TITANs and that (mostly) avoided

Exsurgent infection. The Prometheans secretly back Firewall and work to defeat x-risks.

Proxies: Members of the Firewall internal structure.

Psi: Parapsychological powers acquired due to infection by the Watts-MacLeod strain of Exsurgent virus.

Re-instantiated: Refugees from Earth who escaped only as bodiless infomorphs, but who have since been resleeved.

Resleeving: Changing bodies or downloading into a new one. Also called remorphing, reincarnation, shifting, rebirthing.

Scum: The nomadic faction of space punks/gypsies that travel from station to station in heavily modified barges or swarms of ships. Notorious for being a roving black market.

Sentinels: Agents of Firewall.

Simulspace: Full-immersion virtual reality environments.

Singularity: A point of rapid, exponential, and recursive technological progress, beyond which the future becomes impossible to predict. Often used to refer to the ascension of some AGIs to god-like levels of intelligence.

Sleight: A psi power.

Synthmorph: Synthetic morphs. Robotic shells possessed by transhuman egos.

Titanian: Someone from Titan, a moon of Saturn.

TITANs: The human-created, recursively improving, military AGIs that underwent a hard-takeoff singularity and prompted the Fall. Original military designation was TITAN: Total Information Tactical Awareness Network.

Transhuman: An extensively modified human.

Ultimates: Separatist mercenary faction whose ideology of genetic and mental improvement draws from both Indian religions and fascism.

Uplifting: Genetically transforming an animal species to sapience.

XP: Experience Playback. Experiencing someone else's sensory input (in real-time or recorded). Also called experia, sim, simsense, playback.

X-Risk: Existential Risk. Something that threatens the very existence of transhumanity.

TRANSHUMANITY'S FATE RULES

The various components of *Transhumanity's Fate*—physical and mental conflict, mesh hacking, morph and ego attributes, psi, and so on—use the rules from *Fate Core* as a baseline with the following rules on top of that.

PLAYING ECLIPSE PHASE WITH FATE CORE

For the most part, *Transhumanity's Fate* uses the mechanics presented in *Fate Core*. Where the rules diverge in minor ways, we specify this. For major departures, such as skills that work differently, we include a full write-up. In any case, you will need a copy of *Fate Core* to play *Transhumanity's Fate*. The core *Eclipse Phase* rulebooks are also recommended for a more complete presentation of the setting.

TRAITS

Some of the capabilities of morphs and psychic powers are represented by **traits**. Traits are, in part, sub-aspects. They serve as a reminder of when the core aspect they pertain to could be invoked or compelled. In the case of morphs, traits also provide permission or justification to do things other characters couldn't do. For example, a character with the morph aspect *Octomorph* has the traits Environmental Adaptation: Gills and Mobility: Limber. Gills aren't a sub-aspect you'd often invoke, but they do mean the character can breathe underwater where others

simply can't. Mobility: Limber could be used this way, providing permission to pass through a small crack other characters can't fit through. But it could also be invoked (via the *Octomorph* aspect) to gain the upper tentacle when wrestling someone.

FREE INVOCATIONS

A few ego stunts and morph traits grant either "one free invocation per session" or "one free invocation per scene." Per-session abilities refresh whenever fate points refresh, meaning that if fate points refresh midway through a game for a given reason, that ability's free invocation refreshes. Likewise, if the session ends on a cliffhanger and the GM doesn't want to do a fate point refresh right away in the next session, these abilities don't refresh either.

Per-scene abilities refresh specifically when morph stress boxes would clear off, so if one scene runs right into another without a breather, the ability's free invocation doesn't refresh with that new scene.

ACTION LENGTHS

Eclipse Phase splits various tasks into different lengths, based on how involved the task is compared to pulling a trigger or punching someone. Fate's sense of time is more fluid, but it still holds to some sense of story logic, so *Transhumanity's Fate* uses three scales of time: **normal**, **long**, and **specific**.

Normal actions take an exchange's worth of time as if in a heated conflict, like verbal sparring or a firefight (see Exchanges, p. 159, *Fate Core*). Long actions can't be done in the scope

of a heated conflict, as it can take several minutes or longer. Specific-timed actions tell you how long they take, which is usually longer than a long action.

This is only important when different actions happen at the same time. A normal action can interrupt or complicate a long action, and at least an entire conflict full of normal actions can happen at the same time as a single long action. Use your sense of story and drama as a group to pace how the various scales of action work in a given moment of play.

Naturally, there can be conflicts that take place with long actions back and forth. Only worry about this when people are working at different speeds of story.

LANGUAGES

Languages in *Transhumanity's Fate* are not handled as skills. Your character either knows it or they don't, much like other, minor random talents. Language is not usually a barrier in *Eclipse Phase*, as everyone's muse (personal AI assistant) can facilitate real-time translation by accessing public software on the mesh. This means that language is only important in Fate games when it complicates situations (no muses or mesh access), but in order to achieve that, you need to have a sense of what languages you speak.

The short rule is that you know the languages most tied to your aspects and your background. Having more than one or two languages is unusual, and having four or more is extraordinary. If the GM and other players think you're abusing the spirit of this rule, talk it over.

The ten most common languages in the solar system by speaking populations are: Mandarin, Hindi, English,

Spanish, Arabic, Portuguese, Russian, French, Japanese, and Cantonese. Other languages that remain strong include Bengali, Dutch, Farsi, German, Italian, Javanese, Korean, Polish, Punjabi, Swedish, Tamil, Turkish, Urdu, Vietnamese, and Wu. Some languages were effectively lost during the Fall, especially those in some undeveloped regions, as their speaking populations did not migrate into space pre-Fall and were not privileged enough to survive in large numbers as infomorph refugees. For more on languages in the setting, see p. 181, *Eclipse Phase*.

TEAMWORK IN MESH ACTIONS

The teamwork rules (p. 174, *Fate Core*) for mesh-related actions (hacking, etc.) have been modified slightly. See *Teamwork in Mesh Actions*, p. 99, for details.

CONTESTS UNDER FIRE

Transhumanity's Fate uses new rules in several situations called **Contests Under Fire**. They're especially useful when hacking attempts overlap with combat action. See p. 94 for details.

CONDITIONS

Conditions are a new type of situation aspect. Unlike most situation aspects, conditions can persist beyond a single scene. However, they're not as persistent or difficult to get rid of as consequences. Weapons that have temporary effects like stunning a target use conditions. Conditions are also used to track the progress of the exsurgent virus in characters who become infected.

GAME CREATION

The world of *Eclipse Phase* is vast in scope, with numerous factions, environments, and types of characters to explore. During game creation, you'll narrow that scope, defining your team's relationship to Firewall and the types of missions they specialize in, and with that, the character roles that are important to the kind of game you want to play. You'll also get some hints about where the game could go over the long run.

GAME ASPECTS

You'll create two game aspects for your *Transhumanity's Fate* campaign.

One should be about a current issue in your world. The other should be about a coming change, something at stake, or imminent danger. Either could concern your Firewall server—the working group within the conspiracy to which you're most closely tied (see *Server Aspects*, p. 14).

CREATING ISSUES

The *Eclipse Phase* world abounds in political and economic intrigue among its mainstream factions and social movements. Meanwhile, exhumans, exsurgents, and other fringe elements lay their own plans for transhumanity's future (or lack thereof). In the background, the TITANs and the ETI that created the exsurgent virus loom. This ferment of agendas provides ample sources for issues.

EXAMPLE ISSUES

FACTIONAL

- *The Ultimates' Long Game Doesn't Include the Rest of Us*
- *Can Anarchism Prevail Against Existential Threats?*

IDEOLOGICAL

- *Hypercorp Greed Could Be Our Downfall*
- *Infomorph Slavery Threatens Everyone*

X-RISKS

- *Escalating Trade in WMDs*
- *Cognite's Unrestricted AGI Research*

ORGANIZATIONS

- *Project Ozma Is Always Hiring*
- *Titanian Intel: Our Best Frenemies*

EXSURGENT CULTS

- *The White Khanhs*
- *The Cult of the Destroyer*

MEME-BASED

- *The Precautionary Principle*
- *Transhumanity Needs Backup Colonies*

OCCUPATIONAL HAZARDS

- *Pirates Are Making Salvage Work Tough*
- *Paranoid Jovian Internal Security*

LOOMING PROBLEMS

- *Night Cartel-Pax Familae Tensions Are High*
- *Corrupt Aerostat Government*

CREATING A SERVER

Your sentinel isn't alone in the fight to save transhumanity. Your team is a Firewall cell, a group of sentinels who receive mission guidance and organizational support from one or more proxies. Your cell is in turn part of a server, a working group of proxies. Your cell and server might not be your only connections to Firewall. If you have Eye Rep skill (p. 37), you have access to the Eye, Firewall's secret social network.

During game creation, the table should make some decisions about the team's server. Is it small and new, or old and established? Are its proxies open with the sentinels, or do they withhold information and sometimes outright lie in the name of mission security? Does it run on a shoestring budget, or it above average in terms of resources? (Remember that desirable resources can also be a disadvantage). Is it a tight-knit server, working mostly on its own projects, or does it collaborate heavily with other servers, sometimes even loaning sentinels out to other proxies? And finally, how controlling are the proxies? Are they collaborators and teammates, or are they ruthlessly manipulating the sentinels toward ends the sentinels don't fully understand?

PROXIES

Most servers have 5-50 proxies, averaging a few dozen. As a sentinel, you'll only know one or two proxies—the ones who work with your cell. You'll most often talk to your *router*, the proxy in charge of coordinating your missions. You also might have some contact with your *vector*, the proxy in charge of secure communications between you and your server.

Most PCs begin play as sentinels, but characters who start the game with a +4 or better in Eye Rep may opt to begin play as Proxies. In addition to greater clearance for Firewall's secrets, Proxy characters have more access to their NPC peers than other characters.

NPC proxies may be fleshed out as major NPCs (and may even become antagonists over time).

LOCATION/SPECIALTY

Many servers either have a specific territory they watch over or are specialized for a certain type of mission. Common examples include servers based in a city or space station, servers that specialize in gatecrashing or erasure ops, servers with an interest in particular types of x-risks like TITAN lore or WMDs, and servers with a particular factional or political orientation. The five main factions in Firewall are the *pragmatists*, *conservatives*, *mavericks*, *backups*, and *structuralists*, but servers may belong to multiple or none of these factions.

FIREWALL FACTIONS

Your server is probably aligned to one or more of the major factions within Firewall. Even servers that are ostensibly neutral tend to lean toward one faction or another because of their proxies' allegiances.

- Pragmatists, the majority faction, favor using all of the tools at Firewall's disposal and improvising in the field to get the best results.
- Conservatives favor a scorched Earth policy, disposing of TITAN artifacts and infected transhumans quickly and thoroughly.



- Backups advocate focusing Firewall's resources on survival initiatives, creating redoubts and secret colonies so that transhumanity's eggs aren't all in one basket.
- Mavericks are unified mainly in that they favor autonomy for individual servers and embrace unorthodox solutions to Firewall's structure. They also have their share of nihilists and malcontents.
- Structuralists want to reform Firewall into a more hierarchical, unified, accountable, and above-ground organization.

SERVER ASPECTS

You may choose a server aspect as part of your game aspects (p. 12). Good server aspects are double-edged, like any good aspect. They could confer an advantage, but they also imply trouble or a change that can happen in the

game world because of how your server behaves. These aspects can describe the server's reputation within Firewall (*Unpredictable Mavericks*, *Nuke-it-from-Orbit Conservatives*), the style of its NPC proxies (*Forknapping Manipulators*, *No One Left Behind*), or its resources (*TITAN Lore Clearinghouse*, *Superior Morph Provisioning—via Black Market*).

EYE REP CAP (OPTIONAL)

Finally, the group might decide to cap Eye Rep (p. 37), a sentinels' skill at networking and calling in favors from within Firewall through the Eye, Firewall's secret social network. If the group decides they want to play new recruits, or that their proxies aren't letting them fully into the fold yet, placing a cap on Eye Rep makes sense.

READY-TO-PLAY GAMES

If your group wants to jump right into a game with some parameters set for them, the following example games provide a quick starting point. Alternatively, use bits of these for building your own game.

GATECRASHERS

Firewall sends its brightest and most reckless on missions through the Pandora gates. In a gatecrashing game, you'll be investigating the Fall-like demises of other civilizations, infiltrating off-the-grid corporate labs, or even seeking traces of the TITANS. You'll regularly brave the dangers of being cut off from the rest of transhumanity on the far side of the gates. Scientific knowledge and practical survival skills are important. Often, you'll be too busy fighting hostile alien fauna or exsurgent xenodinosaur analogs to talk. However, social skills do come into play when your team discovers a new species and has to negotiate a price for its genome—or choose to preserve it in the public domain. Ultimately, exploration into the nature of the gates themselves might reveal the galaxy's ancient truths.

Useful Archetypes: Explorer, Field Engineer, Merc, Programmer-Archeologist, Scout, Xenoarcheologist

Interesting Locales: Chat Noir, an anarchist gate city in Uranian space; Echo IV, a megafauna paradise; Luca II, grave of a failed, aardvark-like civilization; Giza, planet of the alien chat pyramids; Ma'adim Vallis, the Planetary Consortium gate facility on Mars; Portal, a nexus of gates on an

alien world; Synergy, a world of aerial creatures where the colonists have formed a group mind; Olaf, a massive unexplored Dyson sphere.

Likely Opposition: Colonial authorities, hostile xenolife, rival explorers, TITAN remnants

Inspirations: *Blindsight*, *Prometheus*, *Stargate*, *Traveller*

Game Aspects: *Exploration Will Save Transhumanity but Might Kill Us*, *What Lies in the Dark Between the Gates?*

SCRAP AND SALVAGE

Your crew of rowdy scum barge misfits somehow ended up in Firewall (possibly after doing something useful, or possibly after doing mind-altering substances with your new proxy at a Carnival of the Goat drug orgy, or possibly both). You still do what you do best—exploring abandoned space stations and derelict ships—but now you do it with the knowledge that the next hull Firewall sends you to claim could be teeming with self-replicating nanoviruses or slaving exsurgent toadmen. So, sometimes also you are murder hoboes. This type of game calls for a good mix of tech, fighting, and social skills (for wheeling and dealing with your space treasure—or bribing crazed exhuman space pirates who want to jack your loot and eat your morphs).

Useful Archetypes:

Bot Jammer, Militiamensch, Programmer-Archeologist, Scavenger, Smuggler, Techie

Interesting Locales: Abandoned asteroid mining colony; derelict freighter; Meathab, a probably-sapient living space station with a hull made of

bacon; Earth orbit, full of abandoned habitats, autonomous killsats, and pieces of ships destroyed in the war with the TITANs; Fresh Kills, a heavily defended scavenger base in Earth orbit; crash site on an out-of-the-way Kronosian moon; the ice tunnels beneath Iapetus, bored out by the TITANs in an attempt to make a planet-scale megacomputer

Likely Opposition: Corporate “acquisitions” teams, exhumans, military blockades, other salvage crews, space pirates, things that should have been left in their cryo tubes

Inspirations: *Alien Resurrection, Event Horizon, Farscape, Pathfinder / Dungeons & Dragons*

Game Aspects: *Making a Living Off Dangerous Space Junk, We Do What Firewall Asks ... Usually*

NIGHT MARKET BLUES

Night markets used to be a thing in south and southeast Asia, old Earth, where bazaars were held by night to avoid the heat of the day. Now the term “night market” has become a byword in criminal and anarchocapitalist circles for marketplaces—red, black, and grey—that trade anything imaginable in an ever-changing array of places to avoid the heat of the law or social ostracization. Guns, missiles, unrestricted nanofabbers, exotic gene therapies, discount pleasure pods, three-legged marsupial goldfish, indentures, forknapped egos, stolen prototypes, and weapons of mass destruction all make their way through the Night Market—and Firewall has its eyes peeled.

Your sentinels will need guile, tech skills, and no small willingness to get dirty in this type of game. To the right audience, a canister of self-replicating TITAN-designed nanoplague practically sells itself—unless you take it off the market. To make things more challenging, Firewall might not entirely trust your team, given that a criminal background is almost a requirement to function in this world. Expect to be unwillingly resleeved, sent on decoy missions, and generally fucked with by your anonymous, god-complexoid proxy from time to time. The table might wish to agree on a very low cap for Eye Rep in this type of game.

Useful Archetypes: AI Researcher, Cool Hunter, Criminal Hacker, Detective, Ego Hunter, Enforcer, Freelance Judge, Genehacker, Networker, Smuggler

Interesting Locales: Extropia, an anarchocapitalist asteroid city; Kronos Cluster, a dangerous space hab divided between anarchist communities and criminal gangs; Locus, a well-organized anarchist cluster hab in the Jovian Trojans; the red-market bazaars of Noctis-Qianjiao, Mars; online black markets; the New Quebec clone vats; shady street doc lairs; Legba, asteroid stronghold of the Nine Lives ego-trading cartel

Likely Opposition: Out-there artists, body thieves, black kettle genehackers, singularity seekers, soul traders, weapons brokers, exsurgent infiltrators, your own Firewall proxies

Inspirations: *Altered Carbon, Bladerunner, Cyberpunk 2013, The Stone Canal*

Game Aspects: *You Can Get Anything in the Night Market; Our Proxy, “Maximum Mike,” Doesn’t Tell Us Much*

A FISTFUL OF CREDITS

Corrupt officials and rival gangs. Hypercorp secrets and left-behind TITAN war machines. Glamorous cities and wild outland towns. Mars is the new cradle of transhumanity, and it's Firewall's biggest hotspot. Part spaghetti western, part Asian crime thriller, this type of game centers on hypercorp machinations and the threat from the TITAN Quarantine Zone, a massive stretch of Mars still overrun by now-masterless TITAN minions. The backdrop is the glittering excess and social inequality of Martian cities played against the frontier sensibilities of the Martian outback.

Firewall brought your team together because you know the hinterlands and the fringes. Survival, combat, and investigative skills are all important in this type of game, but you'll want a few team members with good credit, Civ Rep, and social skills as well. Expect to visit a lot of towns in the outback where there's something evil in the water, and the local bosses are among those affected. Exhuman cults, black-budget labs, and entire towns infected by the exsurgent virus can all take root out in the Martian countryside, but sometimes, the trail leads back to the city. Under the domes of the big cities, the opposition includes hypercorp security forces, crime syndicates, covert exsurgent cults, and Firewall's rival, Project Ozma. Finally, the occasional possible suicide run into the TITAN Quarantine Zone is not off the table.

Because Mars is a key theater of action with its huge, dense population, proxies here get involved personally more often than elsewhere in the system. This is risky, but the stakes on Mars are high. You might decide one

or more of your cell are proxies, full members of the Firewall server with which you're affiliated.

Useful Archetypes: Bot Jammer, Cool Hunter, Criminal Hacker, Enforcer, Field Engineer, Freelance Judge, Genehacker, Journalist, Martian Ranger, Scout, Smuggler, Zone Stalker

Interesting Locales: A space elevator car carrying a suspicious shipment of morphs; the Red Northern rail line connecting Olympus to Noctis-Qianjiao; New Dazhai, an unfriendly corporate settlement engaged in questionable research; the abandoned industrial area surrounding the Olympus Mons space elevator on Mars; Pilsener City, a ditchstop agricultural dome town where weird shit has been going down; Brevard's Souk, a cave system used as a meeting place by the northern Maker nomads; El Destino Verde, a yakuza dive in the Noctis badlands concealing an operation to make drugs from exsurgent bodily fluids; a thousand-credit-a-night bordello in Elysium, the Los Angeles of Mars; the smugglers' caves at Ascraeus Mons; the nearby Martian Ranger station; the ruins of the city of Qurain, deep in the TITAN Quarantine Zone; the White Zone, the dangerous heart of the TQZ

Likely Opposition: Black kettle genehackers, corp security, corrupt local officials, exsurgents, Guanxi mobsters, indentured servant holders, local crime bosses, Planetary Consortium spies, Project Ozma, TITAN war machines

Inspirations: *A Fistful of Dollars/Yojimbo, Cowboy Bebop, Django Unchained, Durance, Oldboy* trilogy

Game Aspects: *This Here's Our Planet and We Won't Trade Her for Nothin', Proxies in the Trenches*

CREATING YOUR SENTINELS

CHARACTER CONCEPT

First, come up with your overall **character concept**, using the *Character Concepts* section on p. 130, *Eclipse Phase*. The same advice in there applies: talk with the rest of the group about if your character concepts mesh, and turn a short description into a sentence. Important: this is not an aspect, at least not yet. Aspects come later. If you need help devising a concept, see *Team Roles*, p. 26.

Once you have that, choose a **background** from the *Choose Background* section (pp. 131–132, *Eclipse Phase*) and a **faction** from the *Choose Faction* section (pp. 132–134, *Eclipse Phase*). The game statistics listed for those choices have no effect in Fate; this is purely a narrative choice, one that you'll incorporate as needed into your aspects later, as well as how you play your character. For both choices, write a brief statement about how that element shapes your character today. What impact did your background have on you? What benefits or debts do you have with your faction?

After that, come up with one to three **motivations** from the *Choose Motivations* section (p. 138, *Eclipse Phase*). As with the background and faction choice, write a brief statement about how this motivation shapes you. What are you chasing because of your motivation? What did you do recently for your motivation that put you in a difficult situation?

You may have some good ideas that could generate your high concept and trouble aspects. Before you write those down, proceed with the Firewall Phases.

NAME

There are a couple different names you should think about for your character: their actual, legal name and their Firewall codename. For operational security, codenames are used on missions and on the Eye, Firewall's peer-to-peer social network.

FIREWALL PHASES

Next, you'll fill in the **Firewall phases**, which works much like Fate Core's default phases (pp. 38–44, *Fate Core*), except that there are four phases rather than three, and you won't write down aspects for the phases at this point.

PHASE ONE: HOW YOU GOT NOTICED

Firewall is picky when it comes to inducting people into its secret organization. Some event (or events) demonstrated your extraordinary and useful capabilities, and that's how you got on Firewall's radar. What was it?

Use the framework for the Your Adventure phase (pp. 40–41, *Fate Core*), and address the following:

- Why were you in this situation? Since it wasn't for Firewall, this shows your individual loyalties or motives.



CHARACTER CREATION

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Making Ego Aspects	■	p. 22
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Refresh	■	p. 24
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Example Team Roles	■	p. 26

CHARACTER CREATION SUMMARY

- Create **concept** (background, faction, and motivations) and brainstorm character's **Firewall backstory** (how you got noticed, a recent mission, crossing paths).
- Create 4 **ego aspects**: high concept, trouble, and 2 others.
- Consider the **example team roles**.
- Spend 25 **skill** points, choosing either a broad focus or deep focus pyramid.
- Choose a **morph**.
- Choose **3 to 5 stunts** (morph-, ego-, or gear-based).
At least one must be an ego stunt.
- Start with **6 refresh**. Reduce this by morph refresh costs and stunts.
You must have a minimum refresh of 1.
- Create your **muse**.
- Determine **stress track boxes** and **consequence slots**.

NOT USING FIREWALL?

The default setup is that all the characters are part of Firewall, but that's far from the only way to play in Eclipse Phase! Rewrite the first two phases to fit the game and group dynamic you set up. If you're working for a different organization, that's a simple change. If you're not, then as a group discuss what two events would be better fits for the first two phases.

- How legal or ethical was your conduct?
- Did you get what you wanted or achieve your goal (if you even had one)?
- What was the aftermath of your actions (if any)?
- How long after this did Firewall contact you?
- Was the mission successful, partially successful, or a complete failure?
- Do you remember the mission?

This phase establishes both a sense of your character's competence and some recent history that isn't directly tied to Firewall. After all, your characters are only on-call for Firewall—they have fuller lives with their own urgencies and issues.

PHASE TWO: A RECENT MISSION

This phase is about a Firewall mission, one that other characters might have been involved in. It works very much like the Your Adventure phase (p. 40, *Fate Core*). Along with the questions in that section, address the following:

- What was the nature of the mission? Intelligence gathering? Infiltration? Combat?
- What mission details did Firewall provide?
- Did they give you a morph specifically for the mission?
- Is there anything that Firewall didn't tell you that you ran into?

That last question is important (and could apply to every phase, if you like). By default, we expect that you'll remember these events, but even if you don't they should be noted down. The events still happened in the setting, which means that they could come back to haunt a character who doesn't even have memory of them. Also, in the Crossing Paths phases, another character might have been in the event and still have memory of it, which is dramatically fruitful.

PHASE THREE: CROSSING PATHS

This is identical to Crossing Paths (p. 42, *Fate Core*), where you will add to another character's event by complicating it, solving a situation, or both. However, since there's more than one event, together you choose which event makes more sense for your characters to have crossed paths, whether briefly or for the whole of the event.

If you hook into someone else's How You Got Noticed event, talk about the timing. Were you already in Firewall at that point? If not, was it before you were noticed or after that but before Firewall approached you? By detailing this, you'll collectively build a timeline of events that happened in your game's backstory.

If neither event seems to work for your characters, come up with something else that's a minor moment in each of your lives—nothing so dramatic as the above two events. Two examples:

- You were both involved in a bar-room brawl. Were you on the same side? How did you fare?
- You were both on the same transport and saw something noteworthy or suspicious. What did you each do? How did the other person strike you as memorable?

If you really want to declare that your characters haven't met before this, that's fine. But it does deprive you of material for both aspects and immediate character interplay.

PHASE FOUR: CROSSING PATHS AGAIN

By whichever method of crossing paths that the group is using, cross paths with another person. Use the guidance in the previous phase for this one.





MAKING EGO ASPECTS

With your character's backstory and personality fleshed out, it's time to make aspects. Aspects on characters are divided into two categories: **ego aspects**, which relate to the character's competence, personality, history, and everything else that isn't tied to a give morph; and **morph aspects**, which are keyed to the morph the character is in at any given time. The two morph aspects are defined when taking a morph (see *Morph Aspects*, p. 61).

Characters have four ego aspects, which you'll define now. The first two ego aspects are the classic Fate **high**

concept aspect and **trouble aspect** (pp. 32–35, *Fate Core*). When coming up with those aspects, talk the ideas over with the rest of the group to make sure that those aspects (and concepts in general) still mesh together with the other characters and with the game's overall conceit.

The high concept should draw on the character concept and the information from the How You Got Noticed phase, at the very least. The trouble aspect is particularly flexible, though first look to the reasons you have your motivations and why you were in the How You Got Noticed situation.

The other two aspects are freeform, to be drawn from anything that you (or others) described about your character above. Here are some general types of aspects that you could key to:

FIREWALL LOYALTY ASPECTS

Aspects that talk about why a character is loyal to Firewall (or what it would take to turn them) can be a great option for a character's trouble aspect or one of their freeform ego aspects.

For new or idealistic sentinels, fill in the blanks in the following sentence:

"[My motivation] drove me to join Firewall."

For veteran or cynical sentinels, try this sentence:

"I have a problem with [thing Firewall does]."

Figuring out how your character would respond to either produce some great aspects. For example, a character who disagrees with Firewall's invasive loyalty tests might have the aspect Tired of All These Loyalty Tests. A character who joined because they lost people in the Fall might have Justice for my Family.

BUT I HAVE SO MANY ASPECT IDEAS!

If you have more than four aspect ideas, that's great! Many people will have a number of ideas due to how rich this character creation is. You still only have four slots for ego aspects, but if you have more ideas than that, then you can choose the ones that you want to play with right away.

Once you choose your four ego aspects, note the other ideas down. They won't be aspects that you or the rest of the group can use right away, but when you come to a milestone that involves rewriting an aspect, you could instead swap in one of those other aspects. That gives you a way to change what you want to play with regarding your character's dramatic arc. And maybe if one isn't getting any traction in the game, you and the GM can talk about just swapping it out with one that will before hitting a milestone.

- **Competence:** This is about how gifted or proficient you are at something. This could be a focused element of your high concept or something tangential that would surprise others to discover. The events in your phases, notably the first two, should help with one of these.
- **Reputation:** You're known among people, for good and ill. The first two phases could lead to reputations, either as fallout from groups affected or praise from groups benefited.
- **Detriment:** Anything from being hunted, to having a vice, to insatiable curiosity could be an aspect. Complicating situations in your Crossing Paths phases could give you some ideas here. (These sometimes turn out to be like a second trouble aspect, but not always.)
- **Relationship:** Something about your connection to an NPC, group, or even another PC could make for a strong aspect. Specifically for ones pointing at another PC, look at your Crossing Paths phases (or their Crossing Paths phases with you). Also look to your faction for inspiration.
- **Motivation:** The motivations you detailed earlier can be shaped into aspects.

Naturally, you can combine these, such as an aspect that touches on your reputation for competence. If you can imagine different ways to invoke and compel your aspects, and if your aspects cover various situations, then they're ready for play. If you feel like they aren't going to work, talk the ideas over with the rest of the group and hash out some alternatives or figure out what tweaks are necessary to make them fit.

SKILLS

The list of skills available to characters in *Transhumanity's Fate* can be found on p. 31. Characters start with 25 skill points and a skill cap of Great (+4) (see *The Skill Cap*, p. 46, *Fate Core*). Mediocre (+0) is the default for any skill that you do not take, though several skills will state that they can only be used by characters who do take them; in those cases, they cannot be rolled or otherwise used in an action by characters that have not taken them.

Assign your skills using either a broad focus or deep focus skill pyramid (see *Skill Pyramid Options table*, p. 23). Alternatively, you can spend the 25 points freely, using the rule for *Skill Columns*, p. 258, *Fate Core* (you can't have more skills at a certain rank than the rank below it).

SKILL PYRAMID OPTIONS TABLE

BROAD FOCUS (14 SKILLS)

- 1 Great (+4) skill
- 2 Good (+3) skills
- 4 Fair (+2) skills
- 7 Average (+1) skills

DEEP FOCUS (12 SKILLS)

- 2 Great (+4) skills
- 2 Good (+3) skills
- 3 Fair (+2) skills
- 5 Average (+1) skills

MORPH

Characters in *Eclipse Phase* live in **morphs**—biological, synthetic, or purely informational shells that house their personality and memories (known as the **ego**). At least one morph must be taken at character creation. Like stunts, some advanced morphs (or morphs enhanced with morph stunts) lower your refresh. Basic morph models, however, have no refresh cost.

The list of morphs, morph stunts, and the rules governing them are in the *Morphs* chapter, starting on p. 60.

STUNTS

Stunts represent benefits your sentinel gets from morphs, gear, and their own capabilities. The last type, **ego stunts**, go with characters when they move from body to body. **Morph stunts** and **gear stunts** are temporary, lasting only as long as a character is in a given body or has a given item.

The starting morph you chose in the previous step may give you access to one or more morph stunts; see the morph description for a list. The *Stunts* chapter (p. 56) also includes stunts based on after-market augmentations to your morph. The *Stunts* chapter (p. 56) includes suggested ego stunts based on skills. Finally, the *Stunts* chapter (p. 56) provides sample stunts representing especially useful gear. All of these pre-built stunts are suggestions that can either be riffed on to create new stunts or used as is for convenience.

Create 3 to 5 stunts for your character, or choose from the sample stunts

provided with skill, gear, and morph descriptions. When choosing stunts, you must note which are ego stunts and which are morph or gear stunts. Ego stunts are your inherent edges; you may only change them at milestones (see *Advancement and Change*, p. 255, *Fate Core*). Morph stunts change when you switch bodies, and gear stunts change when you gain or lose important gear.

You must choose at least 1 ego stunt.

See the *Stunts* chapter (p. 56) for more info on choosing and using stunts. To create your own stunts, follow the guidelines on pp. 88–95, *Fate Core*.

Unlike standard Fate games, in *Transhumanity's Fate*, you don't get any stunts for free. Each stunt has a refresh cost.

SPENDING REFRESH

Because *Eclipse Phase* characters are so varied in what they can do and how they're defined, the refresh system in this Fate build is made to match that.

Characters start with 6 refresh and must spend at least 3. As usual, PCs need at least 1 refresh to be playable, which means that you can spend up to 5. You can spend refresh on the following, 1 for 1:

- An ego stunt (each PC must have at least one) (p. 56)
- A morph with a refresh cost (p. 60). You may buy more than one morph, paying the refresh cost for each.
- Enhancing a morph you own with morph stunts or traits (p. 76)
- A gear stunt (p. 57)



CREATING YOUR MUSE

Most individuals have a dedicated AI that serves as their personal assistant. Commonly known as a **muse**, this AI has been a lifelong companion for most people less than seventy-years old. Muses learn their owners' tastes, habits, and preferences, and do their best to make life and technology use as easy as possible. Muses can be alarm clocks, data retrieval gophers, appointment schedulers, accountants, and many other functions often limited only by their owners' imaginations. For more information, see pp. 47–52, 244–245, and 265, *Eclipse Phase*.

All characters with mesh inserts (p. 72) are assumed to have muses that they can communicate with mentally, though it's not a requirement for a viable *Transhumanity's Fate* character.

Muses allow a few things:

- Access to a vast information repository and do smart-filtering for you. If connected to the mesh, they can pull up any piece of transhuman academic knowledge not covered by the Xeno-Contact or X-Risks skills.
- Muses can interact with you as a personal assistant, and have their own memories (data, really). As such, a muse can organize your life for you when it comes to mundane things.
- Muses can operate on their own in a limited capacity, performing research-oriented errands while you're doing something more important.

Muses begin the game with one skill at Fair (+2) and one at Average (+1). Most commonly, these skills are Investigate (to aid your character in research) and Infosec (to protect your personal mesh against intrusions).

Muses have 2 stress boxes and no consequence slots.

Muses are backed up on your cortical stack (p. 72) and go with you when you back up, egocast, or resleeve (see *Changing Morphs and Moving Egos*, p. 79).

STRESS AND CONSEQUENCES

PCs in *Transhumanity's Fate* have **stress tracks** and **consequence slots** (p. 50, *Fate Core*). Your PC's **physical stress track** is dependent on their morph and possibly Somatics skill; see *Durability*, p. 62, for a complete explanation. Each PC's ego has a **mental stress track** of 2 boxes, plus any additional boxes granted by their Will skill (p. 53). Every PC also has 3 consequence slots (mild/moderate/severe) that apply to both morph injuries and mental traumas; some morphs may provide additional mild consequence slots.

TEAM ROLES

Players who want guidance coming up with a high concept might consider the following team roles as starting points for a useful sentinel.

AI RESEARCHER

You design or study artificial minds. Maybe you're an AGI trying to understand yourself better, or maybe you're another type of transhuman out to create the next great overmind. Either way, you're a skilled ego hacker, a gifted all-around programmer, and an artist at creating simulspaces. You also have decent social skills, because young AGIs need teaching as much as they need programming.

Peak Skill: Program

Key Skills: Infosec, Medicine, Rapport

Likely Morphs: Infomorph, Menton

Useful: Multiple Personalities, Multi-Tasking, psychosurgery and programming gear stunts

BOT JAMMER

You're an expert on all things robotic, using bots as scouts, helping hands, and force multipliers for your team.

Peak Skill: Pilot

Key Skills: Hardware, Infosec, Program

Likely Morphs: Splicer, Menton

Useful: Multi-Tasking, bots

COOL HUNTER

The culture, fashions, and prevalent memes in your world are constantly shifting, bringing weal or woe to those not paying attention—and so you find your niche being someone who pays attention. Corporations, social movements, design houses, and espionage agencies all have jobs for someone who can cut through the bullshit, keep up with the party, and report back on what's cool—right the fuck now.

Peak Skill: Rapport

Key Skills: Athletics, Investigate, Notice

Likely Morphs: Observer, Scurrer, Splicer

Useful: Attraction, Enhanced Senses, Mnemonic Enhancement, Medicines, Multiple Personalities, psi-gamma sleights, observation gear stunts

CRIMINAL HACKER

You're an underworld hacker, using your security skills to profit in ways the authorities wouldn't endorse.

Peak Skill: Infosec

Key Skills: Cover, Deceive, Hardware

Likely Morphs: Menton, Swarmanoid

Useful: Multi-Tasking, bots, hacking gear stunts

EGO HUNTER

You're a detective (private or with a police force) who specializes in tracking down egos—a tricky thing in a world where they can hop bodies with a few hours' notice.

Peak Skill: Kinesics

Key Skills: Investigate, Rapport, Will

Likely Morphs: Splicer, Infomorph

Useful: Enhanced Senses, psi-gamma sleights

ENFORCER

Whomever you work for—the Night Cartel, the triads, the yakuza, a scum petals dealer, or even a small-time chessboxing racket on Titan—your job is the same: enforcing your gang's territory and dealing messily with those who don't respect it.

Peak Skill: Provoke

Key Skills: Civ Rep, Fight, Shoot

Likely Morphs: Fury, Neo-Pig, Worker Pod

Useful: Attraction, Strength, weapon gear stunts

EXPLORER

You're an exoplanet ranger, skilled at navigating and surviving on hostile alien worlds—possibly with a little help from psychic talents.

Peak Skill: Survival

Key Skills: Athletics, Shoot, Xeno-Contact

Likely Morphs: Bouncer, Ruster

Useful: Enhanced Senses, Environmental Adaptation, Xeno-Empathy, exploration gear stunts

FIELD ENGINEER

You're an outdoors-focused techie, adept at aiding xenoarcheology digs, terraforming crews, or civil engineering projects.

Peak Skill: Hardware

Key Skills: Pilot, Somatics, Survival

Likely Morphs: Flexbot, Ruster, Worker Pod

Useful: Environmental Adaptation, Medichines, nanofabrication or demolitions gear stunts

FREELANCE JUDGE

An arbiter and enforcer of the contract law systems that bind together anarcho-capitalist settlements, you're part lawyer, part bounty hunter.

Peak Skill: Rapport

Key Skills: Kinesics, Provoke, Shoot

Likely Morphs: Fury, Novacrab, Sylph

Useful: Attraction, Structural Enhancement, social and weapon gear stunts

GENEHACKER

With most of the work once done by doctors now the province of bots and AIs, the real practice of medicine now falls to people like you: those who can troubleshoot problems at the genetic level, treat difficulties with bio- and cyber- augmentations, and research cures to newly discovered pathologies.

Peak Skill: Medicine

Key Skills: Investigate, Hardware, Xeno-Contact

Likely Morphs: Menton, Splicer

Useful: Multi-Tasking, medical or psychosurgical gear stunts

JOURNALIST

Transhuman journalists are filtering and fact-checking specialists in a world of ubiquitous surveillance. Whether you're a vlogger who specializes in x-risks or just a celebrity reporter who witnessed an XP star transforming into an exsurgent monster, Firewall needs people like you to be its eyes in the zeitgeist—and to influence public opinion.

Peak Skill: Investigate

Key Skills: Civ Rep, Rapport, X-Risks

Likely Morphs: Scurrier, Splicer

Useful: Enhanced Senses, Mnemonic Augmentation, investigation gear stunts

MERC

You're a mercenary soldier. You might be a freelancer now, but in the past you probably served an old Earth government, a corporate private army, or a mercenary faction like the ultimates.

Peak Skill: Shoot

Key Skills: Fight, Notice, Somatics

Likely Morphs: Fury, Novacrab, Reaper

Useful: Armor, Strength, Structural Enhancement, weapon gear stunts

MILITIAMENSCH

Part soldier, part neighborhood watch, part private detective, you're the closest thing most anarchist communities have to cops or an army.

Peak Skill: Rapport

Key Skills: Investigate, Kinesics, Shoot

Likely Morphs: Bouncer, Fury, Neo-Pig

Useful: Armor, Enhanced Senses, Structural Enhancement, weapon and investigation gear stunts

NETWORKER

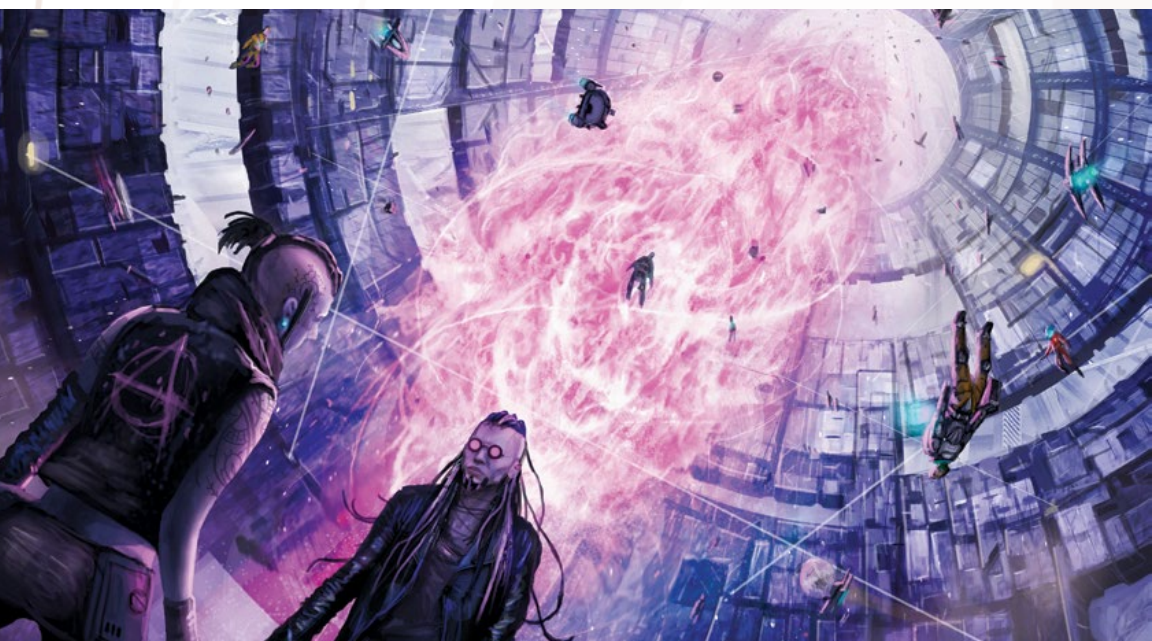
You're a fixer, a broker, possibly in with the corps, but probably also a black marketeer. You're owed favors by all the right people—but you might end up owing some big ones in return.

Peak Skill: Civ Rep

Key Skills: Cover, Cred, Rapport

Likely Morphs: Splicer, Sylph

Useful: Attraction, Multi-Tasking, social and reputation stunts



PROGRAMMER-ARCHEOLOGIST

You study the workings of old and forgotten computer systems—be they of human or alien origin.

Peak Skill: Program

Key Skills: Hardware, Infosec, Xeno-Contact

Likely Morphs: Infomorph, Menton

Useful: Multi-Tasking, Quantum Computer

SCAVENGER

You've made your way as a salvage specialist, mining transhumanity's space junk for whatever is still useful or valuable.

Peak Skill: Hardware

Key Skills: Infosec, Notice, Survival

Likely Morphs: Bouncer, Flexbot, Octomorph

Useful: Enhanced Senses, Medicines, construction/demolition gear stunts

SCOUT

Whether acting as site security on a gatecrashing team or as an advance scout on a planet like Mars, you're an ideal recon component to any ops team.

Peak Skill: Notice

Key Skills: Athletics, Shoot, Survival

Likely Morphs: Neo-Avian, Opteryx

Useful: Mobility, Reflex Boosters, stealth and survival gear stunts

SMUGGLER

Despite ubiquitous nano-fabrication, there are still goods out there whose movements are controlled, and you specialize in getting them where they're going—no questions asked.

Peak Skill: Deceive

Key Skills: Cover, Infiltrate, Pilot

Likely Morphs: Bouncer, Splicer, Worker Pod

Useful: Attraction, Shape Adjusting, Stealth

TECHIE

If it breaks, you can fix it—or reprogram it. In a society where everyone has some technical acumen just as a matter of survival, you're a geek among geeks.

Peak Skill: Hardware

Key Skills: Infosec, Investigate, Program

Likely Morphs: Flexbot, Menton, Synth

Useful: Enhanced Senses, Manipulators, hardware or nanofabrication gear stunts

XENOARCHEOLOGIST

Those who study alien antiquities always run up against one unavoidable truth: other than the amoeboid Factor merchants, transhumanity is the only known living civilization of sapient beings physically encountered to date. The question of why the stars are littered with dead civilizations is one of several that keep you up at night.

Peak Skill: Xeno-Contact

Key Skills: Investigate, Notice, Survival

Likely Morphs: Menton, Scurrier

Useful: Environmental Adaptation, Grok, Medicines, research and survival gear

ZONE STALKER

Aside from Earth, the TITAN Quarantine Zone on Mars is the biggest no-go zone in the Solar System. It's full of hideously dangerous TITAN war machines, alien environmental effects that can kill you like a bug in a microwave, exsurgents, and highly sought-after TITAN technology. You specialize in avoiding death by all the former to walk out of the TQZ with the latter.

Peak Skill: Infiltrate

Key Skills: Hardware, Notice, Survival

Likely Morphs: Ghost, Ruster

Useful: Enhanced Senses, Medicines, Grok, stealth and survival gear stunts

SKILLS

Firewall recruits sentinels based more on competence than any other factor. Agents hail from every clade and species in the transhuman community, but they all bring skills Firewall needs to carry out its mission. The skills in *Transhumanity's Fate* re-skin several *Fate Core* skills, extend others, and add new ones. Since the setting covers a lot of nuance and asserts various assumptions about how the world works, all the skills from *Fate Core* are reprinted here, altered to fit the setting and *Eclipse Phase*-specific situations.

At the end of this book, there's a reference table that shows what each skill in *Eclipse Phase* maps to in *Transhumanity's Fate*.

SKILL LIST

The following 25 skills cover the broad range of actions that nearly all characters are capable of being trained in. Each skill contains the four actions (overcome, create an advantage, attack, and defend) it's capable of and a selection of related ego stunts.

TRIVIA

As a sentinel, you hack into things, investigate threats, and blow shit up. You have a real life, but your ten years of experience as a healthcare economist, your microgravity glass-blowing project, and your keen interest in Martian craft beers generally mean fuck all when you're on a Firewall mission. Sometimes, though, a sentinel team needs someone who can correctly interpret local laws, deliver a scathing critique of a piece of art, know what's currently fashionable, or analyze the economy of a space habitat based on how it's deploying its resource harvester drones.

Transhumanity's Fate doesn't include skills for professions, artistic pursuits, specific academic disciplines, or hobbies. In core *Eclipse Phase*, these are covered by the Academics, Art, Interest, and Profession skills. Many uses of these skills are handled by the setting-themed X-Risks and Xeno-Contact skills. Other tasks can simply be delegated to a character's muse or handled by recruiting a freelance expert with Civ Rep. Where none of the above fully supports a particular character concept, here are some suggestions.

To create a lawyer or diplomat, take the Investigate skill accompanied by a stunt specific to the character's profession. Diplomacy and law are data-driven professions, which the mesh research aspect of Investigate captures. Rapport, Deceive, and Provoke cover the social sides of these professions. This approach works for many other professions, like journalists and financiers.

Artists and art experts can use the Rapport skill to gain the upper hand in social interactions based on their knowledge or creation of art. They use Investigate to be up-to-date on current happenings in the art world, invaluable for responding to a work in the context of current trends. Stunts can alter either of these skills to give an edge at art-related challenges. Cool hunters and trendwatchers can be handled similarly.

SKILL LIST

SKILL	PAGE	DESCRIPTION
Athletics	p. 32	Aptitude regarding physical movement in various gravities; also used to avoid being physically harmed
Civ Rep	p. 33	Contacts, allies, and favors owned in the world outside Firewall
Cover	p. 34	Ability to assume false identities and avoid positive ID by the opposition
Cred	p. 35	Being able to bring to bear currency, liquid assets, and financial intelligence
Deceive	p. 36	Lying, misdirection, and other subtle ways of manipulating others without their knowledge
Eye Rep	p. 37	Political clout, access to information, and access to material aid within Firewall
Fight	p. 38	Close-quarters and melee combat
Hardware	p. 39	Ability to build, repair, physically hack, and upgrade equipment; demolitions
Infiltrate	p. 40	Avoiding detection, sleight of hand, and creating misdirection
Infosec	p. 41	Electronic intrusion and counterintrusion techniques, hacking, and encryption/decryption
Investigate	p. 42	Research, analysis, interviewing, and other information-gathering and -collating skills
Kinesics	p. 43	Ability to read other people via empathy and non-vocal communication
Medicine	p. 43	Applied care and maintenance of biological beings; psychosurgery
Notice	p. 45	Situational awareness and observance of casual things
Pilot	p. 46	Operating various vehicles, remote controlling bots, and related applied knowledge
Program	p. 47	Writing and modifying software code, programming bots and nanoswarms, nanofabrication
Provoke	p. 48	Intimidating, scaring, or otherwise hostilely manipulating others
Rapport	p. 49	Making positive connections and eliciting positive emotion
Shoot	p. 50	Ranged combat
Somatics	p. 51	Ability to use a morph's strength and its capacity to endure physical harm
Survival	p. 52	Endure, navigate, and thrive in various environments
Will	p. 53	Ability to keep one's composure; used in horror tests and for psi
Xeno-Contact	p. 54	Knowledge of alien species and cultures, living and otherwise
X-Risks	p. 55	Knowledge of existential threats to transhumanity

WHERE ARE CONTACTS AND RESOURCES?


Those familiar to Fate Core will see that there's no Contacts or Resources skill listed here, as well as some other skills you might expect. Many skills are renamed and rethemed to fit *Eclipse Phase's* setting and language, such as Somatics for Physique, Kinesics for Empathy, and Infiltrate for Stealth.


Resources and Contacts are part of Cred, Civ Rep, and Eye Rep. Some elements of Contacts might fall until Investigate or another skill, depending on the goal of the action.




ATHLETICS


The Athletics skill represents a general level of physical fitness, whether through natural talent, military training, body enhancement, etc. It's how good you are at moving your morph with speed, grace, and precision (contrast with *Somatics*, p. 51). Sentinels also use this skill to fly using their morph's innate capabilities or to maneuver in non-standard gravity. Gravity acclimation is no big deal under normal circumstances. It becomes an obstacle in some cases, though, such as when you've just resleeved in 0.3 g after a year in 1 g, or if you're dealing with a tricky transition from micrograv to spun gravity in a rotating space habitat.

 **Overcome:** Athletics allows you to overcome any obstacle involving physical movement—parkour, climbing, free fall, flying, jumping, swimming, etc. You use overcome actions with Athletics to move between zones in a conflict if there is a situation aspect or other obstacle in your way. You also use Athletics to chase or race in any contests or challenges that rely on these types of activities.

 **Create an Advantage:** When you are creating an advantage with Athletics, you are jumping to high ground, running faster than the opponent can keep up with, or performing other acrobatic maneuvers that

confound your foes or otherwise make a situation to your benefit.

 **Attack:** Athletics is generally not used to attack, though it does cover throwing dangerous items like grenades.

 **Defend:** Athletics is a catch-all for defense in a physical conflict, against both close-quarters and ranged attacks, provided you are aware of the danger. You also use it to defend against characters who are trying to move past you, if you are in a position to physically interfere (contrast with using *Somatics* skill to defend against ranged attacks, which involves huddling down in a defensible position rather than moving about).


ATHLETICS STUNTS

- **Ambidextrous:** Every limb is a dominant one, no matter what morph you're in. You have +2 to non-combat actions where multiple limbs make a task easier, such as climbing.
- **Free Fall:** You're skilled at maneuvering in microgravity. Gain a +2 on Athletics tests when maneuvering in zero gravity.
- **Freerunning:** You're an accomplished *traceur*, able to traverse dense urban areas with speed and style. In conflicts where acrobatic use of the local terrain would provide an advantage, gain a +2 on Athletics rolls when trying to move multiple zones or when movement between zones is opposed.


CIV REP

Civ Rep (short for Civic Reputation) is the skill of maintaining an active social network and using it to get information and exchange tangible favors, often in the form of goods or services. Civ Rep incorporates aspects of both Contacts and Resources in *Fate Core*.


Civ Rep has a narrative component to it, in that different characters are likely to have different types of associates, providing justification for different flavors of use. Everyone's network includes friends, possibly family, and extended social circles. For a character with a hypercorp background, Civ Rep also represents business contacts, former co-workers, civic associations, and the like. For anarchists, Civ Rep represents people with whom you can barter, exchange favors, and cooperate on projects. For criminals, it's about who in the underworld fears you or could use a favor from you in the future. If your character is a dyed-in-the-wool technosocialist with few hypercorp business contacts, you'll have to seriously justify using it to find what you need on Mars.


 **Overcome:** Use Civ Rep to overcome any obstacle related to finding information you need to find, or to make contacts through your social networks.

You can also use Civ Rep to acquire services and physical goods while in autonomist space. For physical goods, this is not exactly the same as buying things with money. The favor represents getting a usable 3D blueprint and getting the item you needed printed on a public nanofabricator.

 **Create an Advantage:** Civ Rep can be used to win favors and influence people in your social network. As in *Fate Core*, it can also be used to find

the right person to talk to for a given task or to create an advantage relative to knowing someone's reputation.

 **Attack:** Civ Rep isn't used to attack.

 **Defend:** Civ Rep can be used to defend against people creating social advantages against you, provided your social network is a factor.

CIV REP STUNTS

- **Entrepreneur:** You own or co-own a hypercorp, microcorp, or business franchise—or you're prominent in an autonomist cooperative, collective, or work syndicate. Choose what line of business you're in when you take this stunt. Gain +2 to Civ Rep actions pertaining to this line of business.
- **Patron:** You have an influential person in your life who can be relied on for occasional support. This is an additional ego aspect, such as *Wealthy Hyperelite Family Member*, *High-Ranking Triad Boss*, or *Anarchist Networker with an Unbeatable Reputation*. You can invoke this aspect to call on your patron to pull strings on your behalf, supply resources, introduce you to people you need to know, or bail you out of trouble. You have one free invocation per session. As this is an aspect, it can also be compelled as the patron calls upon you to keep your end of the relationship. If you want to invoke the aspect a second time in a session without paying a fate point, you can, but then the GM has a free-floating compel to use in the future. You don't get a fate point for this compel (as you have effectively already spent it). You can refuse the compel as normal by paying a fate point, but that doesn't get rid of the social debt, just postpones it.


COVER


Firewall agents live and die by their ability to keep a wall between the straight world and their life in Firewall. For sure there's a bleeding edge of proxies who don't conceal their identities from Firewall (and they're considered too lucky by some of their peers), but no one in Firewall advertises their affiliation with the Eye to the outside world. Because Firewall expects agents to be largely self-sufficient, all sentinels typically maintain at least one false identity (represented by this skill) on their own. Characters can also use Cover to help other sentinels evade identification.


Cover represents a character's ability to maintain false identities, be prepared with false identification, resist identification by Kinesics, or thwart attempts to trace their Firewall activities back to their real life via Investigate.


Because characters in *Eclipse Phase* all have Civ Rep, false identities don't hold up unless backed by a reputation. Cover therefore also covers appropriating, mimicking, or outright renting a reputation in order to back up a false identity.

Stealing a specific person's identity requires the use of Infocsec, but Cover would thereafter be used to masquerade digitally as that person.

 **Overcome:** Use overcome actions with Cover to establish a false identity, manipulate bureaucracy to evade authorities, or to leave false trails for pursuers.

 **Create an Advantage:** Use Cover to evade attempts to trace your real identity, to gain an advantage in Reputation contests by falsifying your credentials, or to fool the opposition by forging credentials. You can also use your own stable of aliases and false reputations to create advantages for other sentinels on your team.

 **Attack:** Cover is not used to attack.

 **Defend:** Cover is used to defend against attacks aimed at tracking the character's identity or physical location. It can also be used to throw off Investigate attempts with false information.


COVER STUNTS

- **Forger:** You're a skilled forger with a deep pool of bureaucratic arcana, zero-day exploits, and "borrowed" reputations at your disposal. Gain +2 on Cover actions when forging credentials, false IDs, or falsified reputations.
- **Information Control:** You have a knack for diligence and caution in your daily living, online, and social networking interactions, reducing the amount of extraneous or sensitive information about yourself that leaks out. Gain +2 on Cover actions concerned with keeping your real life concealed from Firewall's opposition—and from other Firewall agents.
- **Digital Ghost:** You've spent countless hours setting up botnets, backdoors, and anonymous repeaters in weakly defended systems all over the mesh. You have a +2 to Cover actions when attempting to act anonymously or avoid being backtraced on the mesh.

CRED

Cred is the skill for having money when you need it. This is in the form of credits, a universal digital currency, but it implies that you have income streams, investments, and the like slowly feeding into your liquid assets. Expending these assets on Firewall missions too often can land you in debt. Cred also comes with a certain amount of financial intelligence, inherent to the way hypercapitalist economies operate.


Cred is useless for buying things in the autonomist sphere and in other post-money economies, but its intel-gathering function might still work in some cases.


 **Overcome:** Use Cred to have enough cash and other liquid assets to buy whatever goods, services, morphs, or morph augmentations you need while in Planetary Consortium space.


Hypercapitalist economies operate on an intricate web of predictive models, and have succeeded in mapping the small actions of everyday life to transactions in this web, every one of which is logged and analyzed. Wealth in this economy therefore demands analytical capacity, so you can also roll cred to get information and insights about financial markets. The definition of “financial markets” has expanded far beyond the old understanding, though. There are secondary markets for everything from gene sequences to the advertising space on free-to-print kitchen appliances. Thanks to weak privacy laws, the wealthier you are, the more access you have to others’ data. The boundaries between people’s finances and their social graphs are blurred and, moreover, permeable. You can thus deduce a lot about local markets, big companies, and even wealthy individuals from the personal

analytics suite that’s inseparable from your bank account. There are limits to what you can learn this way, though. You can’t find out what a specific person bought or where they ate on a particular day, for example. However, you can find out that a particular hypercorp is investing heavily in a given area, find out whether a specific hyper-wealthy individual has a stake in an enterprise, or try to make sure that everyone who fits a given niche demographic profile sees a particular piece of advertising.

Using Cred in autonomist space is usually limited to remotely gathering intel on inner-system hypercorps. Due to stronger privacy measures, decentralization, and the almost-complete absence of the credit as a currency, there is no endless stream of tiny financial transactions in autonomist space by which to track people.

 **Create an Advantage:** You can use Cred to grease the wheels where money or the perception of wealth would make you more likely to get a good hearing. For example, you could create the advantage *Bribed Official* before going in for a Rapport attempt to make them look the other way while you carry out your op.

 **Attack:** Cred isn’t used for attacks.


 **Defend:** Cred isn’t used to defend.

CRED STUNTS

- **Credit Rating:** You’re good at using the perception of wealth to gain the upper hand. Gain +2 when using Cred to create an advantage against people impressed by wealth.
- **Data Miner:** You’re extremely skilled at tying financial data to individuals. You can use Cred in place of Investigate to track down an individual by their financial transactions.


DECEIVE

Deceive is the skill about lying to and misdirecting people.


 **Overcome:** Use Deceive to bluff your way past someone, to get someone to believe a lie, or to get something out of someone because they believe in one of your lies. For a casual encounter, this is just an overcome roll; for characters in more intense situations (including lying to another character), it will be a contest, with the target opposing with Kinesics. Winning this contest could justify placing a situation aspect on your target, if buying into your lie could help you in a future scene.


Deceive is the skill you use for determining if a disguise or impersonation attempts works. You'll need to have the time and supplies to create the desired effect.

You can also use Deceive to perform small tricks of sleight-of-hand and misdirection.

 **Create an Advantage:** Use Deceive to create momentary distractions, cover stories, and false impressions. You could feint in a fight, putting an opponent *Off-Balance* and setting you up for an attack. You could misdirect in the heat of a chase to buy yourself a *Few-Second Head Start*. You could establish a *Criminal*

Syndicate Cover Story for attending a clandestine meeting. You could trick someone into revealing one of their aspects or other information.

 **Attack:** Deceive is an indirect skill that creates a lot of opportunities you can capitalize on, but it doesn't do direct harm.

 **Defend:** You can use Deceive to defend against efforts made to discern your true motives with the Kinesics skill.

DECEIVE STUNTS

- **Behavior Masking:** You've had yourself psychosurgically modified to reduce or eliminate your facial and gestural "tells" when lying. This makes it difficult at first for people trained in Kinesics to read you. Gain +2 on Deceive actions the first time you lie to someone who has a +2 or better in Kinesics.
- **Bodyhopper:** You're adept at disguising your own gait, body language, and expressions, and at mimicking those of others whom you've had time to observe. Gain +2 on Deceive actions to conceal your identity or impersonate someone else when heavily disguised, in a new morph, or remote controlling a morph.
- **Endocrine Control:** Same effect as *Attraction*, p. 76.

COVER VS. DECEIVE


Deceive is lying to people. Cover is lying to society.

Sentinels live in a world of omnipresent data and surveillance networks. Cover represents their ability to dodge society's eye. Deception handles personal interactions: the look-over the exocustoms agent gives you on your way back from an alien planet, or your delivery when you tell a mark you're a captain of industry. Cover handles the cybernetic side of that interaction: the customs mesh running your fake ID, or the mark's ping on your falsified rep network when you tell him who you are.


EYE REP


Eye Rep (short for Eye Reputation) is the skill of knowing and influencing other Firewall agents, be they individual sentinels or entire servers. This can range from getting information to calling in an erasure squad when a situation gets out of hand. Firewall only has two “ranks,” and they’re really more like job descriptions than ranks in the military sense. Every proxy is equal to all other proxies, and every sentinel is equal to all other sentinels. But Firewall also practices secrecy and elaborate operational security, so getting information is a matter of reputation rather than having some type of security clearance. High rep in Firewall can’t be faked. It means the character has served as a sentinel or proxy for some time and distinguished themselves (or at least not screwed up badly) in the process. Characters with an Eye Rep of 4 or higher are usually proxies.


NPCs working for Project Ozma may have Ozma Rep, which is identical to this skill beyond the name.

 **Overcome:** Use Eye Rep to get information and support from other Firewall agents. The Eye’s many missions and projects have included investigating xenotech, confining outbreaks of the exsurgent virus, battling exsurgents, studying dead alien races, monitoring the spread of weapons of mass destruction programs, keeping an eye on renegade singularity seekers, shutting down black labs doing unrestricted AI research, and working against a dozen other things that threaten transhuman security. It doesn’t freely share all of this information, though, especially when doing so might risk operational security or agents’ covers. The Xeno-Contact and

X-Risks skills are better sources of general information. Firewall’s info tends to relate specifically to missions, and as such shows only a patchwork view of each topic.

 **Create an Advantage:** Eye Rep can be used to create an advantage when trying to resolve conflicts with other Firewall agents.

 **Attack:** Eye Rep isn’t used to attack.

 **Defend:** Eye Rep can be used to defend against other Firewall agents creating social advantages against you, provided it’s in a Firewall context.

EYE REP STUNTS

- **Seen It Before:** You have direct personal experience with a particular type of threat, such as exhumans, TITAN war machines, or rogue AI researchers. Gain a +2 on Eye Rep actions to pull resources together to fight that specific type of danger.
- **Jack-of-all-Proxies:** This stunt is only available with an Eye Rep of 4+. You’ve worked as a sentinel and every kind of proxy and have seen it all. For 1 fate point, you may use your Eye Rep in place of any other skill for one roll or exchange, provided you can justify previous experience with the type of action.
- **Morph Provisioning:** You have a knack for pulling the best morphs when Firewall provides them for missions. You may use Eye Rep instead of Cred or Civ Rep when acquiring morphs during a mission. Alternatively, if Firewall provides a morph for you, you may rewrite its second aspect (e.g., adding one where there was none or modifying a trouble aspect placed there by the GM). This must be done immediately upon resleeving.

FIGHT

The Fight skill covers all forms of close-quarters combat (in other words, within the same zone), both unarmed and using weapons. For the ranged weapons counterpart, see *Shoot* (p. 50). Fight also represents know-how about close-quarters weaponry: makes and models, maintenance, and the like.

More on weapons and combat in *Transhumanity's Fate* can be found in *Technothriller Conflicts* chapter, p. 84.

Overcome: Since you don't use Fight outside of a conflict, it's not often used to overcome obstacles. You might use it to display your fighting prowess in a demonstration or to participate in some kind of regulated bout or sport fighting, which would allow you to use this skill in a contest.

Create an Advantage: You can use Fight for many of the advantages you create in a physical conflict. Various special moves are covered here: striking to stun, using an underhanded trick, disarming, and so on. You could also use Fight to assess another fighter's style, spotting weaknesses in their form that you can exploit.

Attack: You make physical attacks with Fight. This is for close-in combat, so you have to be in the same zone as your opponent.

Defend: You use Fight to defend against any other attack or create an advantage attempt made with Fight, as well as pretty much any action where violently interposing yourself could prevent it from happening. You cannot use this skill to defend against Shoot or other ranged attacks, explosions, and so on.

FIGHT STUNTS

- **Non-Lethal Techniques:** Gain a +2 on Fight actions when fighting to subdue your opponent, be it in hand-to-hand or with less-lethal weapons like eelware implants and shock batons.
- **Ramming Speed/Swarm Fu:** Gain +2 on Fight actions when remotely controlling a bot, morph, vehicle, or nanoswarm.
- **Micrograv Combat Specialist:** Gain +2 on Fight actions when maneuverability in microgravity is a decisive factor.





HARDWARE

Hardware encompasses the ability to build, repair, physically hack, and upgrade equipment such as electronic devices, vehicles, habitat systems, locks, and synthetic morphs. Hardware also represents know-how about technology: nanoswarm makes and models, bot combat capabilities, and the like. Finally, Hardware is used for demolitions or other tasks where characters must handle, set, and arm destructive devices. This skill doesn't cover *throwing* a grenade in the heat of action; that's just throwing something, which Athletics handles.

Overcome: Presuming you have the time and tools you need, hardware allows you to build, modify, and hack. Actions with Hardware generally happen as one component of a more complex situation, making it a popular skill for challenges. The timeframe is determined by the GM as appropriate to the modification. Success with style could either render the accomplishment better or faster.

Hardware can also be used to repair objects and address morph consequences on synthmorphs. Additionally, it allows you to create, jury-rig, or dismantle an explosive, presuming you have the time and tools needed.

Create an Advantage: You can use Hardware to create aspects representing features of physical equipment, pointing out useful components or strengths you can use to your advantage (*EMP Hardened, Rugged*

Construction) or a vulnerability you could exploit (*Fracture in the Hull, Hasty Work*). Hardware advantages can also take the form of quick-and-dirty sabotage or jury-rigging mechanical objects in the scene.

When using Hardware for demolitions, you can create aspects related to explosives, such as *Debris Everywhere, Panic and Chaos, or Damaged Vehicle*. (Stealthy aspects, such as *Well-Hidden Bomb*, are handled by the Infiltrate skill, p. 40)

Attack: Hardware isn't used to attack. When using explosives, Hardware is used to harm only in an indirect fashion. For an immediate attack with a destructive device (like a grenade), use Athletics.


Defend: Hardware isn't used to defend.

HARDWARE STUNTS


- **Demolitions Expert:** Gain +2 on Hardware actions when trying to plant explosives, disarm bombs, or identify weak points in structures.
- **B&E:** Gain +2 on Hardware actions when trying to bypass security on doors, airlocks, ventilation systems, and assorted portals.
- **Weak Spot:** Once per combat, you may declare a devastating attack against a bot or synth opponent.

INFILTRATE


Infiltrate is the art of avoiding detection, whether that's moving unseen, hiding, sleight of hand, or creating misdirection.


 **Overcome:** You use Infiltrate to get past situations that primarily depend on you being unseen. This covers physically hiding or moving with stealth to avoid someone sensing you, whether you are hiding behind a tree, sneaking past a guard, or blending into a crowd. Infiltrate isn't just about escaping; it can also be used in an aggressive sense, to follow (shadow) someone without being detected. It also covers sleight of hand tricks that rely on dexterous manipulation, obfuscation, timing, and misdirection. These actions are opposed by Notice.

Avoiding leaving evidence as you pass through a place and similar uses also fall under Infiltrate.

 **Create an Advantage:** You'll mainly use Infiltrate to create aspects on yourself, setting yourself in an ideal position for an attack or ambush in a conflict. That way, you can be *Well Hidden* when the guards pass by and take advantage of that, or *Hard to Pin Down* if you're fighting in the dark.

It's not impossible, though, to use it to help others—knowing how to remain undetected in such a high-tech world means being able to assess locations like *Blank Spot in Sensor Grid*. This is only about assessment or exploitation, however; actually creating such a situation through direct sabotage falls under Hardware (p. 39) or Infosec (next page).

 **Attack:** Infiltrate isn't used to make attacks.


 **Defend:** You can use this to foil Notice attempts to pinpoint you or seek you out, as well as to try to throw off the scent of an Investigate or Survival attempt from someone trying to track you.

INFILTRATE STUNTS


- **Counter-Forensics:** You're adept at cleaning up sites in the aftermath of operations. Your toolkit includes cleaner nanoswarms used to hunt down stray hair and skin, knowledge of how to throw off ballistics tests, and common chemicals that can foil forensics tests. Gain +2 on Infiltrate actions when trying to alter or conceal physical evidence (e.g., when cleaning up a crime scene).
- **Smuggling Tricks:** You know how to conceal contraband from detection, whether in a ship's hold or during a body scan. Gain +2 on Infiltrate actions when trying to hide goods from scans and searches. "Goods" can include anything from weapons or devices to corpses, morphs, or even NPCs.
- **Counter-Surveillance:** You've mastered the art and science of monitoring local public surveillance to find gaps in security systems and avoid having your own Infiltrate attempts intercepted. Gain +2 on Infiltrate attempts in areas that have public surveillance not controlled by your opponents (including surveillance set up by you or your allies, e.g., from deploying drones in an area).

INFOSEC

Infosec is short for “information security.” It encompasses training in electronic intrusion and counterintrusion techniques, as well as encryption and decryption. Infosec can also be used by characters to scan for digital strains of the exsurgent virus, provided they have access to the scanning software used by Firewall, the argonauts, or another organization (free to sentinels with Eye Rep of Average (+1) or more).


 **Overcome:** Infosec allows you to overcome obstacles relating to hacking into or protecting electronic devices and mesh networks. See the *Mesh* chapter, p. 98, for more details.


When used to check for the exsurgent virus, Infosec detects the virus on a success—although success at a cost might suggest further infection risk.

 **Create an Advantage:** You can case a system with Infosec to determine how hard it will be to break into and what kind of security you’re dealing with, as well as discover any vulnerabilities you might exploit. You can also examine the work of other hackers to determine how a particular heist was done and create or discover

aspects related to whatever traces they may have left behind. You can also use Infosec to bolster a system.

The digital form of the exsurgent virus is extraordinarily hard to neutralize completely, but it can be slowed down. Against a digital virus taking over a station network, for example, Infosec could be used to create advantages via delaying tactics.

 **Attack:** Infosec can be used for scorching attacks against AIs and infomorphs (p. 102).

 **Defend:** Infosec can defend against hacking attacks to the self and exposure to digital strains of the exsurgent virus.

INFOSEC STUNTS

- **Scorcher:** You deal 2 additional shifts of damage on successful cyberbrain scorching attacks.
- **Zero-Day Exploit:** You have written or discovered an exploit that no one else is aware of and that affects a large number of systems. Once per session, for 1 fate point, you can intrude upon a particular system without initiating a contest, unless the GM rules the system is too unique or well-defended.




INVESTIGATE


Investigate is the art of analyzing evidence, piecing together clues, solving mysteries, and making logical deductions from groups of facts. It's a counterpart to Notice. Notice revolves around situational alertness and surface observation; Investigate revolves around concentrated effort and in-depth scrutiny, the conscious search for clues or pieces of a puzzle.

Investigate also covers research using the mesh: searching, sifting through, mining, and interpreting data. This includes knowing where to look, what links to follow, and how to optimize your queries.

Actions like doctoring a crime scene, removing DNA traces of a sentinel team's presence from a given locale, or planting a false trail using physical evidence also use this skill.


 **Overcome:** Investigate obstacles are all about information that's hard to uncover for some reason. It could be used to determine the likely sequence of events at a crime scene, determine a possible social connection between two people, or deduce how an enemy made their escape.


Investigate is a great way to provide clues to players, especially when the subject matter is something their character might know well but the player does not. Racing against the clock to collect evidence before others show up or disaster occurs is a classic way to use the skill in a challenge.

 **Create an Advantage:** Investigate is probably one of the most versatile skills you can use to create an advantage. As long as you're willing to take the time, you can find out just about anything about anyone, discover nearly any detail about a place or object, or

otherwise make up aspects about nearly anything in the game world that your character could reasonably unearth.

If that sounds broad, consider the following as just a few of the possibilities for using Investigate: eavesdropping on a conversation, looking for clues at a crime scene, examining records, verifying the truth of a piece of information, conducting surveillance, and researching a cover story. Given the technology in *Eclipse Phase*, much of this can be attempted remotely (though there are just as many methods of counter-surveillance.)

 **Attack:** Investigate cannot be used to attack.

 **Defend:** Investigate cannot defend.


INVESTIGATE STUNTS


- **Advocate:** You're a practicing lawyer, versed in both corporate and autonomist legal systems. Gain +2 on Investigate actions when analyzing legal documents, looking for legal dirt on a subject, or representing someone as an attorney.
- **Deep Digging:** Between you and your muse, you never go into a social conflict without an extensive dossier on the opposition. You can use your Investigate in place of Provoke on an opponent when you possess sensitive or embarrassing information about them.
- **Eidetic Memory:** You have perfect recall and can remember anything you've sensed (even from a single glance). You have +2 to Investigate and other rolls where your memory is a significant factor. Additionally, eidetic memory can be compelled as if part of your high concept, as your eidetic memory can cause you to remember events and sensations you *wish* you could forget. This is an option to talk with your GM about.



KINESICS


Kinesics is the art of empathy and non-vocal communication. It's basically the emotional and cultural version of the Notice skill—knowing and being able to spot changes in a person's mood or bearing. Kinesics also represents the ability to recognize the ego in a morph—either to spot an impostor, or to track down an ego in a new body.


 **Overcome:** You use Kinesics to read body language, tells, social cues, and other subconscious indicators. This doesn't necessarily overcome obstacles directly—normally, you find out some information with it and then use another skill to act. In some cases, though, you might use Kinesics like you would Notice, to see if you catch a change in someone's attitude or intent. Kinesics may be used in a contest against Cover to spot an impostor in someone's old morph or to recognize a familiar ego sleeved in a new morph.

 **Create an Advantage:** You can use Kinesics to read a person's emotional state and get a general sense of who they are, presuming you have some kind of interpersonal contact with them. Most often, you'll use this to assess the aspects on another character's sheet, but sometimes you'll also be able to create new aspects, especially on NPCs. If the target has some reason to be aware that you're trying to read them, they can defend with Deceive or Rapport.

You can also use Kinesics to discover what circumstances will allow you to make mental assaults on someone, figuring out their breaking points.

When hunting an ego that has moved to a new morph, time spent researching the person's habits, gait, posture, and body language in previous morphs may create an aspect in your favor in later scenes where there's a chance to spot them.

 **Attack:** Kinesics isn't used for attacks.

 **Defend:** This is the skill to go to in order to defend against Deceive actions, allowing you to pierce through lies and see through to someone's true intent. You can also use it to defend against those creating social advantages against you in general.

KINESICS STUNTS

- **Do Sun [賭神]:** You're a god among gamblers. Gain +2 to Kinesics actions when playing games of chance.
- **Ego Hunter:** You have a knack for spotting impersonators and fugitives when they switch morphs. Gain +2 on Kinesics actions to recognize an impostor in a familiar morph or recognize someone in a new morph when you've had at least 10 minutes to observe their gestures, gait, and facial mannerisms in their old morph.


MEDICINE

Medicine is the applied care and maintenance of biological beings and life. Use Medicine when you need to apply medical care, including conducting physical exams, diagnosing ailments, treating problems and illnesses, first aid, surgery, using biotech and nanotech medical tools, and long-term care.


This skill only covers medical practice; skills relating to bedside manner are handled through social skills, such as Kinesics or Rapport.

Medicine also covers psychosurgery: the use of machine-aided psychological techniques to repair, damage, or manipulate the psyche. Medicine allows using psychosurgical techniques to edit minds, help patients who remember their deaths, ease adjustment to new morphs, or resolve other mental traumas. Psychosurgical techniques can also be used to interrogate, torture, or otherwise mess with captive minds in a VR environment.

For more details on psychosurgery, see p. 229, *Eclipse Phase*. Detailed Psychosurgery rules for *Transhumanity's Fate* are on p. 112.


 **Overcome:** You use Medicine to diagnose and address physical and mental health concerns, such as determining if someone's cough is just the common cold or a dreadful contagion, setting a broken limb, treating a gunshot wound or mental disorder, and so on. You can also use for in-depth knowledge into a particular medical field or to tell if someone is faking an illness.


Medicine can also be used to address a morph consequence. In its psychosurgical usage, Medicine is used to remove and alter aspects relating to the psyche (including ego consequences; see p. 92).

 **Create an Advantage:** In addition to determining any ailments in a biomorph (whether short-term or long-term ones), Medicine can be used to bolster someone—administering a genetic cocktail to **Boosted Stamina** without putting them into danger, for instance.

Medicine only covers genuine treatments. If you're administering a placebo, that falls under Deceive.

Used for psychosurgery, Medicine can create aspects on a subject.

 **Attack:** Medicine cannot be used to attack. Medicine can be used to indirectly harm, such as by administering a poison or intentional mistreatment. For a direct attack with a syringe or medical instrument, use Fight.

 **Defend:** Medicine cannot be used to defend.

MEDICINE STUNTS


- **Forensics:** You're a skilled Forensic investigator. You may use Medicine in place of Investigate when an action involves noticing or interpreting information based on forensic clues: transhuman corpses, blood stains, and the like. Investigators who specialize in investigating attacks on synthmorphs might instead take this as a Hardware stunt.
- **Psychosurgeon:** You're skilled at repairing transhuman egos. Gain +2 on Medicine actions to overcome mental consequences or to perform psychosurgery techniques.
- **TacNet Paramedic:** You skillfully use your team's tacnet to monitor vitals, analyze injuries, and remotely administer drugs and fast-acting nanobandages. Once per session, you may attempt a Medicine action (difficulty set by the GM) to clear as many physical stress boxes from your biomorph allies as you generate shifts.


NOTICE

The Notice skill involves situational awareness and spotting casual things. It's a counterpart to Investigate, representing a character's overall perception, ability to pick out details at a glance, and other general powers of observation. Notice is quick and generally unfocused, so the kinds of details you get from it are more superficial, but it also doesn't require much effort.

Focused discovery is covered under Investigate, Hardware, and other skills that involve expertise or intentional effort. Details you find with Notice can lead to knowing which skill to use and in which context, though.

Fundamentally, Notice is about an individual's mental speed and bandwidth. Someone with a high Notice can take in sensory input, connect that information together, draw conclusions, and act on it sooner than someone else.

 **Overcome:** Use Notice to overcome obstacles in a reactive way: noticing a curious detail, hearing a faint sound, or spotting the concealed weapon. Notice is also the skill for initiative in nearly all non-social conflicts.

 **Create an Advantage:** You use Notice to create aspects based on direct observation—looking over a room for details that stand out, finding an escape route in a debris-filled building, noticing someone sticking out in a crowd, etc. You might also use Notice to spot something you can use to your advantage, such as a convenient **Escape Route** when trying to get out of a building or a **Subtle Weakness** in the enemy's line of defense.

When you're watching people, Notice can tell you what's going on with them externally; for emotive cues and personality insights, see Kinesics (p. 43).

NOTICE COMPARED TO OTHER SKILLS

Notice covers a person's general sense of awareness, influenced by the way a given morph gathers sensory input and an ego processes it. Training can enhance situational awareness in a given area, represented by another skill: Hardware, Investigate, Survival, etc. When noticing a detail based on such expertise or training, use the higher of Notice and that skill—if Notice is higher, that means a character is better at uncovering details than they are at processing them into something.



Attack: Notice cannot be used for attacks.



Defend: You can use Notice to defend against any uses of Infiltrate to ambush, get past you, or to discover that you're being observed.

Original EP Skills: Perception, Scrounging


NOTICE STUNTS


- **Situational Awareness:** You're very good at maintaining continuous partial awareness of the goings-on in your immediate environment. You have +2 to Notice rolls and other situations where this awareness is crucial, and cannot be given aspects like *Distracted*.
- **Eye for Weakness:** If you succeed with style on a Fight or Shoot attack (pick one when you take this stunt), you can choose to inflict a 2-shift hit rather than take a boost.



PILOT


Pilot is your skill at driving and flying vehicles. You use Pilot skill whenever you need to maneuver, control, or avoid crashing a vehicle, whether you are in the pilot's seat, remote controlling a robot, or directly jamming a vehicle with VR. This skill also encompasses navigation and other ancillary elements based on the field.


 **Overcome:** Pilot is the equivalent of Athletics when you're in a vehicle—you use it to successfully accomplish movement in the face of difficult circumstances, like rough terrain, small amounts of clearance, or stunt driving. Pilot is commonly used for contests, especially chases and races.

 **Create an Advantage:** You can use Pilot to determine the best way to get somewhere in a vehicle, and a good enough roll might allow you to learn features of the route that get expressed as aspects or declare that you know a *Convenient Shortcut* or something similar. Other advantages created using Pilot often revolve around

getting good positioning, doing a fancy maneuver, or putting your adversaries in bad spots.

You can also read the *Athletics* description, p. 32 and then make it about your vehicle.

 **Attack:** Pilot isn't usually used as an attack skill. If you want to ram a vehicle, you can attack with Pilot, but you take the same shifts of harm you inflict.

 **Defend:** Avoiding damage to a vehicle in a physical conflict is one of the most common uses of Pilot. You can also use it to defend against advantages being created against you or overcome actions of someone trying to move past you in a vehicle.

PILOT STUNTS

- **Bot Jammer:** Gain +2 on Pilot actions when jamming a drone or bot.
- **Interceptor:** Gain +2 on Pilot actions when attempting to intercept or overtake an opponent.
- **Combat Driving:** When ramming another vehicle, take two damage shifts less than you inflict.

PROGRAM

Program is your talent at writing and modifying software code. Use Program to write new programs, modify or patch existing software, break copy protection, find or introduce exploitable flaws, write viruses or worms, design virtual settings, and so on.

Program also handles issuing orders to bots, programming nanoswarm behaviors, and nanofabrication. See the *Mesh* chapter, p. 98.



Overcome: Overcome actions with Program include efforts to create or modify existing code to patch unintentional holes or intentional exploits, break protections, etc. Program can also be used to give complex orders to bots or nanoswarms that won't be under the character's direct control.

Create an Advantage: Software you create with Program could cause a variety of advantages, either immediately, on a delay, or at a trigger.

Nanofabrication (p. 284, *Eclipse Phase*) also uses the Program skill to create objects using a cornucopia machine, fabber, or maker. If you have appropriate blueprints and raw materials, no roll is required. If you wish to create an item for which you do not have blueprints or the proper raw materials, or you wish to alter an item's design, then that will call for a skill roll (see *Nanofabrication*, p. 119).

Attack: Program isn't used to directly attack (though advantages you create could effectively attack digital entities).

Defend: Program isn't used to defend.


PROGRAM STUNTS


- **Math Wiz:** You can perform any feat of calculation, including the most complex and advanced mathematics, instantly and with great precision. This means you can calculate odds, find correlations in numerical data, and perform similar tasks with great ease. You have +2 to actions involving mathematical calculation.
- **Security Expert:** You've specialized in countering system intrusions. You may use Program in place of Infosec when protecting a system from hackers.
- **Programmer-Armsmensch:** Use Program instead of Shoot for attacks using automated weapon systems you've programmed.


PROVOKE


Provoke is the skill about getting someone to elicit a negative emotional response—fear, anger, shame, etc. A common use for this skill is intimidation, but it also covers goading someone into an action. It's always an adversarial skill, and is defended against with the Will skill (p. 53).

To use Provoke, you need some kind of justification. That could come entirely from situation or from an aspect that's appropriate (either yours, the target's, or a situation aspect).

 **Overcome:** You can use Provoke to force someone into doing what you want in a fit of emotional pique. You might intimidate them into giving you information, piss them off so badly that they act out, or scare them into running away.

 **Create an Advantage:** You can create advantages representing momentary emotional states, like *Enraged*, *Shocked*, or *Hesitant*.

 **Attack:** You can attack the ego with Provoke, to do emotional harm. The circumstances and your relationship with the target figure a great deal into whether you can do so.

 **Defend:** Provoke cannot be used to defend.

PROVOKE STUNTS

- **Interrogator:** Gain +2 on Provoke actions to extract information from an unwilling subject.
- **Code Agitator:** You are adept at triggering reactions from AIs and AGIs. Gain +2 on Provoke rolls against them.

EMOTIONAL MANIPULATION AND ASSESSMENT

Skills that involve manipulating the emotions of a target—Provoke and Rapport, and also some uses of Deceive or other skills—depend on your target actually having emotions. Some limited AIs cannot be emotionally manipulated, for example, though this benefit is made up by the fact that they can be hacked. (Note that muses, AGIs, and other sapient inoflife characters *can* be emotionally manipulated, though it may be more difficult).

Attempts to affect those with sufficiently different neurochemistry, biology, or mind-states—thus, different ways of processing or showing emotion—aren't impossible. However, if the manipulator doesn't have familiarity with the target's emotional makeup (either that target specifically, or those like them), give them a situation aspect like **Inscrutable** or **Unpredictable**. What qualifies for "familiarity" is between the player and GM, but err on the side of what feels right for the story. Situation aspects like this may also be appropriate when a baseline transhuman tries to affect an AGI or uplift.


The above bit about familiarity goes for Kinesics, as well. Though synthmorphs are designed to emote, that doesn't mean reading them is easy. The same is true for any morph inhabited by an uplift or AGI, for those unfamiliar, or any morph that is sufficiently non-human, no matter who has sleeved it. The aspects above could possibly apply here.




RAPPORT

The Rapport skill is all about making positive connections to people and eliciting positive emotion. It's the skill of being liked and trusted.


Rapport can involve persuading someone to do what you want through the use of words and gestures. This does not include persuasion through threats or force (that is covered by Provoke) or by lying (covered by Deceive). It can also involve protocol—the art of making a good impression in social settings through keeping up on the latest memes, trends, gossip, interests and habits of various (sub)cultural groups.


 **Overcome:** Use Rapport to charm or inspire people to do what you want or to establish a good connection with them. Motivate your subordinates or peers to take action, seduce a companion, win a political debate, or negotiate a contract, among other things. For nameless NPCs, this is just an overcome action, but you may have to enter a contest to sufficiently ingratiate yourself to a named NPC or PC.

 **Create an Advantage:** Use Rapport to establish a positive mood on a target or in a scene or to get someone to confide in you out of a genuine sense of trust. You could pep talk someone into having *Elevated*

Confidence, stir a crowd into a *Joyful Fervor*, or simply make someone *Talkative* or *Helpful*.

You can also use it to assess a social situation, to help you choose your words carefully, determine who is the appropriate person to speak to, impress someone with your grasp of customs, or otherwise fit into a specific social/cultural grouping.

 **Attack:** Rapport doesn't cause harm, so you don't use it for attacks.

 **Defense:** Rapport defends against any skill used to damage your reputation, sour a mood you've created, or make you look bad in front of other people. It does not, however, defend against ego attacks; that requires Will.


RAPPORT STUNTS


- **First Impression:** You have a way of charming and otherwise making a good impression on others the first time you interact with them. You have +2 to Rapport when dealing with someone for the first time. Particularly enterprising characters use this to create advantages that will last for longer than just an evening.
- **Uplift Ally:** You are familiar with uplift issues, struggles, and culture. Gain +2 to Rapport when dealing with uplifts.

SHOOT


The counterpart to Fight, Shoot is the skill of using ranged weaponry, either in a conflict or on targets that don't actively resist your attempts to shoot them.


More on weapons and combat in *Transhumanity's Fate* can be found starting in the *Technothriller Conflicts* chapter, p. 84.

 **Overcome:** Unless you need to demonstrate your Shoot ability in a non-conflict situation, you probably won't be using this skill for normal obstacles much. Like Fight, though, you could use it to demonstrate prowess or participate in sport.

 **Create an Advantage:** In physical conflicts, Shoot can be used to perform a wide variety of moves, such as pinning someone down under *Covering Fire*. You might be able to assess something based on your knowledge of a given form of ranged weapon

(like noticing and communicating that an opponent's weapon is *Prone to Malfunction* or *Has a Limited Range*).

 **Attack:** This skill makes physical attacks either up close or at range. This range varies based on its type.

 **Defend:** Shoot is unique in that it doesn't really have a defense component to it—that's covered with Athletics (for dodging, p. 32) or Somatics (for hunkering down, p. 51).

SHOOT STUNTS


- **TacNet Sniper:** Gain +2 on Shoot rolls when attacking anything you can't directly see by using allies over tacnet software as spotters.
- **This Is My Rifle:** You are intimately familiar with one type of weapon, such as plasma rifles. Gain one additional free invocation per conflict when creating advantages with Shoot with those weapons.








SOMATICS

The Somatics skill is a counterpart to Athletics, your skill at pushing your morph to the best of its physical ability, including the fundamental utilization of the morph's strength, endurance, and sustained positioning and motion.

 **Overcome:** You can use Somatics to overcome any obstacles that require the application of brute force—most often to overcome a situation aspect on a zone—or any other physical impedance, like prison bars or locked gates. Of course, Somatics is the classic skill for arm-wrestling matches and other contests of applied strength, as well as marathons or other endurance-based challenges.

 **Create an Advantage:** Somatics has a lot of potential for advantages in physical conflict, usually relating to grappling and holding someone in place, making them *Pinned* or *Locked Down*. You might also use it as a way of discovering a target's morph impairments—grappling a mercenary tells you that his morph has a *Malfunctioning Leg*, etc.

 **Attack:** Somatics is not used to harm people directly—see the Fight skill (p. 38) for that.

 **Defend:** Somatics is used to defend against attacks, but only when huddled down in a defensible position (this is the opposite of using Athletics, which involves avoiding these situations via movement). You can also

use it to provide active opposition to someone else's movement, provided you are in a small enough space that you can effectively use your body to block access. You might also interpose something heavy and brace it to stop someone from getting through.

For explosives and unavoidable attacks, use Somatics to defend—this represents your morph's ability to endure the brunt of unexpected physical trauma. This is only viable if you cannot otherwise act to defend yourself.

Special: Somatics partially determines how many additional stress boxes and consequence slots your morphs have. See *Durability*, p. 62.


SOMATICS STUNTS

- **Pain Tolerance:** You have a high threshold of pain tolerance and are better at ignoring the effects of pain. You have +2 on overcome or defend actions to withstand pain, including from non-stress attacks that would place a condition like *Shocked* (p. 88). Additionally, you give +2 to anyone addressing a physical consequence of yours that primarily involves pain (this includes addressing yourself). This stunt only works while in a biomorph.
- **Right at Home:** Choose one type of morph (splicer, neo-hominid, case, etc.). You always feel right at home in morphs of that type. When resleeving into one, you automatically adjust to the new body without taking a temporary *New Morph* aspect.




SURVIVAL

The Survival skill is all about the ability to endure and thrive in various environments through wits and training, whether in a crowded city, remote asteroid habitat, or natural environs like a jungle or desert—including the scientific skills to survive on an exoplanet. It also includes training and handling animals.


 **Overcome:** You use Survival to overcome obstacles relating to your environment, such as finding your way through rugged terrain, avoiding dangerous xenofauna, or gathering edible food and potable water.


Additionally, Survival can be used to treat a morph consequence akin to being a field medic, provided you have the proper supplies and time.

 **Create an Advantage:** You use Survival to create aspects based on direct observation of your surroundings—finding an escape route in a debris-filled building, noticing someone sticking out in a crowd, tracking an animal or person, etc. You might also use Survival to declare that your character spots something you can use to your advantage in a situation, such as a convenient *Xenofauna Shortcut* when you're trying to find your way out of dense exoplanet terrain or a *Forgotten Vent Access* in a habitat's infrastructure. For example, if you're in a barroom brawl you could make a Survival roll to say that you spot a puddle on the floor

right next to your opponent's feet that could cause him to slip.

Survival also allows you to create aspects based on using or manipulating your environment, such as making a trap or a foxhole, scrounging for supplies, building a shelter or tools, and otherwise altering the environment to suit your needs.

 **Attack:** Survival isn't used for attacks, though it can be used to indirectly harm or trap someone by creating a trap.

 **Defense:** You can use Survival to defend against any uses of Infiltrate to ambush you or to discover that you're being observed.

SURVIVAL STUNTS

- **Animal Empathy:** You have an instinctive feel for handling and working with non-sapient animals. You can use Survival skill to calm, provoke, train, or otherwise manipulate animals at +2.
- **Combat Awareness:** Your natural survivalist training gives you an edge when a fight's about to ensue. You can use Survival in place of Notice for all combat-related uses, including initiative.
- **Direction Sense:** You always know which way is up, north, spinward, etc., even when blinded. You have +2 to rolls regarding navigation, dealing with complex directions, reading maps, and remembering or retracing a path you've taken.

WILL

The Will skill represents your character's general level of mental fortitude, self-control, and ability to command your own destiny.



Overcome: You can use Will to pit yourself against obstacles that require mental effort. Puzzles and riddles can fall under this category, as well as any mentally absorbing task, like deciphering a code. Use Will when it is only a matter of time before you overcome the mental challenge; use Investigate, Notice, etc. if it takes something more than brute mental force to get past it. Many of the obstacles that you go up against with Will might be made part of challenges, to reflect the effort involved.

Horrific situations also require Will to overcome; see p. 120.

Create an Advantage: You can use Will to place aspects on yourself, representing a state of deep concentration or focus.

Attack: Will is not used for attacks.

Defend: Will is the main skill used defend against Provoke, representing control of your reactions. It's also your defense against assaults on the ego.


Special: As in *Fate Core*, the Will skill gives you an additional mental stress box if Average (+1) or Fair (+2), or two additional mental stress boxes if Good (+3) or higher. Additionally, Superb (+5) skill and above gives you an additional mild consequence slot that can only be used for mental/ego harm.


WILL STUNTS

- **Brave:** You don't scare easily, and will face threats, intimidation, and certain bodily harm without flinching. You gain +2 when rolling to defend against intimidation and similar manipulation.
- **Ego Plasticity:** Resleeving is a breeze for you. You recover from negative temporary morph aspects after 1 scene instead of at the next refresh. The gamemaster may overrule this for very traumatic resleeving.

XENO-CONTACT


Xeno-Contact represents a character's knowledge of and preparedness for contact with alien life, living or extinct (the latter of which is disturbingly frequent, at least for sapient species). It draws on disciplines as various as astronomy, astrobiology, computational archeology, ecology, xenoarcheology, xenolinguistics, and xenosociology. Because the exsurgent virus is of alien origin, knowledge about the virus, the TITANs, and various exsurgent types is also covered by this skill. Xeno-Contact may also be used to recall or analyze non-alien-related information pertaining to any of the disciplines mentioned above, provided it's not covered by another skill.


 **Overcome:** Xeno-Contact is used when you wish to call upon knowledge about alien behavior, ecosystems, or societal organization, or when trying to counter a threat related to the exsurgent virus. You can use this skill to overcome any obstacle that requires applying this type of knowledge to achieve a goal. For example, Xeno-Contact could be used to translate a dead alien language, to predict the behavior of alien animals, or to assess the danger from a TITAN war machine.

 **Create an Advantage:** Xeno-Contact provides flexible opportunities to create advantages. It's most effective when you have time to carry

out research or experiments on a given topic, but it could also be used in the thick of combat to point out the infection threat from an exsurgent.

Often, Xeno-Contact will provide story details (e.g., from experimenting on samples of xeno-flora), but it may also create an aspect beneficial to you in a future scene if the information gained gives you an edge.

 **Attack:** Xeno-Contact can't be used to attack.

 **Defend:** Xeno-Contact can't defend against any attacks.

XENO-CONTACT STUNTS


- **Hyper-Linguist:** You have an intuitive understanding of linguistic structures. When you encounter a transhuman language for the first time, you can pay a fate point to declare that you know that language (the GM might disallow this for especially obscure or secret languages or not charge you the fate point for ones that everyone assumes a hyper linguist would know). Additionally, gain +2 to Xeno-Contact rolls to translate alien languages.
- **TITAN Intel:** You're an expert on the TITANs—which is scary, because being a TITAN expert mostly means having a full grasp of how little we know about them. Gain a +2 on Xeno-Contact rolls when knowledge of the TITANs or the exsurgent virus is a decisive factor.






X-RISKS


X-Risks represents a character's knowledge of and preparedness for various existential risks to transhumanity, from out-of-control self-replicating nanotech ("grey goo") to celestial cataclysms or anthropogenic threats. It draws on a wide range of applied and academic fields, including astrophysics, computer science, economics, engineering, epidemiology, genetics, history, mathematics, memetic warfare, nanotechnology, political science, and threat containment protocols. X-Risks also covers threats from hostile inoflife and ASIs (artificial super-intelligences) in a general sense, but the Xeno-Contact skill is used for all specific knowledge about the TITANS and their minions. X-Risks may also be used to recall or analyze non-x-risk-related information pertaining to any of the disciplines mentioned above, provided it's not covered by another skill.


 **Overcome:** You can use this skill to overcome any obstacle that requires applying knowledge of threats to transhumanity to achieve a goal. For example, X-Risks could be used to predict the spread of a designer plague, to

determine what the opposition is nanofabricating from a suspect list of materials, or to formulate a plan for diverting a rogue comet from a planetary collision.

 **Create an Advantage:** X-Risks provides many opportunities to create advantages. It's most effective when you have time to carry out research or experiments on a given topic, but it might also be used in the thick of combat to point out the weaknesses of an out-of-control nanoswarm.

Often, X-Risks will provide story details (e.g., from running tests on forensic evidence), but it may also create an aspect beneficial to you in a future scene if the information gained gives you an edge.

 **Attack:** X-Risks can't be used to attack.

 **Defend:** X-Risks can't defend against any attacks.

X-RISKS STUNTS

- **Physicist:** Gain +2 on any X-Risks action where a knowledge of theoretical or applied physics is important to the subject of the action.
- **Nano-Defense Protocols:** Gain +2 to X-Risks when creating an advantage against nanoswarms, nanoplagues, and other nano-threats.

STUNTS

As in *Fate Core*, characters in *Transhumanity's Fate* choose 3 to 5 stunts during character creation. Beyond the things they're used for in *Fate Core*, stunts also represent morph augmentations and specialized gear.

Because sentinels change bodies almost as often as they do gear, some special rules affect stunt choices. Stunts are divided into **ego stunts**, **morph stunts**, and **gear stunts**. Ego stunts are permanent parts of your character, while morph and gear stunts change more easily.

EGO STUNTS

Ego stunts work as the normal stunts in *Fate Core* and are available to your character regardless of whether they switch bodies, upload themselves, or egocast. Ego stunts might be useless while not in a body or not in the right kind of body, but the character still has them.

You must purchase at least one ego stunt at character creation, choosing from those in the *Skills* chapter or creating your own with the guidelines on pp. 88–95, *Fate Core*. Once an ego stunt is taken, it's a permanent part of your character.

EGO STUNTS AND DIFFERENT MORPHS

Note that while the character always has a given ego stunt, a given morph might deny access to some ego stunts. Having a bonus to Athletics won't help you while in an infomorph, for instance, but will help you the moment you're in a physical morph again. Being denied ego stunts in this way doesn't give you back any temporary refresh, so if you're not

primarily in a physical morph, don't take physical-oriented ego stunts. This goes for other stunts that would only affect a given morph you're not typically in.

EGO STUNTS AND MORPH STUNTS

Some morph stunts work exactly as an ego stunt does. If you have both the ego stunt and the morph stunt, you don't get double-benefit, such as having +4 to certain actions instead of +2.

MORPH STUNTS

Morph stunts are available only to the morph in which you are sleeved. They work a bit differently from ego stunts, in that they aren't permanent parts of your character—after all, your morph isn't permanent (in most cases). You can take stunts listed on that morph by temporarily spending 1 refresh, with some restrictions beyond not being able to go below 1 refresh total. The morph stunt refresh cost is in addition to the morph's base refresh cost.

You can only take a morph stunt when you sleeve into a morph or when you have downtime in the story; no taking morph stunts in the middle of the action. If you have enough time to take a breather and recover stress boxes, that is also a time you can take new morph stunts. If you take morph stunts after you've refreshed your fate points, you have to pay a fate point as part of reducing your refresh—if you're out of fate points, you can't take a new morph stunt right then.

On the next refresh, those morph stunts are cleared away, and you get

your refresh back from them. You can choose to keep those morph stunts if you like instead of regaining refresh. You can also choose to keep just some stunts, or even change to different stunts for that morph.

If you die, resleeve, or otherwise lose access to a morph with a morph stunt, you don't get your refresh back until the next refresh cycle. That's the risk that comes with the flexibility. If you leave your morph temporarily, however, and come back to it before the next refresh cycle, those morph stunts remain active.

A complete list of morph stunts can be found in the *Morphs* chapter, p. 60.

GEAR STUNTS

Normally it's assumed that sentinels have whatever gear they need to use their skills. When in doubt, usually they use Civ Rep, Eye Rep, or Cred to determine whether they have what they need. Most gear simply gives sentinels permission to do something they couldn't otherwise. Weapons and armor have their own rules. Some gear is potent enough to be represented by gear stunts.

Gear stunts come and go as characters acquire and lose gear. If a character gains a stunt-worthy item (more on this below), they can add the stunt to their character sheet in one of three ways:

- If the character has greater than 1 refresh, they can pay a refresh (and the accompanying fate point) to take the gear's stunt immediately.
- If the character is at 1 refresh, they may give up another gear stunt and pay 1 fate point to replace it with the new stunt.
- If the character doesn't want to take the stunt immediately, they can hold

on to the gear item and later pay 1 refresh to create a stunt on the fly (see *Filling Stunts in Play*, p. 53, *Fate Core*).

Exercising any of the above options locks the new gear stunt in until the next refresh, even if the character loses the item. However, if the character gains another stunt-worthy item, they can replace a locked stunt with a new gear stunt as described above. This can only be done with gear that has just been acquired from a source other than another player character. (This may feel artificial, but not doing it leaves a loophole for PCs to buck the refresh rule by trading items.)

LIST OF GEAR STUNTS

ABLATIVE PATCHES

The character's normal vacsuit or armored clothing has been augmented with thin and light slap-on patches of adhesive armor designed to absorb heat and energy from beams and explosions, safely vaporizing and blowing hot gas away. Once per session, the character may claim invulnerable defense against an attack in physical conflict. If the attack was from a heavy weapon like a plasma rifle, however, this has no effect.

CHAMELEON CLOAK

This loose, poncho-like cloak contains a network of miniature emitters that precisely replicate its wearer's background, making the wearer effectively invisible as long as they are stationary or not moving faster than a slow walk. Gain +2 on Infiltrate actions to sneak past visual surveillance.

COVERT OPS TOOL (COT)

This handheld device is the ultimate in infiltration technology. It contains smart-matter micromanipulators, cutting tools, and a specialized nanohive that produces nanobots that can bore or cut through almost any material and disable or open almost any electronic lock.

Cutting out a lock or boring a 1-millimeter hole in a wall with a COT can be done as an action during an exchange. Cutting out a 1-meter diameter hole in a wall takes longer (~10 minutes) and counts as a scene. The nanobots can later be used to repair damage so that it is invisible to any but the most careful and detailed examination.

A COT can easily open any old-fashioned mechanical lock simply by analyzing it and shaping an appropriate key, though this takes a scene. It can also open electronic locks by infiltrating them with nanobots that influence the lock's electronics, no matter what authentication system the lock uses. Using a COT gives you a +2 on Hardware actions to break and enter.

DEMOLITION CHARGES

You've got a supply of explosives, timers, proximity fuses, and the like. Once per session, you can either use a charge to remove an obstacle (Hardware action, difficulty determined by the GM based on the type of obstacle) or make an explosives attack during a conflict. In the latter case, the attack is devastating and unavoidable, affecting every character in the zone where you make the attack.

ELECTRONIC ROPE

The fibers in this rope can be controlled electronically, making it move in a snakelike fashion, stiffen up, and

even wrap around objects. It typically comes in a 50-meter length capable of supporting 250 kg. Controlled by mesh, electronic rope grants +2 on actions to climb obstacles or cross gaps. Allowed to operate on its own, it has Fair (+2) Athletics skill, Average (+1) Somatics skill, and 0 stress boxes.

LIQUID THERMITE

A favorite of scrappers and salvage crews, this easily applied gel burns at 2,500 Celsius when ignited with an electrical charge, melting through anything it's touching. Gain +2 on Hardware actions to overcome obstacles and create advantages against structures or armored foes (see *Explosives*, p. 88).

NANOFABRICATOR

You have a desktop cornucopia machine, portable maker, or other microfacturing device. You may use this device instead of Civ Rep, Cred, or Eye Rep to acquire gear, although you must have blueprints of the gear you wish to print (see *Nanofabrication*, p. 119). To create or alter blueprints, you need the Program skill (p. 47).

NANOHIVE

This small canister houses, recharges, replicates, and programs a colony of thousands of nanobots. Individual nanobots are invisible to the naked eye. When released as a swarm they may create a shimmer in the air due to refraction of light and the tiny lasers the swarm uses to communicate with itself. Nanobots may fly or crawl at the speed of a human walking slowly. All nanoswarms have 3 physical stress boxes and are difficult to physically damage (for more details, see *Swarms*, p. 93). Create a single stunt effect based on the type of nanobots living in the

hive or choose a type of swarm from the following examples:

- **Cleaners:** +2 on Investigate actions to tamper with or eliminate physical evidence.
- **Engineers:** Use Program in place of Hardware for construction tasks (e.g., erecting walls, digging tunnels, or sealing holes).
- **Guardians:** Guardians are designed to attack other nanoswarms. Use Program instead of Shoot when attacking hostile swarms. This bypasses the invulnerable defense swarms have against many forms of physical attack.
- **Proteans:** A protean swarm can be programmed to fashion a single piece of human-sized or smaller gear using nearby raw materials. In effect, the nanobots are a portable 3D printer that can use whatever is nearby as feedstock. Provided you have the blueprints for the desired item (either already in hand or acquired using Cred or Civ Rep), the protean swarm consumes itself to create the desired gear, swapping this stunt for another gear stunt. Fabricating the item requires time—half an hour to several hours depending upon the size and complexity of the item to be created.
- **Saboteurs.** +2 on Infiltrate actions where making the opposition's equipment go haywire would aid success.
- **Scouts.** +2 on Investigate actions to collect and catalog physical evidence.

PLASMA GUN

You're armed with a high-yield energy weapon capable of dispersing violet-hot artificial star-stuff over an area a few meters wide. This allows you to damage nanoswarms, morphs with swarm composition, and sometimes other

characters with invulnerable defenses normally, without creating an advantage first.

QUANTUM COMPUTER

More the province of scientists than hackers, quantum computers are handy when solving a problem requires some serious computing power. This credit card-sized machine grants +2 on Program, Xeno-Contact, or X-Risks actions where massive computational power aids the outcome.

SNIPER RIFLE

This is a large, high-powered rifle that fires armor-piercing rounds and can engage at sniper range (see *Ranged Weapons*, p. 89). Once per conflict, a character with this stunt can make a devastating attack (p. 86) against an opponent.

SURVEILLANCE BOTS

You have a selection of 3–5 small bots useful for recon. These include a creepy (a 10-centimeter crawling bot), a gnat (a tiny rotorcraft flying recorder), and a speck (a 2.5-millimeter, bug-like flying drone). They have 0 stress boxes, Fair (+2) Notice, and Average (+1) Athletics. They can be controlled directly by you or given instructions using Program and dispatched to work autonomously.

UNDERBARREL SEEKER LAUNCHER

You have an underbarrel cradle for antipersonnel micromissiles. Once per conflict, you can designate one of your Shoot attacks as an explosive micromissile. Everyone in the zone you pick defends against this attack (see *Attacking with Explosives*, p. 88). Although explosive, this isn't a devastating attack.

MORPHS, BOTS, AND VEHICLES

Sentinels on a mission pack some pretty serious hardware and software, but their greatest asset is the body they're wearing. The term **morph** is used to describe any form your mind inhabits, whether a vat-grown clone sleeve, a synthetic robotic shell, a part-bio/part-synthetic pod morph, or even the purely electronic software state of an infomorph. The wearer of a morph could be a player character or transhuman NPC, but it could also be a limited AI. Bots, vehicles, and spacecraft are normally operated by AIs, but other characters can sleeve into them, too. It's even possible for characters to sleeve into a space habitat, treating the entire structure as their morph.

ANATOMY OF A MORPH

Morphs have six elements:

- **Type:** General morph style: biomorph, pod, synthmorph, or infomorph.
- **Aspects:** Two aspects specific to that morph.
- **Traits:** Traits are augmentations that come stock with a given morph type. Traits give permission in the fiction to take actions that other characters couldn't, such as directly sensing radiation or surviving in hard vacuum with no space suit. Traits serve as a hook or reminder for when to invoke or compel morph aspects.
- **Stunts:** The more potent capabilities of a morph are represented by stunts.
- **Durability:** Measuring how many morph stress boxes and additional

consequence slots are available to that morph (p. 63). This differs between biomorphs, pods, synthmorphs, and infomorphs.

- **Refresh Cost:** The refresh that must be spent to have that morph. This refresh cost is in addition to any refresh spent on morph stunts. If you sleeve into a morph with a refresh cost, but you can't afford that refresh, you can still ride that morph, but will have to spend refresh for that morph in the next refresh cycle (unless you genuinely don't have enough refresh to do so normally).

TYPE

There are four broad types of morph, classified by construction, type of body, and type of brain.

Biomorphs are all meat. Most develop in exowombs, but natural childbirth (or egg-laying) is still practiced by a minority. They may have bioware, nanoware, or cyberware augmentations, but their overall structure, metabolism, and brains (usually) are biological. Most are genefixed if not genetically enhanced. Not all are human—some are genetically modified animal uplifts or even more exotic chimeras or neogenetic designs. Biomorphs are in general looked upon favorably by society, although uplifts sometimes face prejudice and even diminished legal rights, depending upon the local laws.

Pods are biological morphs with cyberbrains instead of meat brains. They're grown in pieces in mass-production vats and assembled—with a fair bit of cybernetics to fill the gaps—rather than developing in an exowomb.



Originally designed as biological androids for limited AIs, pods are often stigmatized as a low-rent option.

Synthmorphs are artificial morphs of metal, ceramics, and plastic with cyber-brains. The cheaper mass-produced models (the "clanking masses") are a sign of poverty or indentured servitude.

Infomorphs are incorporeal, software "bodies" favored by AGIs and transhumans who want to ditch their bodies. Infomorphs have limited rights in some legal systems, are considered property in others, and are straight-up illegal in the most conservative polities. Much of this is due to guilt by association with the TITANs.

MORPH ASPECTS

Each morph has a core aspect relating to the sort of morph it is, such as *Flat* or *Octomorph*. Some have an adjective or other descriptor attached to this aspect, relating purely to that morph: *Healthy Flat* or *Scarred Octomorph*. Essentially, this is the morph's high concept aspect.

Morphs may have a second aspect that involves something specific to the morph. For instance, a sentinel might find themselves sleeved into a morph that has *Nicotine Addiction* as a second aspect. In this case, the aspect is almost like a trouble aspect, but a morph's second aspect isn't restricted to being about a trouble.

Morphs taken at character creation will be this fleshed out. Morphs encountered in play may also be or may start with just a base aspect and perhaps be fleshed out with a second aspect later, if the morph's role in the story isn't brief.

MORPH TRAITS

Each morph type has a set of things that it can and can't do, such as having a cortical stack, not needing to breathe, being able to switch sex, etc. In *Eclipse Phase*, these include those implants, enhancements, advantages, and disadvantages that are primarily narrative in function.

Beyond providing permission to perform certain actions, traits are sub-aspects of the morph's primary aspect. They provide more description of what the morph's core aspect means, serving as reminders of when it can be invoked or compelled.

CUSTOMIZING MORPH TRAITS

Players may wish to customize stock morphs with traits from the complete list below that aren't standard to that morph. This should start with a conversation with the GM (or the entire table) about justifying the inclusion of the desired traits on the morph. Do the proposed custom traits make sense and contribute to setting flavor? Some traits, like putting Mobility (Hovercraft) on a humanoid biomorph, might be very hard to justify. Others, like adding Access Jacks or Natural Weapon (Claws) to a humanoid morph, shouldn't require much discussion.

At character creation, taking a custom morph should be represented by a morph aspect encapsulating the special modifications (e.g., *Stealth Octomorph* or *Amphibious Ghost*). Up to 3 additional traits may then be added to the morph's trait list.

If the morph is being acquired using Cred or Civ Rep, the action to

acquire the morph should be more difficult—from +1 to +3 above the normal ladder rating, depending upon how hard a custom morph would be to acquire at the character's current locale.

Customizing a morph in this way doesn't cost any additional refresh.

MORPH STUNTS

Each morph also has a stock list of available stunts. The character wearing the morph has justification to take all, some, or none of these stunts when they sleeve, subject to the rules in the *Stunts* chapter (see *Morph Stunts*, p. 56).

NON-STANDARD AUGMENTATIONS

At character creation, it's also possible to take stunts not listed for a given morph. Customizing a stock morph during play with non-standard stunts in play requires justification, usually in the form of a Cred or Civ Rep roll to acquire the desired implant. If taken at character creation, the player should usually be able to simply pay the additional refresh, provided the table finds this neither unjustifiable nor unaesthetic.

DURABILITY

A morph's physical stress track comes into play in conflicts where the morph is assaulted, hindered, or damaged. All morphs have at least 2 physical stress boxes. Depending on the type of morph, they may have more boxes, as determined by the morph's listed **Durability** rating or the character's Somatics skill, as detailed on the Durability table, next page.

Morphs may also suffer from physical consequences. Specific rules regarding morph consequences can

be found in *Healing and Repairing: Addressing Morph Consequences*, p. 92, including how consequences work if you leave a morph or it is destroyed. Some morphs might have additional mild consequence slots that apply only to morph harm.

BIOMORPH AND POD DURABILITY

For biomorphs and pods, a user must have a corresponding rank in Somatics to get the most out of their morph's Durability. Use the lower of the user's Somatics or the morph's Durability and the Durability table to determine the number of stress boxes.

For instance, if you have a Fair (+2) Somatics and are in a neo-avian morph (Mediocre +0 Durability), you only have the standard 2 stress boxes even though your Somatics is high enough to get a third. On the other hand, if you're in a ghost morph (Good +3 Durability), you only have 3 stress boxes even though the morph is capable of having more.

Some biomorphs and pods have ingrained toughness regardless of Somatics, which is represented by morph stunts.

SYNTHMORPH DURABILITY

For synthmorphs, stress boxes and additional consequences are determined solely by the morph's Durability, as listed on the Durability table.

INFOMORPH DURABILITY

Infomorphs also have physical stress boxes, as determined by Durability, but the only way to damage infomorphs physically is with a scorching attack (a program that tries to physically delete or disrupt the infomorph; see p. 102). This requires first hacking into the server on which the infomorph is running; See the *Mesh* chapter, p. 98, for more details. Infomorphs receive no bonuses to physical stress based on Somatics skill.

If an infomorph's server is physically destroyed, the infomorph can no longer take action until their backup is loaded onto another server. For example, an infomorph using a ghostrider module or vehicle as a server can't act if the person or object on which they were running is taken out in a way that results in their ride's death or destruction.

DURABILITY TABLE

For biomorphs and pods, use the lowest of morph Durability or Somatics skill.
For synthmorphs and infomorphs, use Durability.

DURABILITY/SOMATICS	PHYSICAL STRESS BOXES
Mediocre (+0)	2
Average (+1) or Fair (+2)	3
Good (+3) or Great (+4)	4
Superb (+5)	4 plus additional mild morph consequence

BOTS, VEHICLES, AND HABITATS

Robots, vehicles, and space habitats may for all intents and purposes be treated like morphs. They have traits, Durability, and may be taken at character creation or acquired using Cred or Civ Rep.

DEVICE AIs

Bots and vehicles are autonomous, equipped with a native AI. These AIs are typically very basic in their capabilities, with two skills, one at Fair (+2) and one at Average (+1). For vehicles, the Fair skill is always Pilot, and the Average skill is usually Infosec (representing a rudimentary ability to resist subversion). For an automech bot, the Fair skill is usually Hardware, while for an armed drone, it might be Shoot.

Device AIs don't require a cyberbrain to run as an AGI or other transhuman ego would. It's even possible to erase the default device AI and replace it with a copy of one's muse, although doing so is often inadvisable, since muses usually don't have the skills to operate the device. If a cyberbrain is added to a bot or vehicle, the ego in the cyberbrain can coexist with the device AI, with the AI taking over should the ego leave or cede control.

JAMMING

Characters with control over a bot or vehicle may assume direct control, treating the device as if it were their morph temporarily. This may be done using mental actions, so it's a popular option with bodiless infomorphs. While jamming, a character may take no physical actions in their own morph.

Slipping from jamming back to one's body, or over to another controlled device to jam, takes a single move action if in conflict.

If a device is destroyed while a character is jamming it, they must still take a move action to reestablish control of their own morph or other device on their next action.

SLEEVING INTO DEVICES

Sleeving into a bot or vehicle is fairly straightforward. These devices aren't intended as morphs, but with the addition of a cyberbrain trait (see *Customizing Morph Traits*, p. 62), they serve quite well and are otherwise treated as normal morphs.

Space habitats generally have a massively parallel habitat cyberbrain attached to central administrative systems. Sleeving a habitat as a morph does not make the ego omniscient or all-perceiving, any more than being in a transhuman morph would make one aware of all of the blood corpuscles, bacteria, and food particles moving through one's body. It does however confer a sense of proprioception: the perception of "body" awareness and where all of the parts of a body are in relation to one another at any given time. This means that the inhabiting ego is aware of the macro-scale state of the habitat, including such things as hull integrity, atmospheric pressure (interior and exterior, if any), the functional status of the power grid and energy intake and consumption, orbital position and velocity, and the position and functionality of major external "appendages" such as axial space docks or the mirrors and windows on an O'Neill cylinder.



To see and hear specific places inside, the ego must focus its attention on the area's public surveillance hardware.

The physical stress for a space habitat doesn't represent the overall structural integrity of the whole hab. Rather, it measures how much damage enemies must do to incapacitate mesh systems and sensors to the degree that the inhabiting ego is no longer running the show. Doing this requires physical attacks on operations centers, servers, and external or internal sensors. Although the amount of stress that must be inflicted isn't much more than for an individual morph, in the fiction, attackers need to justify the stress inflicted by specifying that attacks

are being delivered to these types of systems with appropriate armament. E.g., emptying a machine pistol into the habitat's core server farm would be effective, but the attackers might then need to traverse 10 zones full of security goons to reach the outside of the station and do enough damage to sensor arrays or solar panels to finish the job.

If an ego sleeved into a hab concedes or is taken out, the hab itself isn't usually destroyed, but serious disruption to things like life support, door controls, service animals, or bots can quickly become a problem, creating nasty situational aspects like Venting Atmosphere, Damage Control Offline, or Berserk Security Drones.

LIST OF MORPHS AND DEVICES

A morph's name is also its primary aspect (which the player may choose to customize with an additional adjective). The most basic morphs of each type are listed first. Additional morphs of each type are in alphabetical order.

BIOMORPHS

BOUNCER

Designed for life in space, bouncers have prehensile feet, limber bodies, and the ability to survive in vacuum for a limited time.

Sample Aspect: *Clumsy in Gravity*

Traits: Essential Biomorph Traits, Environmental Adaptation (Vacuum), Manipulators (Prehensile Feet), Mobility (Limber)

Stunts: Mobility (Grip Pads)

Durability: Average (+1)

Stress Boxes: 3 (max)

Refresh: 1

Cred/Civ Rep Cost: Great (+4)

FLAT

A baseline human with no augmentations. Genetic defects are not uncommon. Flats usually lack cortical stacks or mesh inserts.

Sample Aspects: *Nondescript, Unattractive*

Traits: none

Stunts: none

Durability: Average (+1)

Stress Boxes: 3 (max)

Refresh: 0

Cred/Civ Rep Cost: N/A (unavailable in many locales)

FURY

Mostly female due to problems with hyper-aggression in male versions, furies are top-of-the-line combat morphs with sharpened senses, lightning reflexes, and incredible stamina.

Sample Aspect: *Short Temper*

Traits: Essential Biomorph Traits

Stunts: Armor, Enhanced Senses, Medicines, Reflex Boosters, Structural Enhancement

Durability: Good (+3)

Stress Boxes: 4 (max)

Refresh: 1

Cred/Civ Rep Cost: Great (+4)

GHOST

Ghosts are partly designed for combat operations, but what they really excel at is stealth and infiltration.

Sample Aspect: *Former Morph of Wanted Saboteur*

Traits: Essential Biomorph Traits, Mobility (Grip Pads)

Stunts: Mobility (Grip Pads), Reflex Boosters, Stealth

Durability: Good (+3)

Stress Boxes: 4 (max)

Refresh: 1

Cred/Civ Rep Cost: Good (+3)

MENTON

Mentons are modified to increase learning ability, creativity, focus, memory, and overall cognitive ability.

Sample Aspect: *Oblivious*

Traits: Essential Biomorph Traits, Mnemonic Augmentation

Stunts: Multiple Personalities, Mental Speed, Multi-Tasking

Durability: Average (+1)

Stress Boxes: 3 (max)

Refresh: 0

Cred/Civ Rep Cost: Good (+3)

NEO-AVIAN

Neo-Avians are ravens, crows, or grey parrots uplifted to human-level intelligence. They're about the size of human children, with larger heads to accommodate their increased brain sizes.

Sample Aspect: *Delicate*

Traits: Essential Biomorph Traits,
Natural Weapon (Claws),
Stigma (Uplift)

Stunts: Mobility (Flight)

Durability: Mediocre (+0)

Stress Boxes: 2 (max)

Refresh: 0

Cred/Civ Rep Cost: Good (+3)

NEO-PIG

Neo-pigs are bipedal pigs uplifted to human intelligence. They're shorter but more powerfully built than humans. Males grow small tusks from their lower jaws.

Sample Aspects: *Clumsy Trotters,*
Prematurely Aged

Traits: Essential Biomorph Traits,
Stigma (Uplift)

Stunts: None

Durability: Good (+3)

Stress Boxes: 4 (max)

Refresh: 0

Cred/Civ Rep Cost: Good (+3)

NEOTENIC

Neotenicis are splicers in whom adult physical development has been prevented. Their small bodies use fewer resources, a useful trait in cramped post-Fall space habitats. Although capable of hosting mentally and emotionally mature adult minds, their brains also retain some of a child's mental flexibility.

Sample Aspect: *Delicate*

Traits: Essential Biomorph Traits,
Mobility (Limber), Size (Small)

Stunts: Hyperlinguist

Durability: Average (+1)

Stress Boxes: 3 (max)

Refresh: 0

Cred/Civ Rep Cost: Good (+3)

OCTOMORPH

A large, sentient octopus capable of swimming or walking on its many legs.

Sample Aspect: *Hair Trigger*
Chromatophores, Tentacle Chewer

Traits: Essential Biomorph Traits,
Environmental Adaptation (Gills),
Manipulators (8 Arms), Mobility
(Limber), Mobility (Swim), Natural
Attack (Beak), Stigma (Uplift)

Stunts: Natural Attack (Ink), Natural
Attack (Venom), Stealth

Durability: Average (+1)

Stress Boxes: 3 (max)

Refresh: 2

Cred/Civ Rep Cost: Great (+4)



RUSTER

Rusters are humans adapted for the cold, thin atmosphere of Mars. Corp-designed models often require periodic “patches” with expensive genetic service packs to maintain good health. Planned obsolescence makes them unpopular with infugees otherwise desperate for a real body.

Sample Aspects: *Always Hungry, Planned Obsolescence*

Traits: Essential Biomorph Traits, Environmental Adaptation (Cold), Environmental Adaptation (Thin Atmosphere)

Stunts: None

Durability: Average (+1)

Stress Boxes: 3 (max)

Refresh: 1

Cred/Civ Rep Cost: Good (+3)

SYLPH

A stunningly beautiful morph with pheromonal and other social augmentations.

Sample Aspects: *Celeb's Old Morph, Unforgettable Looks*

Traits: Essential Biomorph Traits, Social (Sex Switch)

Stunts: Attraction

Durability: Average (+1)

Stress Boxes: 3 (max)

Refresh: 0

Cred/Civ Rep Cost: Good (+3)

SPLICER

A genefixed human with only standard biomorph modifications.

Sample Aspects: *Aged, This Year's Face*

Traits: Essential Biomorph Traits, Common

Stunts: None

Durability: Average (+1)

Stress Boxes: 3 (max)

Refresh: 0

Cred/Civ Rep Cost: Fair (+2)

PODS

NOVACRAB

Bioengineered from coconut and spider crabs, novacrabs house a cyberbrain and transgenic vocal cords in a carapaced, massively clawed body with 10 2-meter legs.

Sample Aspects: *Manners of a Prawn, Shell Parasites*

Traits: Essential Pod Traits, Environmental Adaptation (Gills), Environmental Adaptation (Vacuum), Natural Weapon (Claws)

Stunts: Armor, Strength, Structural Enhancement

Durability: Good (+3)

Stress Boxes: 4 (max)

Refresh: 1

Cred/Civ Rep Cost: Great (+4)

SCURRIER

Developed from non-sapient alien animals called sciurids, scurriers resemble raccoon-sized sugar gliders with prehensile tails. Dependence on the original animal's hindbrain for motor control has hindered entirely eliminating the sciurid's instinctual reactions.

Sample Aspects: *Delicate, Squirrel-like Instincts*

Traits: Essential Pod Traits, Manipulators (Prehensile Tail), Mobility (Glide), Size (Tiny)

Stunts: Mobility (Grip Pads), Medicines, Multi-Tasking

Durability: Average (+1)

Stress Boxes: 3 (max)

Refresh: 0

Cred/Civ Rep Cost: Good (+3)

WORKER POD

The most basic pod morph available, worker pods are grown for use in menial labor and service jobs. Aside from the “seams” of scar tissue left from assembly and the access jacks, they’re indistinguishable from splicers.

Sample Aspect: *Unfashionable Face*

Traits: Essential Pod Traits, Common, Stigma (Pod)

Stunts: None

Durability: Average (+1)

Stress Boxes: 3 (max)

Refresh: 0

Cred/Civ Rep Cost: Good (+3)

SYNTHMORPHS

CASE

A Firewall agent either has to be desperate or piss off their proxy to end up in one of these cheap, unreliable synths. The working poor are often not so lucky.

Sample Aspects: *Lemon, Limited Range of Expression*

Traits: Essential Synthmorph Traits, Stigma (Synth)

Stunts: None

Durability: Average (+1)

Stress Boxes: 3

Refresh: 0

Cred/Civ Rep Cost: Average (+1)

FLEXBOT

Designed for modular expansion and polymorphic adaptability, flexbots are the MacGyver knife of synthmorphs.

Sample Aspect: *Difficult to Control*

Traits: Essential Synthmorph Traits, Modular Construction

Stunts: Shape Adjusting

Durability: Average (+1)

Stress Boxes: 3

Refresh: 1

Cred/Civ Rep Cost: Good (+3)

OPTERYX

Popular with neo-avians who prefer a synthetic body option, these excellent reconnaissance morphs resemble small, winged dinosaurs. Oddly, while they’re a sufficiently high-end morph to avoid the social stigma of being in a cheap synth, the automatic assumption that the inhabiting ego is neo-avian can draw negative attention from those prejudiced against uplifted animals.

Sample Aspect: *Fragile*

Traits: Essential Synthmorph Traits, Mobility (Flight), Stigma (Uplift)

Stunts: Enhanced Senses (Lidar/Radar)

Durability: Average (+1)

Stress Boxes: 3

Refresh: 0

Cred/Civ Rep Cost: Good (+3)

REAPER

Stars of countless popular simulspace war dramas, reapers are the ultimate combat morph—but they’re in no way subtle. Reapers resemble an armored disc bristling with thrusters, weapon mounts, and snake-like clawed arms.

Sample Aspects: *Battle-damaged, Terrifying*

Traits: Essential Synthmorph Traits, Mobility (Flight), Mobility (Hovercraft), Natural Weapon (Claws)

Stunts: Armor, Reflex Booster, T-Ray Emitter

Durability: Superb (+5)

Stress Boxes: 4 and 1 additional mild consequence

Refresh: 2

Cred/Civ Rep Cost: Superb (+5)

SWARMANOID

Composed of a swarm of insect-sized bots, swarmanoids can also link together into an amorphous humanoid shape about the size of a child.

Sample Aspect: *Spread Thin*

Traits: Essential Synthmorph Traits, Mobility (Hovercraft), Swarm Composition

Stunts: Multi-Tasking, Stealth

Durability: Average (+1)

Stress Boxes: 3

Refresh: 1

Cred/Civ Rep Cost: Good (+3)

SYNTH

Synths are the most basic synthmorph model that a sentinel would actually want to consider. Roughly human-sized, they're clunky but effective shells used in many labor applications.

Sample Aspect: *Clanking Masses*

Traits: Essential Synthmorph Traits, Common, Stigma (Synth)

Stunts: Strength

Durability: Good (+3)

Stress Boxes: 4

Refresh: 1

Cred/Civ Rep Cost: Fair (+2)



BOTS AND VEHICLES

AUTOMECH

These ubiquitous repair drones come in many form factors, ranging from roughly humanoid to cylindrical with an adorable, dome-like "head."

Sample Aspects: *Clanking Masses, Just a Bot*

Traits: Essential Bot Traits, Common

Stunts: None

Durability: Average (+1)

Stress Boxes: 3

Refresh: 0

Cred/Civ Rep Cost: Fair (+2)

FLYING CAR

This mid-sized car can carry up to 5 passengers comfortably and can run on the ground or fly using methane-fueled, vectored thrust engines. They're very common on Mars. A more truck-like, armored model is used by Martian Rangers.

Sample Aspects: *Beater, Favorite of Car Thieves*

Traits: Cyberbrain (optional), Essential Bot Traits, Common, Internal Compartment, Mobility (Wheeled)

Stunts: Mobility (Flight), Reflex Booster, Structural Enhancement

Durability: Good (+3)

Stress Boxes: 4

Refresh: 1

Cred/Civ Rep Cost: Good (+3)

GENERAL EXPLORATION VEHICLE (GEV)

These hybrid ground vehicle/short-range spacecraft have sealed atmospheres, (cramped) accommodations for 6, limited self-repair capabilities, and the ability to make low orbit from an Earth-standard gravity well in under an hour. They're a favorite of exoplanet gatecrashing expeditions.

Sample Aspects: *Reported Stolen*

Traits: Cyberbrain (optional), Essential Bot Traits, Internal Compartment, Mobility (Tracked), Mobility (Walker), Size (Huge)

Stunts: Mobility (Flight), Nanofabber

Durability: Superb (+5)

Stress Boxes: 4 and 1 additional mild consequence

Refresh: 2

Cred/Civ Rep Cost: Superb (+5)

HABITATS

O'NEIL CYLINDER

These huge, cylindrical space habits are from 500 meters to 10 kilometers long and rotate around their central axis to provide gravity. The inside alternates between dense commercial/residential areas, farms and parkland (vital to creating enough oxygen), and vast windows into space to admit sunlight. Spacecraft typically dock at the gravity-less axis. A character sleeved into one won't be going anywhere except around the astronomical body they orbit, but they usually have an entire city—sometimes with millions of inhabitants—inside them. So why leave home?

Sample Aspects: *Imbalanced Ecology, Sensor Dark Zones*

Traits: Cyberbrain (optional), Essential Synth Traits, Internal Compartment, Mobility (None), Size (Ultra-Massive)

Stunts: Armor, Enhanced Senses, Multi-Tasking, Structural Enhancement

Durability: Superb (+5)

Stress Boxes: 4 and 1 additional mild consequence

Refresh: 3

Cred/Civ Rep Cost: Legendary (+8)

INFOMORPHS

EIDOLON

The choice of elite hackers and would-be seed AGIs, eidolons improve upon the basic infomorph design for faster processing.

Sample Aspect: *Inhuman Sensorium*

Traits: Essential Infomorph Traits, Stigma (Infolife)

Stunts: Multi-Tasking, Mental Speed, Reflex Boosters

Durability: Good (+3)

Stress Boxes: 4

Refresh: 1

Cred/Civ Rep Cost: Great (+4)

INFOMORPH

The basic virtual morph for AGIs and infugees, infomorphs interface effortlessly with any digital system.

Sample Aspects: *Copyright Trolls, Unempathetic*

Traits: Essential Infomorph Traits, Stigma (Infolife)

Stunts: Multi-Tasking, Mental Speed

Durability: Average (+1)

Stress Boxes: 3

Refresh: 0

Cred/Civ Rep Cost: Good (+3)



LIST OF MORPH TRAITS

Traits are sub-aspects of a morph's core aspect that give its wearer permission in the fiction to perform actions that characters without this trait wouldn't be able to perform. Traits have no cost, nor do they have to be invoked or activated like aspects and stunts, although they can serve as a reminder for when to invoke or compel aspects.

ESSENTIAL BIOMORPH TRAITS

Biomorphs are fully biological bodies. All biomorphs except for flats have the following traits.

BIOMODS

The morph is free from genetic defects, common diseases, and some of the effects of old age.

CORTICAL STACK

The morph's resident ego, including its mind, memories, and all of the data in its mesh inserts, is downloaded into this cigarette-butt-sized, nanodiamond-encased storage device over 36,000 times a day. If the morph dies, all of this can be retrieved by digging the stack out from the spine near the hindbrain.

MESH INSERTS

The morph's brain is augmented with the transhuman future's answer to a smart phone: a network of processors and storage that allow instant access to the mesh via augmented reality windows controlled by the mind. Mesh inserts provide enough

internal computing power to run your personal AI muse and enough storage to record your entire life. You connect to the datasphere via a headware radio with a range of about 1 km (in urban areas—10 km in open country, and even more in space).

ESSENTIAL POD TRAITS

Pods are biomorphs, but they have cyberbrains instead of organic ones. Pods have Essential Biomorph Traits, as well as the following traits.

ACCESS JACKS

The morph has physical jacks (usually in the back of the neck) for hookup to vehicles, ego bridges, or any number of gear items. The character can also plug into other characters who have access jacks. The character can upload (see *Resleeving*, p. 80) almost instantly if plugged into a server capable of receiving their ego and if their morph has a cyberbrain.

CYBERBRAIN

The morph's resident ego runs on hardware rather than meatware. The character can upload almost instantly if also equipped with access jacks. The morph's cyberbrain is also a potential target for hackers, who, if they make a successful mesh intrusion (see *Mesh Intrusions*, p. 100) can make scorching attacks against the character (see p. 102).

PUPPET SOCK

The morph can be remotely controlled. Normally the morph's resident ego has control over this feature, but a successful mesh intrusion against the ego could gain temporary control of the morph.

ESSENTIAL SYNTHMORPH AND BOT TRAITS

Synths are fully mechanical morphs. Synths have the following traits:

- Access Jacks
- Cortical Stack
- Cyberbrain
- Mesh Inserts
- Mnemonic Augmentation
- Puppet Sock

Bots have all of the above, minus the Cyberbrain and Cortical Stack traits. It's possible to sleeve into a bot, but doing so requires justifying the addition of these traits to the base model (usually using Cred or Civ Rep).

In addition, synths and bots have the following trait:

NO BIOLOGICAL FUNCTIONS

Synthmorphs don't breathe, don't eat, can turn off sensations of pain, are unaffected by vacuum or extreme temperatures, and are immune to shock weapons, diseases, and toxins.

ESSENTIAL INFOMORPH TRAITS

Infomorphs have the Mnemonic Augmentation trait (p. 74).

In addition, they have the following traits:

INFOLIFE

The infomorph or AGI must run on a server: a ghost rider module in someone's head, a vehicle's onboard computer, or rackspace in an anonymous server farm. The morph can't be engaged in

physical conflict, nor can it take physical actions itself. An AGI can act directly on the mesh without mesh inserts.

VIRTUAL MESH INSERTS

These are the infomorph equivalent of the operating system and storage in physical mesh inserts. Infomorphs interact directly with the mesh, so this trait represents their personal data store and the environment in which the infomorph's muse—their personal AI assistant—runs.

MORPH-SPECIFIC TRAITS

The following traits are permissions conferred by specific morphs.

BODYSCULPTING

Current medical technology allows morphs to be customized with skin dyes and textures, bone sculpting, changes in coloration, tattoos, piercings, scarifications, and other body modifications quickly and at trivial cost.

COMMON

This morph is so ubiquitous that it draws very little attention in most situations. People trying to describe the morph (say, to authorities) may have a hard time picking it out from a crowd.

ENHANCED SENSES (TYPE)

The morph has natural senses beyond the transhuman norm. While this doesn't make senses any more acute, it does expand the sensorium into areas others can't even perceive. This could mean infrared/ultraviolet vision, sensing radiation, ultra-keen sense of smell, sonar, echolocation, or nano-scopic vision.



ENVIRONMENTAL ADAPTATION (TYPE)

The morph has adaptations needed to survive in a specific hostile environment. Describe the adaptation in parentheses. Possibilities include gills, high-gravity adaptations, internal oxygen reserves, radiation shielding, extreme temperature tolerance, sealing and oxygen reserves for survival in hard vacuum, or, in the case of synthmorphs, not having to breathe at all.

GHOSTRIDER MODULE

This implant allows the character to carry another infomorph inside their head. This infomorph could be another muse, an AI, a backed-up ego, or a fork. The module is linked to the character's mesh inserts, so the ghostrider can access the mesh. The character may limit the ghostrider's access or may allow them direct access to their sensory information, thoughts, communications, and other implants.

MANIPULATORS (TYPE)

The morph has multiple limbs, wrist-mounted tools, fractal branching fingers, a prehensile tail, or some other augmentation that permits

types of manipulation other morphs couldn't attempt. Examples include an octomorph holding 8 things at once, someone with wrist-mounted tools making a Hardware roll while otherwise without gear, or a bot with fractal-branching digits slowly taking something apart at the molecular scale.

MNEMONIC AUGMENTATION

The character remembers everything they experience while in this morph, flawlessly. For morphs with cyberbrains, memories are recorded as data that can be accessed much like a video or XP (eXperience Playback) recording. For morphs with meat brains, this trait is a transgenic adaptation conferring eidetic memory. Characters can still recall these memories if sleeved into a new morph.

MOBILITY (TYPE)

The morph's body provides a mode of movement other than walking. This could be hopping, flying, hovering, squeezing through tiny spaces, maneuvering in vacuum with gas jets, or being able to climb with the aid of prehensile feet or grip pads. Various modes of flight, however, are treated as stunts.

Some mobility traits represent being better at a given way of getting around than the average morph. Most morphs can swim, but a morph with Mobility (Swim) might be able to do things automatically underwater that would require an overcome roll for a less specialized morph.

Other mobility traits, such as grip pads, make it possible for characters to attempt actions no one otherwise could, like scaling a glass skyscraper with no climbing gear.

MODULAR CONSTRUCTION

The morph is designed to have other robotic modules quickly added or removed from it. Once per session, you may change one of your morph stunts mid-session, provided you can acquire appropriate new hardware with a Cred or Civ Rep action.

NATURAL ATTACK (TYPE)

The morph has a beak, claws, or some other natural weapon. The character is always considered armed for purposes of Melee or Shoot rolls (depending on the natural weapon type), even if they've lost their other weapons in the fiction.

SIZE (TYPE)

The morph is much bigger or smaller than a typical humanoid. This could help or hinder their ability to move, hide, evade attacks, reach things on high shelves, and the like.

SOCIAL (TYPE)

This includes minor socially-oriented modifications that might have a narrative effect but don't have any direct game effect. This includes the ability to switch sexes, distinctive cosmetic modifications, and the like.

STIGMA (TYPE)

Some prejudice persists against uplifts, AGIs, and the cheaper synthmorph or pod models—particularly in the inner system. While this morph doesn't automatically operate at a social disadvantage all the time, in some situations (such as interactions with police), it only takes one bigot to make everything go pear-shaped. On the other hand, sometimes being underestimated is useful.

SWARM COMPOSITION

The morph is composed of insect-sized robots that can travel together in a swarm or link together to form amorphous shapes. You can't lift or move objects heavier than 1 kilogram, but you can fit into narrow spaces, spread yourself out over an entire room, or even occupy two adjacent zones at once. You're considered to have invulnerable defense against bullets and edged weapons. To hurt you in physical conflict, your opponent either needs to create an advantage or be armed with a weapon that spreads its damage over a large area, like a shotgun, flamethrower, or explosives.

UPGRADING TRAITS TO STUNTS

Morph traits can also serve as the basis for custom stunts. If a morph has a trait, this provides justification for the player to create a custom stunt upgrading the trait from a permission to an advantage of some type. Taking such stunts is otherwise subject to the usual rules for *Morph Stunts*, p. 56. The *List of Morph Stunts* section (p. 76) contains several examples of traits upgraded to stunts, such as Mobility (Grip Pads).

LIST OF MORPH STUNTS

ARMOR

Every sentinel wears some type of body armor, even if it's just armored street clothing or a vacsuit, but you're a tank. In physical conflicts, you declare invulnerable defense (p. 87) against an attack in physical conflict once per session.

ATTRACTION

The morph's physiology or appearance have been modified to give the upper hand in social situations. This may include tailored pheromones, fine control over hormonal output, a sanitized metabolism that produces no unpleasant odors, or striking physical looks.

You have a +2 to Rapport and similar actions where physical looks or physical presence would give you a social edge.

Alternatively, this stunt could be re-worded to represent someone who's a good liar thanks to fine hormonal control (+2 on Deceive), physically intimidating due to pheromonal fine-tuning (+2 on Provoke), or better at any action involving control over fear.

EMERGENCY NEUTRINO BROADCASTER

The morph has an implanted, single-use neutrino broadcaster linked to a highly secure storage facility. The broadcaster contains approximately 10 nanograms of antimatter stored in an apple-sized triply redundant magnetic containment vessel. If the character is

dying or urgently wishes to depart the morph, this tiny amount of antimatter is brought into contact with a similarly tiny amount of matter in a controlled fashion that generates a single brief and carefully coded neutrino pulse of the ego's most recent cortical stack backup. However, the heat generated by this process cooks the morph, killing it and destroying all implants in it.

If a character with this stunt concedes or is taken out in a conflict, they can activate the broadcaster to ensure that a backup of themselves from a split second before they died gets out. This also prevents the enemy from recovering a copy of them from their cortical stack. All other effects of conceding or being taken out apply (p. 168, *Fate Core*).

ENHANCED SENSES (TYPE)

Covers enhanced hearing/vision/smell, t-ray emitters, oracles, radar, and lidar. You have +2 to Notice rolls when enhanced senses of the type you have would be relevant (e.g., +2 to Notice rolls for sight if you have enhanced vision). This may also make it possible to sense things that would be impossible for normal characters (e.g., seeing through solid objects with a t-ray emitter).

HYPERLINGUIST

Your language centers pick up new syntax, vocabulary, and the like rapidly, and you're incredibly adept at analyzing unfamiliar languages and codes. Gain +2 on Xeno-Contact actions to translate or use alien languages.

MEDICINES

This is the most common form of nanoware. These nanobots monitor

your body at a cellular level and fix any problems that arise. Medichines eliminate most diseases, drugs, hostile nanobots, and toxins before they can do more than minor harm to the host. If desired, you can temporarily override this protection to permit intoxication or other effects, but unless you activate a second specially labeled override, medichines prevent the toxins from accumulating to lethal or permanently harmful levels.

Medichines for synthmorphs and bots consist of nanobots that monitor and repair the shell's integrity and internal system functions.

You give +2 to anyone attempting to address your morph consequences (including you) as well as to defend against toxins and sicknesses—including the exsurgent virus.

MENTAL SPEED

With this nanoware system, nanobots alter your neural architecture and augment the functioning of their neurons. You can deliberately speed up your mind to think and also receive and process sensory information far faster than ordinary humans. Time seems to subjectively slow down, allowing you to carefully plan your next action, even if you only have a split second to do so.

You receive 1 free invoke of your primary morph aspect per session when your mental speed and perception processing would make significant difference. You have +2 on this roll.

MOBILITY (FLIGHT)

Your morph has wings, vector-thrust engines, or another means of flight. In gravity higher than .1 g, this simply means you are flight capable. In gravity of .1 g or under, you're more

maneuverable than other characters, gaining +2 to Athletics rolls where having wings, thrusters, or an aerodynamic shape provides an advantage.

Since flight capability is usually an inherent characteristic of the morph/bot/vehicle's design, GMs may want to consider making this stunt a required purchase.

MOBILITY (GRIP PADS)

You have +2 to Athletics rolls when climbing or clinging to a surface, provided you're not wearing gloves or are otherwise unable to use the augmentation.

MULTIPLE PERSONALITIES

The morph's brain is intentionally partitioned to accommodate an extra personality. This multiplicity is not viewed as a disorder, but as a cognitive tool to help people deal with their hypercomplex environments.

Special: Create another character, purely as an ego. It shares the primary ego's fate points and consequence slots, and this additional ego uses the primary ego's refresh pool in character creation. It must spend at least 1 refresh, but doesn't take its own morph. It has its own identity, including skills, rep, and ego stunts. You can have as many personalities as you can afford, provided you have a minimum of 1 refresh remaining.

Alternatively, if the concept interests you from a purely roleplaying stance, but you aren't interested in the extra bookkeeping of having multiple egos, talk with the GM and take an aspect relating to this.

MULTI-TASKING

Not only do you think extremely fast, you do it in parallel. You have an advanced computer installed in your brain that uses the data in your cortical stack to create several simultaneous short-term forks to handle various mental tasks. However, these forks can only perform purely mental or on-line interactions. Only morphs with the Cortical Stack trait can possess this augmentation.

Your talent for multi-tasking gives you some metaphorical firepower in tense cerebral situations. You can treat a delta fork of yourself (p. 81) as another person for the purposes of teamwork.

Your fork can only handle mental tasks that can be performed internally or involve the mesh. To use this, you must pay a fate point or otherwise invoke an appropriate aspect, though the effect lasts the entire scene or conflict.

NATURAL ATTACK (INK)

You can make a Fight or Shoot attack at +2 to create a *Blinded* condition on your target.

NATURAL ATTACK (VENOM)

If a Fight attack from your beak generates 1 or more shifts, you inflict the *Neurotoxin Paralysis* condition on your target.

REFLEX BOOSTERS

The morph has lightning reflexes and is physically fast thanks to modifications to its nervous system, adrenal glands, or neural circuitry.

You can activate reflex boosters to gain a +2 to physical actions where

enhanced neural speed and reaction time come into play.

SHAPE ADJUSTING

You can reshape yourself to fit into small spaces and can mimic the appearance of other synthmorph and bot types on a successful Deceive action.

STEALTH

The morph has some type of natural camouflage: chameleon skin, gait masking, radar absorption, or invisibility from refractive coatings.

You have +2 to Infiltrate actions to not be noticed, provided that you're stationary or not moving faster than a slow walk. You also have a +2 to actions that involve your deliberate use of changing your color and pattern to blend in.

STRENGTH

The morph has cybernetic arms and legs, enhanced muscle fibers, pneumatic waldo arms, or some other augmentation to physical strength.

You have +2 when bringing your enhanced strength to bear would make a significant difference. This can't be used for attack or defend actions.

STRUCTURAL ENHANCEMENT

Increase your Durability by 2. This should provide an extra physical stress box or possibly an extra mild consequence (see *Durability*, p. 62).

SWARM COMPOSITION

The shell is not a single unit, but a swarm of hundreds of insect-sized robotic microdrones. Each individual

“bug” is capable of crawling, rolling, hopping several meters, or using nano-copter fan blades for airlift. The cyber-brain, sensor systems, and implants are distributed throughout the swarm. Though the swarm can “meld” together into a roughly child-sized shape, the swarm is incapable of physical tasks like grabbing, lifting, or holding as a unit. Individual bugs, however, are quite capable of interfacing with electronics.


In addition to having vast mobility, distribution, and other effects, you have invulnerable defense (p. 87) against physical assaults that don’t affect an area (like being punched, shot at, grappled, tripped, etc.). However, there’s a downside: when rolling for an action that involves using strength to lift an object or overcome a force of more than 5 kilograms, you roll at Mediocre (+0), regardless of your Somatics skill.

CHANGING MORPHS AND MOVING EGOS

Characters in *Eclipse Phase* can be killed and reinstanced from backup, forked into two morphs to work simultaneously and then merged, and other things that are quite unusual even for roleplaying games. Since *Fate Core* is more about supporting drama than a sense of physics, *Transhumanity’s Fate* treats these special cases with unusual rules. This is because the player is playing a single (if broad) concept of a character, which goes beyond what morph you’re in or how many you’re controlling.

First, consequence slots are persistent. If you are brought back from a backup





(often because you've died), most consequence slots you have are still filled. See *Recovering from Morph Death and Destruction*, p. 92, for examples and use. If you're reloaded from a backup into the same morph, that's effectively the same as character death, so that uses the same rules.

Second, multiple morphs share fate points and some consequences. If you fork, then you have two characters and can take twice as many actions, but you have the same pool of fate points, even if you're light-minutes apart. You also share severe and extreme consequences—since these consequences are linked to drama and length recovery, you can't escape them by just ditching a morph.

RESLEEING

Resleeving is the process of giving a new body to an ego. Changing bodies is a normal part of life for hundreds of millions of transhumans, and it is an even more frequent occurrence for people in certain professions. Characters involved in specialized work may resleeve as often as once a month. Those who travel frequently may do so even more often. Also, given the number of infugees who died during the Fall but have now acquired a new morph, the vast majority of transhumanity has resleeved at least once. As such, most transhumans are accustomed to resleeving. In some circles, elaborate social rituals have even developed for re-introducing oneself to friends and associates after taking a new body, especially if its appearance is very different from the old one.

The requirements for resleeving vary depending upon what type of morphs the character is resleeving from and to.

- **Biomorphs** require 60 minutes and an ego bridge.
- **Pods** require 30 minutes and a connection via access jacks between the morph and a server.
- **Synthmorphs** require 10 minutes and a connection via access jacks between the morph and a server.
- **Infomorphs** require 10 minutes and a server.

Specific to *Transhumanity's Fate*, the amount of time spent getting used to a new morph (known as *integrating*), adjusting to the idea that the morph is you (known as *alienation*), and dealing with the loss of time and memory (known as *continuity*) is handled as a temporary aspect of *New Morph* or *Lost Continuity*. This goes away the next time the character refreshes fate points, unless the GM deems that the alienation is so severe as to stick around for longer—being in a morph vastly different from what you've been in before could take a significant milestone to acclimate to, as might recovering from months of lost continuity.

EGOCASTING

In spite of being a spacefaring civilization with outposts throughout the solar system and beyond, transhumanity makes scant use of spacecraft for interplanetary travel. Shuttlecraft using a variety of propulsion systems make regular trips between habitats, planetary surfaces, and moons. But for any trip longer than 1.5 million kilometers—the distance a fusion drive craft can cover in a day—people normally egocast.

Egocasting involves uploading your ego, being transmitted across the intervening space, and then downloading into a morph at your destination. Many

transhumans, including Firewall agents, egocast regularly for work or pleasure. While egocasting, you have the temporary aspect **Egocasting** (or a variant, like **Darkcasting**). Most of the time, this aspect won't come into play, but for those times that it does, it's most likely to be used to the character's detriment—either as a compel or as an invocation against that character.

Forknappers or other adversaries might attempt overcome actions opposed by an egocaster's Cover skill to identify their ego in transit. Egocasting companies guard their servers well, but determined hackers could potentially track, scorch, or even forknap egos in their care. Most of transhumanity goes about their lives without worrying about this too much, but then most of transhumanity doesn't have enemies like Firewall does.

FORKING AND MERGING

With all of these backups of transhuman minds on file and an abundance of mesh space on which to run them as virtual brains, one might wonder what's to stop post-Fall transhumanity from multiplying its numbers by running additional copies of them. The short answer is: nothing, aside from massive social stigma and thorny psychological issues. Taking a backup of a transhuman mind, copying it, and reinstancing it as an infomorph is called forking. It's one of the most useful and still-controversial applications of transhumanity's brain science.

There are four classifications of forks: alpha, beta, delta, and gamma. Though typically copied as infomorphs, there is nothing preventing a fork from being sleeved in a physical

morph as well, other than legalities and custom. Additional information on how forks work can be found on p. 273, *Eclipse Phase*.

VARIOUS FORKS

The rules for alpha, beta, delta, and gamma forks in *Transhumanity's Fate* are as follows.

Alpha Fork: As alpha forks are exact copies of an ego, there's no difference in the rules between the original ego and the fork.

Beta Forks: Beta forks, being imperfect copies, have no skill higher than Good (+3). This doesn't alter the skill pyramid; skills in a higher slot are just treated as being at Good, though they will frequently have some stunts removed. All psi stunts are removed, as might other ego traits at the GM's call.

Delta Forks: Delta forks are even more limited. They have no skill higher than Fair (+2) and are frequently edited down. All psi stunts are removed, as might other ego traits at the GM's call.

Gamma Forks: What little detail gamma forks have is up to the GM.

Forks and Consequences: Forks have all of the consequence slots filled that the original ego has, though the GM might deem some addressed or even edited if time has passed.

MERGING

Merging is the process of re-integrating a previously spawned fork with the originating ego. Merging is performed on conscious egos/forks, transferring both to a single, merged ego. The process is not difficult to undergo when two forks have only been apart a short time. As forks spend more time apart, though, merging becomes a severe mental ordeal.

For synthmorphs, merging takes just a moment. For biomorphs, an



ego bridge (p. 328, *Eclipse Phase*) is required to merge, and the process takes 10 minutes.

Merging requires either the ego or another character to make a Medicine action. If another character with at least Good (+3) Medicine is overseeing the process and there's no pressure to the situation, it automatically succeeds.

If rolling, the target is Fair (+2) if the time the egos have been apart is less than a day, Great (+4) if less than a half a week, and Superb (+6) if longer. If the ego is doing this themselves, the difficulty is increased by 2. Success means that the ego merges without a hitch. Tying means that there's some *Minor Memory Glitch*, a temporary aspect that goes away on the next refresh. Failing means taking ego stress equal to the number of shifts you failed by; if this doesn't cause you to take a consequence, then you have the *Minor Memory Glitch* as if you tied (in addition to taking the ego stress).

The result of the process is a unified ego, whether or not the action succeeds. Psychotherapy and psychosurgery can be used to address consequences from a poor ego merge.

Merging and Consequences: When egos are merged, the new ego has all of the consequences of both egos. If both egos had a given level of consequence (like both having a mild consequence), then choose the one that best fits or rewrite accordingly. If a consequence is new to either of the old egos, then it needs to be addressed, even if one of the original egos addressed it before merging; for the other ego, this is a shock.

POPPING A STACK

Cortical stacks can be removed from both dead and, less commonly, living morphs.

It's possible to pop a stack from a living morph if you're just that brutal. In many conflicts, being left alive but badly wounded and stackless will usually be a reasonable effect of being Taken Out.

MORPH ACQUISITION

Morphs available to players list a cost in Civ Rep or Cred to get a hold of one. This is the normal difficulty to acquire this morph in play using either of these skills. The GM has discretion to increase or reduce this difficulty based on the PCs' location. Fighting morphs like the Fury or Reaper might be complicated to acquire in a heavily policed locale, while in other locales (like the bioconservative Jovian Republic), some morphs simply aren't available at all.

TEMPORARILY ACQUIRING A MORPH

If you gain another morph, such as by borrowing or renting one, then in addition to any cost paid in the story, you must also temporarily pay the refresh cost of the morph. When paying temporary refresh, discard fate points equal to the refresh cost. If you don't have enough fate points to cover the cost, then just discard all that you have at the time. You can mitigate this temporary cost by removing one of your owned morphs from play while borrowing another morph.

Normally, a character cannot reduce their refresh below 1, but that can happen when temporarily acquiring a morph. If you have less than 1 refresh, then in addition to gaining no fate points during a refresh, all compels cost two fate points to refuse instead of one (but still only give you one fate point for accepting). If you're already below 1 refresh, you cannot change morphs in this way.

JACKING NPC MORPHS

At some point, players are likely to decide someone's body would look good on them. This is handled normally as resleeving. However, many NPC writeups may omit a specific morph (particularly for nameless NPCs). In this case, the GM is free to decide on the spot.

BEING FORCED INTO A MORPH BY A SITUATION

If a given mission or situation—such as to infiltrate a location—forces you to be in a morph you don't own and effectively denies you access to those morphs that you have, and that situation is the GM's conceit for a scenario, then that's effectively a compel against you that you can't really refuse. In those instances, you get all of the refresh you've spent on morphs back, regardless of how much the morph you're not in would cost. If this happens in the middle of a session, and it's not just a brief moment, you gain that many fate points as if you had that refresh at the beginning. You can't spend this temporary refresh on other character options, and it goes back to normal once you're in your own morph (though you don't have to give back the fate points).

If a given mission or situation forces you to be in a morph you don't own, but you still have access to your other morphs in play, then you don't get the temporary increase, but you also don't need to temporarily pay for it either. GMs and players should talk this over to make sure everyone's on the same page about these situations.

TECHNOTHRIллер CONFLICTS

The world of *Eclipse Phase* is a dangerous place. Conversely, death isn't the end-point of most characters. This chapter provides various rules for handling physical conflicts and harm in *Transhumanity's Fate*.

SETTING UP A CONFLICT

1. Set the scene.
 - a. Describe the environment.
 - a. Establish zones.
 - a. Define participants and sides.
2. Determine turn order.
 - a. Use Notice for physical conflicts. Athletics, then Somatics break ties.
 - a. Use Kinesics for mental conflicts. Rapport, then Will break ties.
3. Proceed to the Exchange Sequence

SITUATION ASPECTS

In general, setting the scene for a conflict works as described on p. 155, *Fate Core*. However, there are some setting-specific elements to take into consideration when choosing situation aspects:

- **Gravity.** Are one or more zones in *Microgravity*? Are there any zones that have different gravity from the rest of the conflict area, requiring characters to maneuver through a *Gravity Transition Zone* when they enter it?
- **Hostile Environments.** Some environments, such as the surfaces of Venus or Io, are inherently fraught with natural hazards like *Pools of Boiling Magma* or *Crushing Atmosphere*. Other areas could quickly become exposed to space if someone were to damage a *Faulty Airlock* or flooded with radiation due to a stray bullet causing a *Magnetic*

THE TONE OF CONFLICTS IN THIS GAME

As mentioned in the introduction, *Transhumanity's Fate* holds to a particular tone: techno-thriller action and espionage, with a bit of transhuman survival horror on the side. The rules in this chapter play to Fate's strengths: keeping the action quick and loose and erring on the side of larger-than-life characters rather than going for gritty realism. After all, characters in Fate don't necessarily die when they're taken out—and in the world of *Eclipse Phase*, death isn't necessarily the end of a character anyway. So tracking character harm in terms of life or death isn't as important as tracking harm in terms of how long a sentinel can keep in the fight.

In *Transhumanity's Fate*, the octomorph super-spy will probably dodge the micromissile shot at her, the mesh hacker will still be hacking while his body is in a firefight, and even the flat suddenly dealing with explosive decompression will have a short time to act before being taken out. Keep that in mind as you're reading these rules and playing the game.

Containment Breach in a reactor. Especially aboard ships and space habitats, watch out for destructive actions that could add situation aspects during the conflict.

- **Social Situations.** Characters infiltrating a Martian society function might find it *Steeped in Protocol*. Accusing a member of an autonomist mining co-op of being an exsurgent could be tough if the *Hometown Crowd* is on their side.
- **Non-Analog Locales.** A conflict can take place in a server or simulspace world. Attempts to scorch AGIs off a server (an example of physical conflict in a non-analog locale; see p. 102) could be affected by aspects like Hardened Server or Lax Infosec. A simulspace world could skew “physical” conflicts taking place there with an Anime-like Physics Model, or the avatars might have Cartoon-like Expressions that complicate social conflicts.

ZONES

Zones work as described on p. 157, *Fate Core*. Zones are used mostly for physical areas. Although they’re physical conflicts, scorching attempts against AGIs on servers only have one zone. Likewise, social conflicts don’t use zones.

Remember that non-trivial boundaries between zones, such as airlocks or gravity transition zones may require an action to cross (see p. 169, *Fate Core*).

Some setting-specific considerations should be kept in mind.

- **Airlocks and Hatches.** Airlocks may connect zones with breathable atmosphere with other environments, like water, toxic atmospheres, or the vacuum of space. Airlocks take time to cycle—usually 1 turn during which characters in the airlock can’t move to

other zones or take physical actions against characters outside the airlock. A stuck hatch might take a Somatics roll to force open or a Hardware roll to jimmy. A secure airlock might be hackable with Infosec, although usually this will take multiple actions and so should be handled as a contest under fire (p. 94).

- **Gravity Transition Zones.** Space stations that spin to create artificial gravity contain areas where gravity transitions from microgravity to Earth or Mars levels. Moving through one of these boundaries gracefully might call for an Athletics roll, especially if the “up” direction shifts abruptly. Characters who fail could either take stress from falling (treated as an unavoidable attack p. 90) or simply fail to move between zones that turn.

ESTABLISHING SIDES

As described on p. 158, *Fate Core*.

DETERMINE TURN ORDER

This also works as on p. 158, *Fate Core*, except that some of the skills used are different in *Transhumanity’s Fate*.

For physical conflicts,

- Notice is still the primary determinant of turn order.
- Athletics remains the first tie-breaker.
- Somatics replaces Physique as the final tie-breaker.

For mental conflicts,

- Kinesics replaces Empathy as the primary determinant of turn order.
- Rapport remains as the second tie-breaker.
- Will is the final tie-breaker.

FLOW OF CONFLICTS

Once a conflict is set up, it plays out as a series of one or more exchanges. Repeat the following sequence as many times as needed to resolve the conflict.

EXCHANGE SEQUENCE

1. On your turn, take an action and resolve it.
 - a. Declare your action.
 - b. If attacking, define your situation vs. the defender:
 - i. **Typical Attack:** Your attack has no special advantage based on situational factors or your opponent's defenses.
 - ii **Devastating Attack:** Your attack or other situational factors render your opponent's defenses ineffectual.
 - iii. **Invulnerable Defense:** Your opponent's defenses or other situational factors render your attack ineffectual.
2. On other people's turns, defend or respond to their actions as needed.
3. If everyone has had a turn, start a new exchange.
4. If everyone on one side has **conceded** or been **taken out**, the conflict is over.

ATTACKS AND DEFENSES

Transhumanity's Fate doesn't use the weapon and armor rating extras from *Fate Core*. *Eclipse Phase* has a great amount of detail in devices that can destroy or protect morphs, with various armor conditions having different effects on certain weapons. We've collapsed this idea down into three general situations for physical conflicts: typical attacks, devastating attacks, and invulnerable defense.

TYPICAL ATTACKS

Most of the time, characters in physical conflicts make **typical attacks** against each other, whether that's punching, slashing with claws, or shooting someone with a rifle. These attacks do the normal amount of physical stress based on that attack's shifts. It doesn't matter if you've been punched in the head, stabbed by a knife, or shot at—it's all just part of a sentinel's life.

DEVASTATING ATTACKS

Devastating attacks are attacks that more or less would destroy a morph, such as most explosives or a vehicle-mounted railgun fire meant to take down heavily armored synthmorphs. These attacks inflict an extra 2 stress when successful, and inflict 2 stress instead of creating a boost on a tie. (Essentially, they are Weapon:2 in terms of the weapon rating extra.) This rule reflects situations where even an action hero should tactically retreat—or at least think twice before entering the fray, possibly to buy needed time for their cohorts.



If you can somehow mitigate the devastating nature of the attack, it becomes a typical attack. Likewise, devastating attacks scale to the situation: ship-mounted weapons meant to take on other ships are typical attacks, but a nuke is still devastating.

INVULNERABLE DEFENSES

Finally, **invulnerable defenses** are exactly as described: your foe's defenses render the attack you'd attempt moot. You're not going to slow down a tank with your machine pistol. This rule reflects situations where action heroes have to use different tactics to overcome danger.

When you're in this situation, you have three options: retreat (tactically or frantically), create advantages that someone who can inflict stress could use, or find a way around the defense. That last option could be an overcome action to disable a defense, a clever use of gear or positioning to get around the defense, taking the fight to the mesh, and so on.

WHEN TO USE SITUATION ASPECTS INSTEAD

Having a small advantage over the other side isn't worth being a devastating attack or invulnerable defense, but that is definitely worth being an aspect. In some cases, that's a part of a character aspect—your morph having claws is an element of your morph's core aspect, for instance, or having a powerful rifle is reflected in an ego aspect like *Sniper with a Heart of Gold*. Or the advantage was created prior to or as part of the scene, such as *Taken the High Ground* or *Won't It Be Funny When They Walk Into the Ambush?*

When there aren't any aspects that cover the power differential, the GM might declare a side to have some advantage aspect, but without the free invocation. (A general note about Fate and free invocation: aspects are only worth free invocations if you spend actions in the game to create them, at the cost of being able to do something else.)



OTHER ATTACK RULES

CONDITION-INFLECTING WEAPONS

Certain weapons are meant to incapacitate or cause a condition rather than inflict direct stress, notably stunners. These weapons work by inflicting aspects on the target (such as *Stunned*), meaning you use the create advantage action.

However, if the target already has that aspect—even if the free invocation is used—and the weapon could possibly inflict stress, you can choose to attack in follow-up actions rather than keep creating the advantage. The moment the character shakes off the aspect, though, the option to attack is off the table until that aspect is re-inflicted.

In the case of *Shocked*, that aspect probably goes away after a couple exchanges, unless you keep attacking with the stunner or otherwise push them into not being able to shake off its effects.

EXPLOSIVES

Many sentinels love to employ explosives when executing missions, as do more military-oriented adversaries. Explosives make three things possible: overcoming obstacles by blowing them open or away, creating advantages through strategic explosive placement, and attacking with explosives.

Explosives come in two broad categories: planted explosives and projectiles. To attack or overcome an obstacle, roll Hardware when planting explosives. Roll Athletics when throwing a grenade or Shoot to launch a missile.

ATTACKING WITH EXPLOSIVES

When you attack with explosives, everyone in the zone rolls to defend against the explosive (including you, if you set off a blast in a zone you're in!). Depending on the size of the zone in the story and the nature of the explosive, this could involve multiple zones or just part of a single zone (see *Ranged Weapons*, next page, for more on flexible zone handling).

When you launch a missile or throw a grenade, those caught in the blast defend normally using Athletics against your Athletics or Shoot roll.

If you strategically planted the explosive, define a triggering condition. This could be a proximity fuse (if you can justify it), or it could be a simple time delay. If a conflict has already started, define time delays in terms of how many characters' turns until the explosive goes off. When the triggering condition is met, those caught in the blast defend against your Hardware roll using their Somatics. Make your Hardware roll when the explosives go off—not when you plant them.

Characters may spot planted explosives using Notice versus the planter's Hardware. Trying to detect explosives from an adjacent zone usually requires justification (e.g., a relevant sensory augmentation on your morph or a bomb big enough to be visible from a distance).

Generally speaking, explosives are devastating attacks.

OVERCOMING OBSTACLES AND CREATING ADVANTAGE

Both planted and projectile explosives can be used to overcome obstacles and create advantages. To put a shape charge on a door to open up a boundary between zones, roll Hardware. To missile the hangar doors so that your ship can get out, use Shoot.

This is no different from other overcome or create advantage actions, except that characters in the blast could take stress. In those cases, the action also triggers the rules for attacking with explosives (also starting a physical conflict, if one hadn't started yet). Treat the roll for the overcome or create an advantage action as if it were

also an attack roll against those caught in the blast.

From a narrative standpoint, planted explosives are usually more effective at overcoming obstacles than projectile explosives. A well-planted superthermite charge can take out just about anything, whether it's a support column, a sealed bulkhead, or the belly of a tank. Projectile explosives usually require more narrative justification. You're not going to open a hardened door by throwing an anti-personnel micromissile at it. On the other hand, a volley of those same micromissiles would make sense for creating a *Suppressive Fire* advantage.

RANGED WEAPONS

Fate's zone system is very flexible when it comes to defining environments, which can get tricky when thinking about weapons that have codified effective ranges. *Transhumanity's Fate* handles this by giving ranges weapons one of two ranges: normal range and sniper range.

Most weapons have **normal range**, meaning that you can target someone up to two zones away, within reason. "Within reason" is a variable depending on the GM and group, so you may at times decide that a very large zone counts as two for ranged weapons, or that very small zones (created because their borders aren't trivial to cross) don't count. But when in doubt, the normal range is two zones.

Then there's **sniper range**, covering sniper rifles, smart missiles, large railguns, and other weapons that are iconic due to their ability to be accurate and effective at a vast distance. They have no strict range limit; as long as you can see it and it makes sense that your weapon would reach the target, you can attack.

BARELY OUT OF RANGE

As an option, if a target seems to be *possibly* just outside of normal range, but an argument can be made for hitting the target, let the attack happen. The target has a free invoke on the **Out of Range** aspect for every defense where they're out of range of the attack. Essentially, the shooter is constantly at a disadvantage with every shot, not just with one.

AMMUNITION

Transhumanity's Fate doesn't care about ammunition for weapons that aren't single-use weapons or a situation where having another clip or charge pack is a simple fix to keep firing. For all those weapons, you can keep using Shoot—firefights don't last so long that ammo is a significant problem.

That said, since being out of ammo can make for an interesting moment of story, if you fail a Shoot action, the GM might declare that it's because you're out of ammo, and you either have to justify getting more ammo (such as by scavenging a wounded foe) or temporarily accept the **Out of Ammo** aspect.

Note: the **Out of Ammo** aspect can be compelled *only* if shooting at your foe was the only viable option for stopping them, due to distance or some other reason, and the compel is about your foe escaping or achieving some objective before you can engage them again. If you could simply switch to a knife and reasonably continue attacking, that's not a compel—that's just color.

For weapons that are single-use or are very trivial to keep track of ammo in the moment, the game uses the simple logic of “when you use it, it's used up.” There's never an Out of Ammo aspect from this situation,

because such limited-use weapons are more like temporary advantages you're expending than commonplace actions you're used to employing.

UNAVOIDABLE ATTACKS

If you can't avoid an attack, such as being caught in a building-wide explosion or being attacked after your synthmorph body is hacked and frozen, you're going to be hurt for sure.

If the attack is typical (p. 86), the attacker makes an attack, rolling against a Mediocre (+0) result for you instead of your own defend action. **Since you're not rolling dice, you can't invoke aspects or boosts on your behalf.**

If the attack is devastating (p. 86), you're taken out, unless you have a stunt like Armor that affords some protection. Most people don't make it out of exploding ships, no matter how hypercompetent they are. (Of course, if you can make an argument for why you might be able to, the GM could present an opportunity for you to try to escape or survive. But generally, “unavoidable” means “you can't avoid its impact.”)

HOSTILE ENVIRONMENTS

All dangerous environments have some aspect, from *On Fire* to *Venting Toxic Gas* to *No Atmosphere*.

If you're in a deadly environment or toxic atmosphere—and “no atmosphere” is pretty toxic to most biomorphs—you don't have a lot of time to get yourself to safety (or perform some heroic last act before your morph bites it). The rules for this are simple: on every exchange



before you act, take 1 physical stress. There's nothing that can mitigate this stress, except by not being affected by the environment at all.

If you're taken out, your morph is probably dead. Conceding may also mean death, or it could mean everyone else assumes you're dead, but you'll show up later in the same morph.

The border around a zone with a dangerous environment aspect is generally secured somehow, taking effort (such as an overcome action) to get past. Bulkheads slam shut when a ship detects depressurization, for example. Though in the case of such an aspect capable of assaulting that environment—*Acid Rain* or *On Fire*—the border might be trivial to cross because it's been eroded or entirely non-existent.

For more details, and suggestions for running hostile environments as obstacles in a contest under fire, see *More on Hostile Environments*, p. 122.

MORPH DEATH AND DESTRUCTION

If you're taken out by something that is quite capable of killing you, the victor can declare that you're dead. On the face of it, this is a departure from *Fate*, where death is normally a player choice. Consider, however, that bodily death is only an inconvenience for *Transhumanity's Fate* characters. They might need to find a new body, but the character is alive and able to return to play, albeit with some consequences from being temporarily dead. See *Recovering from Morph Death and Destruction*, p. 92.

HEALING AND REPAIRING: ADDRESSING MORPH CONSEQUENCES

Depending on the type of morph you're in, different skills are required for addressing consequences (see p. 162, *Fate Core*).

- For biomorphs (including pods), medical treatment is necessary. Use Medicine skill.
- For synthmorphs, bots, vehicles, and other devices, repair is necessary. Use Hardware skill.
- For infomorphs, use either Hardware (for repairing a server physically damaged) or Program (for functionality being affected by a malicious or malfunctioning code).

Recovering from consequences is otherwise the same as in *Fate Core*. The difficulty is based on the degree on consequence. If successful, rename the consequence as desired and wait the needed amount of time for it to fade.

MORPH VERSUS EGO CONSEQUENCES

Physical consequences go away when you change morphs. This doesn't mean the consequences themselves go away, though. If you resleeve either voluntarily or due to the death of your old morph, morph-based consequences must be translated into something a character carries with them when they

resleeve. A character with the consequence *Multiple Gunshot Wounds*, for example, could swap this for a consequence aspect of the same value called *Traumatized from Getting Shot Up*.

RECOVERING FROM MORPH DEATH AND DESTRUCTION

If you're taken out by something that is quite capable of killing you, the victor can declare that you're dead. The same is true if you're knocked unconscious and someone has time enough to kill you. Death isn't a game-ender, but it does warrant some special rules regarding consequences.

First, wipe away any mild consequences you have. Second, reframe all of the morph-based consequences you have into ego-based ones that relate either to being killed or to the social debt incurred by being cast into a new morph. Consequences like *Suffering From Lack*, *Missing Memories*, *PTSD*, *Owe Firewall Even More*, and *Not Sure What's In This Morph* are potential post-death ways of reframing.

All of your consequences are considered addressed, so they'll go away over time as normal.

This doesn't cover other situations that could arise from being cast into a new morph post-death, like dealing with Rep or any particular narrative. Those situations are still in effect, just as they would be if you were to suddenly need a new and very expensive piece of gear—since that's pretty much the case. And someone might be floating around with your cortical stack, of course.

CONSEQUENCES WITH MORPH ABANDONMENT

If you leave your morph for any significant length of time—a session, perhaps even sooner if you know you're not going to return to it—then the morph consequences become ego consequences just as if the morph died. If you return to the morph in short order, you can switch your consequences back to the original ones if you so desire.

SWARMS

Several types of characters in *Transhumanity's Fate* have bodies composed of swarms of tiny bots rather than a single, solid body. This includes characters with the Swarm Composition morph trait (composed of insect-sized microbots), nanoswarms (composed of even tinier bots), and certain creations of the TITANS (composed of advance nanobots or even femtobots that far exceed transhuman technology). All may be treated similarly in physical conflicts.

Swarms have two advantages in physical conflict. First, they can spread themselves out, enabling action throughout a zone or even in more than one zone. Swarms may straddle two zones. This is useful for characters who want to perceive more than one area at once (e.g., if a given zone is around a corner). It also enables nanoswarms to act physically in more than one zone. However, swarms get a mostly negative **Spread Out** aspect if they spread over more than one zone or disperse themselves to widely in a very large zone.

Second, swarms are very difficult to damage with normal weapons. Punching a swarm or shooting it with a machine pistol might take out a few tiny bots, but the damage to the overall swarm is negligible. Swarms are considered to have invulnerable defense (p. 87) against bullets, blades, unarmed attacks, or any other attack that focuses its energy on a single point. They can be damaged normally by area weapons like plasma rifles, flamethrowers, grenades, or explosives.

NANOSWARMS

For descriptions of different swarm characteristics, see the Nanohive stunt (p. 58).

The following details about nanoswarms should also be understood. Nanobot sensors allow them to distinguish between types of objects, materials, and creatures based on chemical composition, including chemical emissions like pheromones. Nanobots could, for example, be programmed to ignore metal objects, certain types of plants, specific morphs, females, or specific individuals.

Before release from their hive, the swarm must be given instructions using the Program skill. The programming should specify how long the swarm will be active, the area to occupy, and the parameters for its mission.

Most swarms deteriorate into ineffectiveness after 2 weeks unless they are replenished by a hive.

The area they effect can vary from “coat this person” to “spread out to a diameter of 20 meters” to “find the nearest chemical traces and track them to their source.”

Finally, mission parameters include additional instructions—for example, if it should ignore certain materials, if it should send a report at a predetermined



time, or if it should self-destruct into harmless dust when it has completed a certain task.

Swarms may also be directly controlled via radio or laser link.

Swarms are not affected by vacuum, although swarms may not fly in airless environments.

CONTESTS UNDER FIRE

Sentinels often encounter threats that can harm them but can't be harmed in return. Some of these are environmental conflicts, like "escape from the erupting cryovolcano." Other encounters revolve around overcoming overwhelming force, like "bring the defense grid back online while under bombardment" or "run from the self-replicating nanoswarm." And still others involve trying to achieve something while being attacked, such as "hack the security door before the exsurgents overrun us." You can handle these situations by blending contests and conflicts together into **contests under fire**.

Contests under fire work by having one side (or more) work toward achieving a goal by scoring victories before being taken out by one other side (or more). It uses actions and exchanges from the conflict system, rather than rolling together for each exchange in contests.

SETTING UP A CONTEST UNDER FIRE

Start by setting the scene as you would with a conflict: describe the environment, create situation aspects and zones as needed, then establish who's participating and what side they're on. Finally, outline what each side is trying to achieve—notably the side trying to achieve something beyond "stop those guys" or "kill those guys."

Once you have that, the last thing you need is to know how many victories something takes. This involves asking two questions:

How many participants are there on the contest side that can actually engage in the contest? If your contest is something like "repair the defense grid,"

and only two of the four characters are technicians, then you only have two participants. Even if you can justify other characters helping indirectly, only count those who can reasonably attempt and intend to do the relevant contest actions.

Can each participant work toward a victory on their own, or do they have to work together in a single action? If the contest requires a continual sustained effort, like throwing exploits to “hack the security door,” then it’s likely that they’re doing a single action each exchange to achieve victories, just as with normal contests. On the other hand, an integrated space defense grid might benefit from two technicians operating on different parts simultaneously, meaning that they’re each capable of achieving victories together.

If there’s only one action per exchange that can push for victories, either because there’s only one contest-worthy participant or because the actions are effectively joined, then start with the normal number of three victories before adjusting. If multiple actions in a given exchange can push for victories, start by multiplying the number of independent participants by three before adjusting.

When it comes to adjusting, the base number of victories means that at least two rounds of conflict happen before success is possible. If the conflict is meant to be drawn out, add to the number of victories, and then make sure that there are interesting things to do so that those players who are just acting to achieve a goal aren’t bored.

Note: There can be conflict-oriented characters that can help on the contest side, like mercenaries giving covering fire so that the technicians can work. Or someone who can’t directly participate

in the contest might be able to justify using teamwork to help someone who can, like using Somatics to haul heavy equipment around for the technicians. Those characters have to choose between giving aid in the contest and acting in the conflict, which is described in the next section.


PLAYING OUT A CONTEST UNDER FIRE

Each exchange in a contest under fire has two phases: the conflict and the contest.

For the conflict phase, everyone—including those who are pushing on the contest—determines their initiative using whatever method your Fate build normally does for conflicts. Then each participant on their turn either does something in the conflict or states that they’re going to act during the contest phase. If you decide to act in the conflict, resolve your action before the next person decides what they want to do.

Those doing something in the conflict get to make their action as normal. Those working on the contest don’t roll their action right away; if they aren’t taken out or don’t concede in the exchange, they roll for their action in the contest phase. This also means that someone working on the contest could decide to instead engage in the conflict for that exchange, like one of the two technicians above switching to shooting at encroaching soldiers while her buddy continues the repairs. That said, once you’ve stated that your action is to work on the contest, you can’t change your mind until the beginning of the next exchange—in the scene’s story, you’re putting your effort into the contest.

In the contest phase, everyone in the contest rolls their overcome action,



either collectively (as in a normal contest) or individually as based on the situation. Since this is a one-sided contest, the GM sets the difficulty of the roll just as she would for an appropriate overcome action. Often, the difficulty isn't going to be especially high; don't go higher than Fair (+2) unless it would be inherently challenging even without being shot at or pursued by nanoswarms.

For a collective roll, if anyone succeeds, then a victory is scored. Two victories happen on a success with style. On a tie, they generate a boost usable in the next contest phase. Since there's already something chaotic happening and there's risk on the line, the contest rule regarding something dramatic happening on a tie isn't needed. Naturally, no victories are achieved on a failure; that doesn't mean the entire contest fails, just no progress is made (but remember success at a cost is still an option).

If no one acts in the contest phase, and the nature of the contest means that it fails if no one puts effort into it on an exchange, then the contest fails. The hacking to open the security door could need uninterrupted hacking, for instance. On the other hand, if the two technicians stop fixing the defense grid for a moment to fight off an enemy that just stormed up to them, the defenses don't magically un-fix themselves so the technicians can continue next round.

GMs: You might use this an opportunity to vary the difficulty based on what's happening in the story. Is the security system becoming overwhelmed due to another's actions, making the security door easier to open? That puts pressure on the conflict side. On the other hand, if it's getting harder to open, that puts pressure on the contest side.

ENDING A CONTEST UNDER FIRE

A contest under fire ends when the number of victories needed are achieved or when everyone who can participate in the contest concedes or is taken out (meaning the contest failed). At that point, one of three things happens:

If the contest causes the conflict to end, the conflict ends. Escaping through the security door would cause that ... if it shuts behind you. Fixing a bomb that you're sacrificing yourself to destroy a monstrous horde also effectively ends a conflict.

If the contest doesn't cause the conflict to end, then the conflict continues. Repairing a defense grid doesn't stop soldiers on the ground from shooting at you, for example. But at least your technicians can pick up their rifles and fire back!

If the contest fails, then the conflict continues if there are others on that side engaging in conflict, or it's over if the entire side is down.

INTERFERENCE

There are a couple different ways to interfere with a contest.

Indirect Interference: Aspects can be invoked to raise the difficulty. Notably, consequences sustained in the exchange probably have their free invocation used to this end.

Opposing Action: If another side is able to directly interfere, like a rival hacker working to disrupt your intrusion, then they roll as the opposition instead of a set difficulty. Ties still generate a boost for the contestants.

Denial: If someone is genuinely able to stop you from acting in the contest phase, such as by tackling you, then that contest phase has to go on without you.



This can prove ruinous if the contest requires constant attention. That said, if you're able to recover on the next exchange, you can go back to acting in the contest.

TWO-SIDED CONTESTS

You might have a full contest happening at the same time as a conflict, like two sides rushing to get to the same parked flying car while the exhumans are chasing you down. In that case, treat the contest phase with the full contest rules, awarding victories to the side with the highest roll as normal. If a tie happens, then something dramatic occurs within the contest portion of the scene.

This modification could be used for a three-sided contest under fire—two for the contest, and another attacking both of those sides—or it could be used for a two-sided contest where the conflict agents also have people engaging in the contest.

FIRING ON MORE THAN JUST CONTESTS

The contest part of contests under fire is asymmetrical: the opposition isn't racing to achieve the same goal as much as it's trying to eliminate you before you succeed at a goal. This makes one-sided contests similar to challenges (p. 147, *Fate Core*). The main difference is that the rules around victories and the sense of sustained action inherent to contests (rather than the discrete beats of a challenge) works for the average contest under fire situation.

It's simple to replace the contest part with a challenge, if the goal of the non-conflict side isn't a sustained effort but a series of different tasks. Just replace needing victories with independent actions, and play on!

More on tinkering with contests can be read in *Fateful Concepts: Hacking Contests*, by Ryan Macklin.

MESH

The mesh—the numerous decentralized networks of servers and devices—is in some ways the foundation of life in *Transhumanity's Fate*. People communicate more through the mesh than through speaking, even while in the same room. Staggering, nearly inconceivable volumes of information exist on any subject you can think of, though there's just as much rumor and bullshit as factual and verifiable information. People make whole livings on the mesh, and network outages are tantamount to suddenly being blind, deaf, and mute.

WHAT THE MESH ALLOWS

The mesh allows everyone with the ability to access it—which is nearly every character, thanks to basic mesh inserts for biomorphs, hardware in synthmorphs, and so on—access to three basic concepts: communication, information, and access.

COMMUNICATION

Barring issues with lightspeed lag or fragmented/isolated networks, characters on the mesh can communicate with each other without being in physical proximity. Assume the characters can always talk with each other, or at least leave messages for another person to receive later.

In game terms, this means the teamwork rules (p. 174, *Fate Core*) are available nearly all of the time for purely cerebral efforts. You can't help someone

flip over a vehicle just because you're on the mesh, but you can help them investigate something online. There's a catch with this, though: this is usually **uncoordinated teamwork**, where people are looking into different parts of the mesh or trying to contact different people, and so it isn't quite as useful as normal, coordinated teamwork. See the Uncoordinated Teamwork table, for the appropriate bonus.

UNCOORDINATED TEAMWORK

MINIMUM NUMBER OF HELPERS	BONUS
1	+1
3	+2
7	+3
15	+4

Dealing with that much assistance, whether it's in information load or being forwarded many different contacts, means that there's a function cap to how useful this is. No matter how many people are helping, **you can't get a teamwork bonus higher than the rank of the skill you're rolling**. It's not just about the data, but skill at turning everything everyone finds into something useful.

ACCESS

The mesh allows distributed access, which broadens places where characters can have effect and agency. Being able

to remotely pilot a vehicle, broadcast a public announcement, and activate or shutdown various devices all speak to having the potential to act in a contest or conflict where you're not otherwise present. (Really, the mesh makes you present when you want to be, so even the concept of "being present" is extraordinary fluid.)

In game terms, this access means you might be able to act in situations that would normally be prohibited. Certainly, not everything you'd like to do is necessarily publicly accessible, so hacking may be necessary. And being non-local means others could directly, physically interfere with your access—the price you pay for not being physically present.

TEAMWORK IN MESH ACTIONS

Anyone who's ever managed a software project realizes that throwing more bodies at a problem is often the worst way to solve it. This is reflected in how the teamwork rules work for mesh

actions such as Infosec or Program rolls. **The benefit you can get from mesh teamwork caps at your skill rating.** After that, you're not really able to utilize the additional help. So you can get the benefit of four people helping if you have a skill at Great (+4), just one person if your skill is Average (+1), and you can't really get help if you have Mediocre (+0) skill.

RESEARCH

Given the sheer amount of data that exists on any given network (to say nothing of interconnected networks), research is made much more viable. In games terms, this is permission to make Investigate and related actions without having to leave the comfort of your bed, and you can make it on nearly any subject regardless of how esoteric. The only limitation is in getting specific information on secured servers—and that's where subterfuge and hacking come into play.

This information doesn't just cover facts, but also access to public cameras and other mesh media.

A NOTE ON OUTAGES

Naturally, if you're unable to connect to the mesh (such as if your wireless is being jammed) or the network in your area is completely down, you're unable to do any of the above things.

In some cases, this can be a compel on a location aspect, like **Spotty Mesh Access**. Other times, this is just an issue that has to be worked around or somehow overcome. The main times it could be a compel is if there's a reasonable way for the character to justify buying off the complication, and if it's not an essential part of the story in that moment but just an interesting side complication.



MESH INTRUSIONS

Just about every person, place, and thing in *Transhumanity's Fate* is on the mesh, from toasters to security bots to space habitats. When sentinels want to subvert any of these systems without permission, the first step is a mesh intrusion. Any character with mesh inserts and Infosec of Average (+1) or better can attempt intrusions on systems connected to the mesh. Characters with Infosec at Mediocre (+0) aren't assumed to have the software needed to attempt intrusions, but can also attempt them if they acquire intrusion software using Cred or Civ Rep.

In a mesh intrusion, one party—the **intruder**—seeks to gain unauthorized access to a system: a database, a locked door, or even someone's cyberbrain. The intrusion must have a specific goal, be it stealing files or turning off life support. The other party—the **sysop**—defends the system. If the sysop wins, they boot all intruders and gain justification to physically track them (see *Tracking People*, p. 102).

In some cases, an intrusion might not be possible or might require additional narrative justification to attempt at all. An anonymous system tucked away in the far corners of the mesh might need to be located using Investigate or other means before it can be hacked. A character who turns off their mesh connection or a server behind an air gap can't be targeted by an intrusion attempt unless the intruder physically jacks into them.

INTRUSIONS AS CONTESTS

Mesh intrusions use the rules for contests (p. 150, *Fate Core*). In a typical intrusion, both intruder and sysop roll Infosec in a series of exchanges to determine whether the sysop boots the intruder before the intruder achieves their goal. Before the contest begins, the intruder clearly states their goal, such as stealing data, deactivating surveillance cameras, opening an airlock, tracing a drone operator's physical location, or turning off life support.

If the intruder reaches 3 victories first, they achieve their goal. The

data is theirs, surveillance is down, the airlock vents, or the drone gives away its master. **If the sysop reaches 3 victories first, they dump all intruders from their system.** The sysop can then attempt to track the intruder (see *Tracking People*, p. 102).

Ties on exchanges indicate that the intruders and the sysop are deadlocked. The sysop knows the intruder is there but hasn't managed to lock them down and strip them of access privileges. How a tie in this type of contest twists the situation depends upon what the intruder is trying to do. If they're out to steal data, a tie might mean the sysop gets a general idea of what the intruder is after. If wresting control of a drone, the drone might hesitate, unable to take action, or, if it was being directly controlled (see *Jamming*, p. 64), the drone's native AI might take over from the sysop.

MULTIPLE INTRUDERS/SYSOPS

Normally, a system has only one sysop protecting it, and hackers often act alone (or with the aid of their muse), but it's possible to have two or more on either side. However, only one character from each side rolls their skill in the exchanges making up the intrusion contest.

If more than two characters partake in an intrusion attempt, each hacker states their own goal, and the GM determines whether those separate goals are the same, mutually exclusive, or unrelated. If they're the same, the lead intruder gets a teamwork bonus from the other hackers. If they're mutually exclusive (e.g., if they're both trying to steal the same data and then delete it from the system), treat them as opposing sides and have each intruder

roll separately; in this case, the contest ends when either the sysop or one of the intruders racks up 3 victories.

If the intruders' goals are truly unrelated to each other, the GM should question whether they need to be resolved simultaneously. Keep in mind, though, that some goals that seem tangential on the surface are not. For example, if one team of intruders is trying to steal a file while another is trying to force the server to shut down, it matters which succeeds first.


Additional characters helping protect the system give their teamwork bonus to the primary sysop.

COMPLEX SYSTEMS

Critical systems, such as airlocks, may be designed with multiple failsafes or otherwise secured in ways that favor the defending sysop. Other systems might include very complex file systems or many different hardware devices that the intruder needs to manipulate to reach their goal. In these cases, a lopsided contest might be appropriate. The sysop still needs 3 victories to boot the intruders, but the intruders might need 4 or even 5 victories to reach their goal. Such systems should be used rarely; lopsided contests are best for really dramatic moments.

WEAKLY PROTECTED SYSTEMS

The contest rules for mesh intrusions assume that there's meaningful resistance from the sysop character in the contest. If it's not clear who'd be opposing an intrusion, the sysop is likely to be whatever unnamed NPC AI is running on the system being hacked. Unless they're specialized for Infosec, security AIs have only an Average (+1) or Fair (+2) Infosec skill. A character



with Infosec at Mediocre can't effectively defend their personal network (their mesh inserts, gear, or cyberbrain). In this case, their muse would act as sysop, if it has Infosec at Average (which most users have their muse at, with some having it at Fair).

In cases where the sysop can't offer meaningful resistance, the intrusion succeeds automatically.

MESH INTRUSIONS UNDER FIRE

It's possible to simulate hacking during combat by combining the contest with a physical conflict (see *Contests Under Fire*, p. 94). When this happens, each character can choose when their turn comes to either take an action toward the mesh intrusion or act physically against a foe in the physical conflict. In this case there are two ways for the intrusion to fail: either by the sysop booting the intruders or by the intruders (or sysop) conceding or being taken out of the conflict.

SCORCHING CONFLICTS

Scorching is an attempt to harm a character by corrupting or deleting their ego on the device on which it's running. This could be a synthmorph with a cyberbrain, the server on which an infomorph runs, or a device controlled by an AI.

Cyberbrains, ghostrider modules, and the AI components in gear are hardened against attempts to delete the occupant. You can't simply go up to someone with a cyberbrain and start trying to scorch their brain—you must first gain control over the device on which they're running. This means you must succeed at a mesh intrusion against the defender

with the intended goal of achieving full access to their digitized ego.

Scorching uses contests under fire (p. 94). The attacker rolls attacks with Infosec on their turn. On the defender's turn, they roll Infosec as if they were in a contest. If they achieve 3 victories before conceding or being taken out, they successfully boot the attacker from the device on which their ego is running, and can then shut mesh connectivity or even themselves down to prevent another intrusion attempt. If the attacker takes out the defender before the defender gets 3 victories, the most likely resolution is that the defender's ego has been completely deleted from the device in question and must return from backup. If the defender concedes, it means they've been deleted from the device but somehow avoided having to return from backup. This could mean the attacker deleted the contents of their cyberbrain but missed the cortical stack or that the defender was able to shoot a copy of their ego onto another device to which they had access.

TRACKING PEOPLE

Public cameras, open mesh nodes, and live sensor feeds from drones all make it extraordinarily easy to track people, especially if they're not making special efforts to pass unnoticed.

Tracking someone requires having either identifying physical data or a clue to their identity. Possible starting points include photos, video, identifying marks, gait and biometric data, or the person's mesh ID.

Physically tracking someone using mesh nodes and tips from sources can be run as a challenge using Infosec and Investigate, plus whichever of Civ Rep, Cred, or Eye Rep is most appropriate to the situation. Tracking someone

through your social networks would use Civ Rep, while finding someone whose whereabouts might be known to someone in Firewall would use Eye Rep. Cred is only useful in a few cases, such as for narrowing down the whereabouts of someone who's wealthy enough to leave a financial wake (Cred of 4 or 5), but not wealthier than you. Cred lets the wealthy keep tabs on those under them—not the other way around.

To counter someone tracking you or your friends, treat it as a challenge using Cover, Infiltrate, and Infosec.

Tracking challenges should always consist of three overcome actions. The opposition for each action should be set to the Cover skill of the person being tracked. The results of the tracking may be exact, fast, and/or covert. For each overcome that succeeded, the winner picks one (e.g., if they succeeded on 2 out of 3 overcomes, they might choose exact and covert).

Exact means you know the tracking target's location precisely enough to set up an ambush or kick down the right door when you get there. If the results weren't exact, you've got more legwork to do when you get to their general vicinity. For a small space hab, this might mean you know only that they're on aboard, whereas for a big, city-sized one, you might know which neighborhood to find them in.

Fast means that you get the results as quickly as possible—instantly, unless the character being tracked is far away enough for comm lag to be an issue. If the results weren't fast, minutes or hours might be needed to home in on the target's location (plus any time for comm lag between celestial bodies).

Covert means that the target doesn't know they've been tracked. If the results weren't covert, the target knows they've

been traced as soon as the challenge is over (again, unless there's comm lag, in which case they know however many minutes after the end of the challenge it'd take a signal from the tracker to reach them).

For minor NPCs who don't merit the drama of a challenge, tracking can be reduced to a simple Investigate vs. Cover contest or even just an overcome roll using Investigate. For such NPCs, a tie should yield 2 out of 3 of exact, fast, and covert, while for anything better than a tie, it should yield all 3.

TRACKING AS AN OUTCOME OF MESH INTRUSIONS

Tracking an opponent's physical location can be one outcome of a mesh intrusion contest (see *Mesh Intrusions*, p. 100). In this case, tracking shouldn't be run as a full-on challenge, because either the intruder or the sysop has already won a contest to get there.

If the sysop won the contest, they can immediately roll their Infosec skill versus the intruder's Cover. On a tie, the sysop chooses one of exact, fast, or covert. On a success, they get 2 out of 3. On a success with style, they get all 3.

If the intruder stated at the start of the contest the tracking the sysop was their desired victory outcome, they succeed upon reaching 3 victories. Successful tracking by mesh intruders is always exact, fast, and covert.

Another advantage to mounting a mesh intrusion as a precursor to tracking is that the intruder needn't know as much about the sysop. Tracking normally requires biometric data, a mesh ID, or some other identifier. An intrusion, on the other hand, allows hacking into a server or drone and trying to find out who its operator is without knowing anything else about them.

Transhumanity's technology doesn't just allow uploading and backing up of minds. Once uploaded, they can be manipulated in a process called *psycho-surgery* that has largely replaced psychiatric drugs. Alien technology, transmitted through the exsurgent virus, goes even farther, allowing biological transhumans to perform psychic feats that would otherwise be impossible. Firewall makes extensive use of psychosurgery, both in the field and to prune memories from departing agents lest they compromise the Eye's security. Firewall uses psychics, too, although some in the organization strongly object to making sentinels out of people who are, effectively, exsurgents.

PSI

Psychics in *Eclipse Phase* are known as **asyns**. Their condition is the result of infection with the Watts-MacLeod strain of the exsurgent virus. This makes the flavor of psi and the experience of being an async different from, say, a superhero game, where psychic powers arise from mutation or unlocking of some hidden potential. Asyns grapple daily with the mental health effects of Watts-MacLeod infection, which range in severity from anxiety and depression to severe psychosis. Specific psychic powers, called **sleights**, let asyns augment themselves, affect other characters, and gain information from their environment in ways that wouldn't otherwise be possible. Asyns can opt to risk mental stress from some sleights in order to increase their effects; this is called **risking strain**.

Psi has no effect against synthmorphs, infomorphs, or (with a few exceptions) inanimate objects.

CREATING AN ASYNC CHARACTER

To gain access to psi sleights, an async character needs several things.

First, one of your ego aspects must be about being an async. This could be your high concept aspect (*Async Xenoaarcheologist* or *Psychic Assassin*), but it could also be your trouble or another aspect. A dabbler who just knows a few mind tricks might take the freeform aspect *Gives Off a Weird Vibe*, while a character who's struggling to master the strange demands of their new powers might take *Watts-MacLeod Infectee* as their trouble aspect.

Watts-MacLeod only infects transhumans with biological brains and bodies. This doesn't mean AGI characters can't become asyns, but they must have been in a biological body when they were infected. Asyns who resleeve into a morph that doesn't have a biological brain temporarily lose use of their powers.

Whether the character's psi aspect is a trouble aspect or not, the fact that psi is an alien infection should regularly influence the character's behavior in the form of compels. On a good day, this could just mean the character doesn't want to get out of bed (or their sleep sack, if they live in microgravity). At its worst, the character might find themselves wanting to burrow, use non-existent appendages, or eat something unnatural as the alien urges of the virus alter their behavior.

The character may then acquire one or more psi sleights that define how their async powers may be used. Sleights come in two flavors: **psi-chi** and **psi-gamma**.

Psi-chi sleights are traits—sub-aspects of the aspect that makes you an async (similar to how morph traits are sub-aspects of your morph’s primary aspect). Like morph traits, psi-chi sleights are always on, augmenting the character and providing justification for certain actions much as a morph’s bioware or implants do. However, psi-chi sleights are purchased with refresh. You buy the Psi-Chi stunt, and then choose several traits that come along with it. Psi-gamma sleights are single, potent stunts that can affect other characters or glean information from the environment.

Players familiar with *Eclipse Phase* may notice that several of the more potent psi-chi sleights (e.g., grok) have been re-classified as psi-gamma for purposes of *Transhumanity’s Fate*.

PSI TRAITS

Psi traits (psi-chi sleights) are acquired by choosing the Psi-Chi stunt (see *Psi Stunts*, p. 106). What follows are just a sampling of possible psi-chi traits. If you choose to add new psi-chi traits, keep in mind what they can and can’t do in the *Eclipse Phase* setting. Psi-chi can augment the mind by sharpening perception, improving predictive ability, filtering out distractions (whether irrelevant information or pain), altering subjective time, improving memory, or enabling you to read other characters better in social situations. Psi-chi isn’t about affecting other characters or the physical world outside your body. Psi-chi doesn’t allow flight, becoming incorporeal, or blasting people with energy.

As traits, psi-chi sleights do two things. They act as sub-aspects (see *Traits*, p. 10) that define when your character’s async aspect could be invoked (or sometimes compelled). In addition, they provide justification for

taking actions that normal characters would be unable to take.

AMBIENCE SENSE

This sleight provides the async with an instinctive sense about an area and any potential threats nearby. Characters with this sleight are hard to surprise, and they’re good at things like scrounging for useful items and hunting for hidden clues.

EMOTIONAL CONTROL

Emotional Control gives the async tight control over their emotional states. Unwanted emotions can be blocked out and others embraced. This has the benefit of protecting the async from emotional manipulation, but it can also provide an edge in social situations by making the async difficult to read.

HYPERTHYMESIA

Hyperthymesia grants the async a superior autobiographical memory, allowing them to remember the most trivial of events. A hyperthymestic async can be asked a random date and recall the day of the week it was, the events that occurred that day, what the weather was like, and many seemingly trivial details that most people would not be able to recall. Normal characters need a Mnemonic Augmentation trait from their morph to achieve this level of recall.

PREDICTIVE BOOST

The Bayesian probability machine features of the async’s brain are boosted by this sleight, enhancing their ability to estimate and predict outcomes of events around them as they unfold in real-time and update those predictions as information changes. In effect, the character has a more intuitive sense for which outcomes are most likely. This

can be useful for tasks like knowing where to position oneself during a fire-fight for maximum effect or where to go to avoid a spreading epidemic. Needless to say, no one should play blackjack against this character—or chessboxing.

SENSORY BOOST

An async uses this sleight to increase their natural or augmented sensory perception (visual, audio, olfactory, etc.) by enhanced cerebral processing. This doesn't so much enhance the senses beyond their usual capabilities as increase their efficiency by filtering out noise and distractions to offer a clearer perception of whatever the async focuses their attention on. Asyncs with this sleight can use it at any time but need to be concentrating on the sense in question, e.g., listening for potential ambushers or looking for visual evidence. Sensory Boost thus wouldn't alert an async to someone sneaking up on them while they're asleep, but it would enable them literally to find a needle in a haystack.

SPACE-TIME SENSE

The async has an enhanced sense of time and is incredibly sensitive to their body's velocity and position in space, whether walking blindfolded, riding in the trunk of a car, or streaking through space. As long as they're conscious, they always know roughly how far and in what direction they've traveled, including any changes in speed and direction during the trip.

PSI STUNTS

Psi stunts (psi-gamma sleights) are specific effects usable by characters infected with the Watts-MacLeod virus. Some are fairly typical stunts, conferring a situational bonus or allowing use of a skill in a way it normally wouldn't. Most, however, also give the character permission to take actions that would be impossible for other characters, such as reading someone's mind or sensing the presence of the exsurgent virus with no virus scanning software or lab equipment.

If adding more psi-gamma sleights to the game, look to the following sampling for a sense of what they will and won't let asyncs do. Psi-gamma lets asyncs affect the minds of other characters, harm the brain and nervous system, defend against other asyncs, read minds, glean information from physical objects, or detect other minds over short distances. In addition, psi-chi traits can serve as inspiration for stunts. As an example, a stunt-based form of the Sensory Boost trait is provided below. Psi-gamma can't affect inanimate objects, influence other minds over long distances, channel perceptible amounts of energy (be it kinetic or in the electromagnetic spectrum), or make drastic changes to the async's own body. Psi-gamma sleights cost 1 refresh at character creation or to acquire in play.

ALIENATION

Alienation is an offensive sleight that creates a sense of disconnection

TRAITS WITH FREE INVOCATIONS (OPTIONAL)

Instead of taking 3 traits with the psi-chi sleight, take just 1 trait. In addition, your character gets 1 free invoke of this trait per session.

OPPOSITION TO SLEIGHTS

Most psi-gamma sleights can be handled as a simple action to overcome or create an advantage. Nameless NPCs offer passive opposition, whereas named NPCs and PCs offer active opposition (see *Active or Passive?*, p. 131, *Fate Core*). Sleights that involve manipulation of the target's mind may be actively opposed even when the user is unaware of the sleight's use. With both passive and active opposition, if the target wins or ties, they may be alerted to the fact that someone is attempting to influence them. GMs may choose to zoom in on the action and handle some sleights as contests for particularly dramatic moments.

between an ego and its morph—similar to that experienced when resleeved into a new body. The ego finds their body cumbersome, strange, and alien, almost like they are a prisoner within it. The async makes a Provoke action against the target's Will. If successful, the target gains an aspect like *Integration Jitters* or *Body Dysmorphia* as a condition (see *Conditions*, p. 11). This effect lasts for one scene.

CLOUD MEMORY

Cloud Memory allows the async to temporarily disrupt the target's ability to form new, long-term memories with a touch. This sleight allows the async to make Deceive actions to cloud memories or block memory formation. If the async succeeds, for the duration of the scene, the target will retain short-term memories but will soon forget anything that occurred while this sleight was in effect.

On a tie, the async might successfully block memories, but the target is left with a feeling that something is wrong with how they remember events.

EGO SENSE

Ego Sense can be used to detect the presence and location of other sentient and biological life forms (including animals) within 20 meters. In a conflict, usually this will mean targets within the same or an adjacent zone, although it may reach beyond this range if the

zones in the conflict are particularly small. This sleight confers +2 bonus to Notice actions aimed at detecting other minds within that range. If the target is actively hiding, they oppose with Will rather than Infiltrate. On a success, the async knows the distance and direction of the detected life. Success with style also yields the approximate size and type of creature. The async will know if the target moves, if they do so during the same scene.

On a tie, the target has an uncomfortable intuition that someone or something is watching them.

GROK

Grok gives a +2 bonus to Hardware actions to intuitively understand how any unfamiliar object, vehicle, or device is used simply by looking at and handling it. On a success, the async achieves a basic ability to use the object, vehicle, or device, no matter how alien or bizarre. This sleight does not provide any understanding of the principles or technologies involved—the psi user simply grasps how to make it work. Success with style may confer more information about the object, if there is more to be learned.

A tie might indicate that the async's understanding of the device is incomplete—perhaps dangerously so.

Grok can be used to analyze unfamiliar synthmorphs, bots, and vehicles.

This is an exception to the general rule of psi being unable to affect synthmorphs.

PSI-CHI

You've honed your innate psychic potential to augment your natural transhuman abilities to a degree that meets or in some cases exceeds what bioware, cyberware, and other implants allow. Choose 3 psi traits (p. 105). These become sub-aspects of the aspect that makes you an async, as well as providing 1 free invocation of that aspect per session.

Taking this stunt more than once provides 3 more psi traits, but no additional free invocations.

PSYCHIC STAB

With a touch, the async can cause physical damage in the form of internal hemorrhaging, massive cell death, or other disruption of metabolic processes. The async may use Will instead of Fight to attack or create an advantage in physical conflict, dealing stress as if they were mounting a normal attack. Psychic Stab can't be employed to use Will to defend. It doesn't work on non-biological targets, although it is effective against pods because it doesn't exclusively target the brain.

SENSE INFECTION

Sense Infection confers a +2 bonus to X-Risks actions to detect infection by the exsurgent virus in biological entities within 20 meters of the async (provided the organism is visible and can be perceived at that distance). Success with style yields additional information, such as the specific viral strain or the vector of the infection (bodily fluids, touch, etc.). A tie indicates that infection isn't necessarily present but can't be ruled out.

This sleight also detects fellow asyncs, although without success with style, they're indistinguishable from other exsurgent types.

SENSORY BOOST

When taken as a stunt rather than a trait, this sleight confers +2 to Notice actions when the async focuses on a sense relevant to what they're attempting to perceive.

SUBLIMINAL

The Subliminal sleight confers a +2 bonus on Deceive actions to influence another person by implementing a single post-hypnotic suggestion. If the async succeeds against the target's Will, the recipient will carry out this suggestion as if it were their own idea. Implanted suggestions must be encompassed in a short sentence (for example: "open the airlock" or "hand over the weapon"). Suggestions may be implanted with a short trigger condition ("when the alarm goes off, ignore it").

The async must succeed with style to make the target do anything immediately life threatening ("jump off the bridge") or that violate their motivations or personal strictures. PCs and named NPCs can't be given such commands at all.

On a tie, the target might have a vague intuition that they're being manipulated or might not take the action precisely according to the trigger condition the async specified.

THOUGHT BROWSE

More invasive forms of mind reading may exist, but Thought Browse merely verifies whether a target has a particular person, place, event, or thing in mind. This stunt enables the async to scan the target's surface thoughts

with a touch for certain “keywords” like a particular word, phrase, sound, or image chosen by the async. This is a Will action, opposed by the target’s Will. Alternatively, if conversing with the target, the async may receive a +2 bonus to Kinesics to draw out information with help from this sleight, opposed by the target’s Deceive. In both cases, the async receives 1 piece of information on a success—3 if they succeed with style.

On a tie, the target has a vague intuition that the async is probing them for information.

XENO-EMPATHY

This stunt confers a +2 bonus on Xeno-Contact actions to gain an intuitive understanding of any non-human, non-terrestrial organism within 20 meters of the async (provided the organism is visible and can be perceived at that distance).

On a success, the async gains insight into one of the following pieces of information about the target: motivations, needs, or mental/emotional state (if sapient), or the target’s ecological niche, instinctual drives, or likely behavioral responses (if non-sapient). Other species-specific information might be provided at the GM’s discretion.

On a tie, the organism might have a vague intuition (if capable of such thought) of being observed, or the xeno-empath receives a mix of true and false information.

When used to create an advantage, Xeno-Empathy might generate results faster than a character making conventional use of the Xeno-Contact skill. The async is able to make intuitive leaps that might take hours or weeks of research to reach normally.

RISKING STRAIN

Some psi-gamma sleights have increased effect when the async generates a success with style (or more shifts, in conflict). An async may opt to **risk strain** before rolling the dice. Each point of strain risked adds 1 to the number of shifts generated on a tie or better.

Take the async’s total result plus the points of strain risked. The async must then defend against this total strain using their Will. Each shift generated by strain immediately inflicts 1 mental stress on the async. Shifts generated by the async have no effect other than avoiding stress. If this results in consequences, see *Async Consequences*, p. 110, for examples of how the Watts-MacLeod virus alters its users, alienating them from the rest of transhumanity.

If the action is a contest rather than a simple overcome, as in the case of many mind-affecting sleights, strain works somewhat differently. The async must still decide how much strain to risk before rolling the dice, but this doesn’t affect the individual exchanges making up the contest. Instead, when the contest ends, add the async’s final total result to the number of strain risked. The async then defends against this strain using Will, as above.

Asyncs must defend against strain regardless of whether their initial action succeeded.

EXAMPLE OF STRAIN

Luna is trying to use Thought Browse on a supporting NPC. She has no Kinesics skill, so she rolls at Fair (+2) against the NPC, who opposes her with his Will of Fair (+2). On a roll of 0, this means she’ll only get one piece of information, possibly inaccurate, so she

Employee S42
is in need of a medic



decides before she rolls to risk 2 strain. If Luna rolls a +1 and her target a 0, she'll generate 3 shifts—a success with style! Luna now has to defend against her total result (+3) plus the strain risked (2). Luna's Will is also Fair (+2).

If Luna rolls a 0 (a total result of +2) against the strain difficulty of +5, she takes 3 mental stress immediately. If she had already taken mental stress, this might result in consequences.

If Luna rolls a 4 (a total result of +6), she takes no stress. Luna's additional shift above the difficulty of +5 has no effect.

ASYNC CONSEQUENCES

The following sample consequences are examples of the temporary or ongoing mental issues that can result from Watts-MacLeod infection. Asyncs most often experience them as a result of stress from using psi sleights, but they can also emerge gradually over time just by dint of being infected. With a bit of

tweaking, disorders can also serve as trouble aspects for asyncs.

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. 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 an existing sense. 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 a few hours, but during this time, the character may receive disturbing phantom feedback on the new sensory channel.

COMMON DISORDERS

Many disorders less exotic than those described here are appropriate to asyncs, including borderline personality disorder, hypochondria, megalomania, multiple personality disorder, and schizophrenia. More commonly, async characters suffer from anxiety and depression—feelings of worthlessness or hopelessness exacerbated by the separation the virus creates between them and the rest of transhumanity.

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 and be treated as such. When faced with TITAN artifacts or war machines, some characters may experience panic attacks where they tremble or have difficulty breathing, leaving them unable to act. Alternatively, 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. The character has difficulty when resleeving and may seek out exotic body modifications in a quest to become more “alien.”


CHANGING SLEIGHTS

Psi-gamma stunts can be created or changed following the same rules as normal stunts. However, the nature of the exsurgent virus is such that once a psi stunt is purchased with refresh, it can only be exchanged for another psi-gamma sleight. If a character exchanges the Psi-Chi stunt for another sleight, they may choose new psi traits upon reacquiring the Psi-Chi stunt.

COMPELLING PSI ASPECTS

Psi compels should often but not exclusively relate to the effects of the alien exsurgent virus on the mind and body of the async, as described under *Async Consequences*, next page. The conditions that trigger a compel mirror those that affect people with real world mental disorders such as PTSD. They are highly individual, difficult for others to understand, and never pleasant.

Also keep in mind, however, that Watts-MacLeod infection is a rare and little-understood condition. Aside from the debilitating effects of the virus itself, asyncs have to contend with distrust from fellow Firewall agents, scientists who'd like to cut their brains open, hypercorps and governments who want to forcibly employ them, and the accompanying need for secrecy.



Compels of the async's psi aspect may be related to one of the async's psi sleights. For example, the incredible recall provided by the Hyperthymesia stunt might also mean that a character is distracted or absorbed by their memories at times when they'd rather be dealing with the present.

When a sentinel buys off a compel related to their internal struggle with the virus, it represents a moment where they've maintained their grasp on their own nature and identity at the expense of the virus—for now. The question should always hang in the air of whether, some day, the virus will win.

PSYCHOSURGERY

Psychosurgery is the process of digitally modifying a transhuman ego, either to eliminate consequences stemming from mental stress or to create specific effects such as editing memories, modifying behaviors, or even rewriting aspects of someone's personality. This is done by uploading the ego, forking it multiple times, making gradual adjustments, and keeping the forks that respond best to treatment. Less invasive psychosurgery can also be performed either by interacting with the patient in a simulspace world (common for the talking cure, torture, and taping) or by making subtle alterations to the still-conscious patient's brain chemistry with medical nanobots.

Psychosurgery requires an ego bridge (p. 118) if uploading the patient, psychosurgery software, a server (p. 118) capable of running multiple copies of the ego, and someplace to store the patient's morph while they undergo treatment. It's not an exact science. Transhumanity understands a great deal more than present day humanity about the workings of the

mind, but some feats, such as intentionally creating a new consciousness from whole cloth, or locating and editing memories with pinpoint accuracy, haven't yet been mastered.

PSYCHOSURGERY BASICS

Psychosurgery actions use the Medicine skill and permit making any of the modifications shown on the Psychosurgery Procedures table (next page).

Psychosurgery takes time. Most procedures take a week or more. Fabricating memories takes additional time (generally a few days) for characters with Program skill to produce hyperrealistic forgeries of the experience to be recalled. Really major changes, like altering core personality traits or completely eliminating an emotion, might take multiple weeks. A few simple effects, like psychotorture and taping (stimulating pleasure centers) can vary in duration from minutes to weeks. Finally, particularly strong-willed subjects of involuntary psychosurgery might be able to resist its effects—but only for a time.

When complete, whether the subject is aware of having been psychosurgically modified depends on circumstances. If they were hit in the face with a rifle butt, mindscrubbed, and then dumped by the side of a Martian highway with missing memories, the character will probably realize something is up. On the other hand, if the character was taken out subtly, kept sedated, given a few subtle memories with a trigger for later recall, and then returned to the spot where they were knocked out, it's hard to realize anything is off until the trigger for the implanted memories causes them to come flooding in.

PSYCHOSURGERY PROCEDURES TABLE

PROCEDURE	SUGGESTED PASSIVE OVERCOME DIFFICULTY	BASE TIMEFRAME
Alter core personality traits like altruism, confidence, self-control, or sexual orientation	Epic (+7)	2 weeks
Fabricate and implant memories (requires Program skill to forge memories using simulspace or experience playback)	Fantastic (+6)	2 weeks
(Clumsily) erase memories, possibly with unintended effects on linked memories	Superb (+5)	1 week
Swap out skills	Superb (+5)	1 week
Boost or limit specific emotions	Great (+4)	1 week
Condition for/against specific behaviors	Great (+4)	1 week
Inflict torture	Great (+4)	1 day*
Temporarily suppress memories (sometimes until a trigger condition is met)	Great (+4)	1 week
Conceal identifying behaviors (e.g., altering someone's walk to foil gait recognition software)	Good (+3)	1 week
Stimulate pleasure centers (tapping, potentially to an addictive degree)	Fair (+2)	1 day**
Aid recovery from mental consequences	varies†	varies†
Narrative psychosurgical adjustment at milestone	n/a	4 hours

* 1 day per piece of information sought, if torture is for the purpose of extracting information.

** 1 week if the goal is to addict the character to tapping.

† Difficulty is based on the shift value of the consequence—e.g., Great (+4) for a moderate consequence (see p. 164, *Fate Core*). If performing psychosurgery between milestones, timeframe is likewise based on shift value: 1 week for every +2 of shift value, e.g., 4 weeks for the Legendary (+8) shift value of a drastic consequence.

RUNNING PSYCHOSURGERY

Psychosurgery effects are a mixed bag, mechanically. It's important to consider the circumstances under which the psychosurgery is being undertaken.

First, determine what kind of resistance the psychosurgeon faces. Voluntary psychosurgery can be

handled with a simple overcome action, with the difficulty determined by the complexity of the procedure. Involuntary procedures may be resisted for a time, but always succeed eventually if the psychosurgeon has enough time. The latter are handled using actively opposed overcome actions, pitting the psychosurgeon's Medicine against the target's Will.



Next, determine how long the psychosurgery will take. Voluntary psychosurgery procedures take the time listed. Involuntary psychosurgery can take longer, but only with especially strong-willed subjects, who might be able to delay the inevitable. If there's hope of the subject being rescued, the latter is handled by an actively opposed overcome action, with success by the subject meaning they're able to hold out for a time.

Finally, consider the procedure's effects. Psychosurgery allows some changes to characters that would normally only be possible at a milestone. The Psychosurgery Procedures table lists possible procedures, difficulty for passive overcome actions (for voluntary procedures), and the base time they take.

The psychosurgeon then rolls against either the passive difficulty or the subject's opposed roll.

- On a success, the psychosurgery takes effect at the end of the base timeframe shown in the table.
- On a success with style, the psychosurgery takes effect in half the listed time.

- On a tie, the psychosurgery still takes effect, but takes half again (150% of) the listed time.
- If the subject succeeds, the psychosurgery still takes effect, but takes double the listed time.
- If the subject succeeds with style, the psychosurgery still takes effect, but takes quadruple the listed time.

If psychosurgery is interrupted (e.g., if the subject's allies rescue them before it takes effect), the effects of the procedure might be partly or totally avoided. The GM should take into account the type and timeframe of the procedure. In the case of torture for information over a few days, a character who's rescued won't have broken and revealed information yet. A character who's been having memories erased over a stretch of weeks, though, may have lost some memories prior to rescue. Rescuing a character from psychosurgery might also mean that their allies have a chance to create aspects like *Recovered Less-Damaged Forks* or *Psychosurgical Procedure Data* that will help a friendly psychosurgeon to reverse the damage.

A character uploaded for psychosurgery is out of play until the procedure is completed (unless forked or the psychosurgery is interrupted for some reason).

The effects of voluntary psychosurgery can be reflected as rewritten consequences and aspects, or even as new stunts, as detailed below.

PSYCHOSURGICAL STUNTS

The two stunts given here are examples of beneficial effects imparted by psychosurgical procedures. The character must have enough refresh to pay for the stunt when the psychosurgery is complete.

- **Behavioral Masking:** The character is conditioned to adopt different physical mannerisms, walking gait, and/or characteristic facial expressions from their usual behavior. This can throw off surveillance systems, such as gait recognition software, that are used to double-check who a person is during ID checks. The character gains a +2 on Cover actions when trying to fake their way through physical identity checkpoints such as customs areas, immigration, front lobby security checks, and the like.

An alternate version of this stunt geared to impersonators could be based on a specific person. Combined with a morph bodysculpted to look like the person or other convincing disguise, this provides a +2 on Deceive actions to mimic the person's mannerisms.

- **Emotional Control (Fear Suppression):** The character has had the emotion of fear expunged from their psyche. They gain +2 on Will actions to resist fear.

SITUATIONAL ASPECT

Instead of a stunt, some psychosurgical procedures are temporary, degrading slowly or going away when a trigger condition is met. For example, a character given the behavioral masking procedure, described above as a stunt, might instead get the situational aspect *Walks and Gestures Just Like Director Yao* that lasts for a few days of game time. A deep cover sentinel might get the aspect *No Memory of Firewall* until a specific code word is spoken to them.

If the psychosurgeon succeeded with style, the aspect created comes with one free invocation.

REWRITING CONSEQUENCES

If a character ends up in psychosurgery after being taken out by enemies, the victors can rewrite their consequences. Behavioral modification and false or deleted memories are common options, but any psychosurgical effect is on the table. The psychosurgeon may choose any consequence slot and rewrite it to represent a psychosurgically created effect. For memory erasure, this might be something like *Doesn't Remember Those 2 Months on Echo TV*. For behavioral conditioning, the psychosurgeon might opt for *Gets Migraines From Lying* or *Conditioned Loyalty to the Planetary Consortium*.

For characters with no consequence slots (e.g., nameless NPCs), the psychosurgeon can instead elect to rewrite one of their aspects.

RECOVERING FROM MENTAL CONSEQUENCES

A psychosurgeon may make a Medicine overcome action to help allies recover from mental consequences relating to stress, emotional distress, or mental health issues. This includes consequences rewritten by hostile psychosurgeons if the character received psychosurgery after being taken out. Consequence recovery overcome actions are taken by the psychosurgeon and otherwise work as described on p. 164, *Fate Core*. Difficulty is based on the shift value of the consequence—e.g., Great (+4) for a moderate consequence.

The time needed to aid recovery from mental consequences depends on whether the psychosurgeon is bucking the usual rules about consequence recovery at milestones (see p. 256, *Fate Core*). Psychosurgery can be used as a normal part of milestone-based consequence recovery, or the psychosurgeon can attempt to address consequences between milestones. In the latter case, the time needed is 1 week for every +2 of shift value, e.g., 4 weeks for the Legendary (+8) shift value of a drastic consequence. The GM may want to convert this time roughly into scenes and sessions for the players.

If psychosurgery is used as the recovery action for milestone-based consequence recovery, the time taken is the same as needed to reach the milestone. The psychosurgeon and patient should narrate spending some of their down time between scenes making chemical adjustments, talking in time-accelerated simulspace, and the like.

REWRITING EGO ASPECTS

At its most extreme, psychosurgery can be used to rewrite core ego aspects as if the character were at a major milestone, changing fundamental character traits like openness, conscientiousness, altruism, extroversion/introversion, impulsiveness, curiosity, creativity, confidence, sexual orientation, or self-control, among others. This is difficult and takes more time than any other psychosurgical procedure, but when complete, it allows rewriting a single ego aspect to reflect the possibly drastic changes to the character's personality that can result.

Aspect rewrites done through psychosurgery should reflect changes to the character's personality rather than changes in the world. For example, a character who has psychosurgery to be more compassionate and rewrites their high concept from *Ruthless Triad Smuggler* to *Lovable Rogue with a Dodgy Past* still retains whatever narrative complications might result from their association with the Guanxi underworld.

NARRATING PSYCHOSURGERY AT MILESTONES

Minor psychosurgical procedures are commonly undertaken by transhumans. Effects can include very subtle tweaks to brain chemical balance, instilling minor habits, and the like.

Frequently, psychosurgery is used to change characters in ways that would normally require them to be at a milestone. However, characters who are at a milestone can narrate “free” psychosurgery for things they'd be able to do at

a milestone anyway, like skill swaps or stunt purchases (but not recover from consequences). These minor psychosurgical interventions still require a trained psychosurgeon with the right equipment to be on hand. Unlike major psychosurgery, which requires uploading the character for days at a time to work with their forks, these are outpatient procedures. They only take several hours and require no rolls from the psychosurgeon. They otherwise follow the rules for character changes at milestones (see p. 256, *Fate Core*). This is just one option for narrating changes at milestones; characters can always advance or make changes at milestones without psychosurgery.

Again, note that consequence recovery at milestones can't simply be narrated in this way; it requires a consequence recovery action from the psychosurgeon (see *Recovering from Mental Consequences*, p. 116).

PSYCHOSURGERY ON ASYNCS AND EXSURGENTS

Psychosurgery can make temporary improvements to the behavior and cognition of people infected with the exsurgent virus. Asyncns can even be made to temporarily forget their powers. But ultimately, it can't save them or excise the virus. In addition, uploading a person infected with the exsurgent virus for psychosurgery risks spreading the virus further.



RUNNING THE GAME

This chapter explains how to run various elements of *Eclipse Phase* using *Fate Core*.

COMMON TECHNOLOGIES

This section explores a few common pieces of technology in the *Eclipse Phase* setting that aren't handled as stunts or otherwise as attributes of characters.

PSYCHOSURGERY AND RESLEEING EQUIPMENT

All resleeing and most psychosurgery require the following items. Usually, acquiring any of these items should be no more difficult than a Cred or Civ Rep roll of Great (+4) to acquire. Remote locales can complicate this.

For biomorphs, not including pods:

- **Ego Bridge:** A device that scans the brain and central nervous system with medical nanobots that create a detailed map of neural pathways and other attributes necessary to faithfully copy an ego.
- **Server:** A computer capable of running one or more egos in a simulspace.

For synthmorphs and pods:

- **Access Jacks:** Included by default on almost all pod and synth morphs. (It's assumed you've got cables, too).
- **Server.**

For all types:

- **Psychosurgery Software:** You're assumed to have these apps necessary for psychosurgery if your character has a Medicine skill of Average (+1) or more.

PUBLIC MESHES AND SURVEILLANCE

Almost all space habitats, planetary dome cities, ships, and other transhuman habitations have a public mesh and a great deal of public surveillance. In *Eclipse Phase*, even normal constructions (doors, airlocks, windows, public kiosks) and furnishings (kitchenware, tables, park benches) have cameras, microphones, and mesh connections. Combined with more sophisticated devices that feature embedded AIs, this means that wherever transhumans go, they create a local mesh of connected devices. This local mesh means that connectivity to the solar system's wider mesh, access to local news, and public maps are easily available to anyone with mesh inserts.

Aside from granting access to the mesh, this makes it very easy to establish surveillance on areas that haven't been painstakingly freed of devices that are publicly accessible or could be subverted by a hacker to eavesdrop on the area. Privates homes and typical workplaces, unless they belong to the wealthy and paranoid, almost always have one or two devices that a professional hacker can subvert. So do secured areas—they just take more work to get at.



SIMULSPACES

Simulspaces are virtual reality worlds in which any character with mesh inserts can immerse themselves. Used for both work and entertainment, simulspaces are fully immersive and in some cases indistinguishable from reality. Running a simulspace requires a server. Time inside the simulspace can be sped up, such that subjective time inside is a few orders of magnitude faster or slower than in the real world. Each simulspace has its own physics model; the world can be cartoon-like or totally realistic. Participants occupy *simul-morphs*—simulations of actual bodies that can have characteristics identical to the real world versions, or exotically different (the latter especially in art and games). It's possible to hack from inside a simulspace, but the process is much more difficult, requiring the character probe for chinks in the fabric of "reality" rather than using standard hacking methods. Difficulties should be much higher for overcome actions, and if a mesh intrusion is attempted, the hacker starts with the *Hacking Simulspace from Within* and *Virtual Mesh Access* aspects on them, each with one free invoke usable by the system's defenders.


TACNET

Almost all Firewall teams have this software. Tacnets are usable any time the characters aren't maintaining radio silence. Tacnet software places a small heads-up display, similar to the mini-maps in games, in the field of vision of all team members. Tacnet allows sharing sound and video feeds, and it displays all team members and known threats as color-coded blips on the mini-map.

NANOFABRICATION

Characters with access to the right equipment and basic raw materials can 3D print just about anything, from guns to clothing to food. Doing so requires either a portable nanofabricator or access to a publicly available one (which just about every autonomist habitat boasts). The raw materials are so cheap as to not usually be worth keeping track of, although if a character wants to print a briefcase nuke, they'd better be able to explain where they got the fissionables.

Given raw materials and access, the next thing the character needs is a blueprint of what they'd like to fabricate. Blueprints cost more in Cred or Civ Rep



favors than the item they enable you to print, since once you have a blueprint, it's stored in your mesh inserts, travels with your ego when you resleeve, and enables you to print that item again for as long as you have fabber access and the needed mats. Nanofabbers in some areas may be restricted from printing illegal goods, requiring an Infosec challenge to override. Lacking the proper blueprints, a character can design their own with an appropriate Program challenge.

GATECRASHING

The Pandora gates enable travel to other solar systems and exoplanets via traversible wormhole. There are five known Pandora gate locations in the solar system, each controlled by a separate faction, and hundreds or even thousands more scattered throughout the galaxy.

Gates are composed of a multitude of interlocking rings made of spiky, programmable exotic matter that the eye and brain have difficulty focusing on. The theory is that they create wormholes, but it's unknown how. Average gates are 10-12 meters across. When activated, a black sphere of nothingness rippling with green static energy appears inside a cage formed by the rings. Travelers need to climb through the cage openings, meaning vehicles and other large objects sometimes need to be carried through in pieces. Going through feels like walking through a chill, inky open space with no boundaries; some crashers have reported hallucinations during the seconds of subjective time spent in between.

Gates run on a tight schedule, meaning teams get a few minutes to go through and then must wait on the

other side until the return window—which for survey missions can be weeks later. During this time, gatecrashing teams are cut off from the mesh on the other side (though the devices they brought with can mesh together). Miss your return window, and you could be waiting a long time for rescue.

HORROR

In *Eclipse Phase*, your character's sanity can degrade over time, slowly accruing mental disorders that affect both performance and roleplay. This doesn't square with the empowered hyper-competency of Fate characters. Rather than grafting a system of slow sanity degradation onto Fate, *Transhumanity's Fate* treats horror as an in-the-moment phenomenon. Sentinels see a lot of shit, and what would gradually wear down normal people fazes them—but not as much as it would the average Lunar sarariman.

Transhumanity's Fate is by default a high-octane technothriller, so how much horror to include is a matter of consent and should be discussed during game creation. There's nothing preventing the GM from creating and invoking horror-themed aspects, save for the question of whether players are up for that kind of game. Put another way, the following suggestions for running horror mechanically work best when the players are up for portraying characters who are susceptible to fear.

Horror stems from several sources. Environments can have horror-related aspects. NPCs can be physically frightening in terms of appearance or behavior, and they can manipulate environments to create fear by adding new aspects.

AS THEMATIC ELEMENT

One way to treat horror is simply as a thematic element that surfaces through the GM's description of the world and characters. For some groups, this is all that's needed. When the players are scared, they'll play their characters differently, even if the characters themselves aren't being hit by any mechanical effects. If you have sensitive players, discuss off-limits subject matter during game creation, or use an x-card during play.

AS SITUATION ASPECT


Once the GM starts including horror as a thematic element in their descriptions, ideas for aspects should start to surface. Use them! A dead alien city deserves an environmental aspect like *Nightmarishly Twisted Overhanging Buildings*, while an exsurgent's lair might be *Coated in Living, Tortured Victims' Flesh*. A hulked spacecraft where something awful once happened can be made even spookier by adding an *Intermittent Radio Interference* aspect, disrupting the sentinels' all-important mesh connections to each other and to their gear.

Good horror situation aspects describe what's frightening, isolating, or helplessness-inducing about an environment and also suggest how antagonists might invoke it against the sentinels. *Nightmarishly Twisted Overhanging Buildings* are oppressive and spooky, but they also hint how a hostile could use the terrain to their advantage.

AS MEANS TO ATTACK OR CREATE AN ADVANTAGE

Many exsurgents and TITAN minions were created to intentionally weaponize fear through a knowledge of trans-human psychology. If the environment where they're encountered already has horrific situation aspects on it, the denizens should invoke them to create an advantage. To represent an exsurgent or other creature that's out to sew terror using its own fearsome traits, give it a Provoke skill good enough to threaten PCs' Will skills. If it has a situation aspect to work with or an appropriate aspect of its own, these can be invoked to strengthen Provoke actions. In a contest or challenge, horrific NPCs may try to create advantages like *Shocked* or *Unnerved* on individual PCs. In a conflict, they can also opt to inflict mental stress.





NPCs trying to strike fear into an entire group of PCs have a few options. They can create an advantage to impose a horror aspect like *Echoing with Gibbering Shrieks* or *Wall Splattered with [Friendly NPC]’s Remains* on an area, and then invoke it when they act against individual PCs. Alternatively, they can try to Provoke multiple characters, dividing their total result up among targets (see *Affecting Multiple Targets*, p. 206, *Fate Core*). If the targeted characters fail to defend, the result can be either an aspect stuck to the target or, if in conflict, mental stress.

AS CONSEQUENCES

Exsurgents and other minions of the TITANs sometimes fight as much to terrorize as to kill. Characters who take mental stress in conflicts with horrifying NPCs can take consequences reflecting what they’ve experienced. Mild consequences represent anxiety or jumpiness—*Easily Startled* or *Nauseated*. Moderate consequences represent conditions like post-traumatic stress—*Flashbacks* or *Cosmic Anxiety Disorder*. Severe consequences represent the effects of majorly debilitating mental trauma—*Combat Paralysis* or *Severe Phobia*.

MORE ON HOSTILE ENVIRONMENTS

Space isn’t by definition a hostile environment. Sentinels have vacsuits when they need them. Smart fabric vacsuits that can morph from street clothes to space helmet are ubiquitous in orbital habitats. Normally, impromptu EVA shouldn’t be an issue for prepared sentinels. That said, smart clothing isn’t equipped for long term use; it’s designed for people who can expect rescue within a few hours. If you need to complicate a player’s path with hard vacuum, engineer a situation where you can slap an aspect like *Faulty Vacsuit* or *Limited Air Supply* on them.

Some environments are worse, though—much worse. The corrosive, high pressure atmosphere of Venus will crush, melt, or corrode just about anything not specially adapted for it. The intense pressures of the European sub-crustal ocean are almost as bad. Mars can freeze or suffocate morphs not designed for its thin, cold atmosphere. And your sentinels really don’t want to fall into a cryovolcano while visiting the moons of the outer system.

Rules for handling hostile environments as unavoidable attacks during a conflict appear under *Hostile Environments*, p. 90.

If no opposition is present other than the hostile environment itself, use the rules for *Contests Under Fire*, p. 94. The contest is between the sentinels and the hostile environment—plus whatever opposition is against them. If a character takes a moonwalk *sans* vacsuit, walks into a room full of poison gas,



or decides to test their morph's flesh against the intense radiation of Io's surface, it's a contest under fire. This in effect starts a conflict, so characters caught in the hostile environment act in initiative order.

Environments aren't characters, though, so the environment doesn't need to take any action to cause stress to characters exposed to it. Characters in a hostile environment contest have a clear objective: get the airlock to cycle, repair the vacsuit, or find shelter from hard radiation. The environment doesn't care; it'll just be slowly killing them. **During each exchange in which the character is trying to escape the hostile environment, they take 1 or more physical stress.** Typical hostile environments, like the freezing, barely breathable atmosphere of Mars or the vacuum of Luna's surface, deal 1 stress per exchange. Seriously hostile environments, like the atmosphere of Venus, might do more.

If characters accrue enough victories before conceding or being taken out,

they escape the hostile environment. This might require Hardware actions to jimmy an airlock, Somatics actions to hold their breath long enough to swim clear of an airless space, or Survival tests to create shelter in a freezing Martian desert.

Conceding a contest under fire against a hostile environment means the character escaped destruction of their morph—but just barely. In a radioactive environment, it might mean they're huddled under a piece of shielding, safe from being ionized but unable to move. In vacuum, it might mean they're in a coma, kept barely alive by the last reserves in their vacsuit.

Getting taken out is bad news. The character's morph is almost certainly dead or destroyed, with their cortical stack recoverable—if they're lucky. Your best mates might brave the surface of Venus to recover your stack from your trashed morph—but the people you work with in Firewall aren't always your best mates.

SETTINGS

Sentinels tend not to stay put. Although travel by ship is slow, egocasting and the Pandora gates put the entire solar system, and points beyond, within easy reach. The opposition has access to these tools, too, meaning a mission that starts on Mars can easily take sentinels to the outer reaches of the gas giants. A selection of the most likely settings for sentinels to find trouble follows, accompanied by some prominent NPCs to be encountered there. For full details of the solar system, see *System Gazetteer*, p. 86, *Eclipse Phase*.

MARS

Gravity: .36 g

Population: 300 million

Climate: Extremely cold; thin atmosphere

Chief Cities: Valles-New Shanghai (37 million), Noctis-Qianjiao (13 million), Elysium (9 million)

The new cradle of transhumanity is a place where undreamt-of wealth and crushing poverty exist side by side, its population swollen by the post-Fall influx of refugees from Earth. Mars is only partly terraformed but survivable by transhumans with the right modifications (such as ruster morphs). Much of the population dwells in domed cities and towns, but nomads and hardscrabble rednecks make do with scattered sietches or old-fashioned tin-can modules.

The Planetary Consortium, the inner solar system's confederation of hypercorp-controlled cities and space habitats, holds sway over most of the planet. Consortium members control key transportation routes like the space elevator at Olympus Mons and the

Pandora gate at Ma'adim Vallis. Beyond the reach of the law, crime bosses build their empires, hypercorps conduct risky black-budget research, and the jaded hyper-wealthy pursue their obsessions.

Looming over it all is the specter of the TITAN Quarantine Zone (TQZ), a vast swath of Mars never reclaimed from the exsurgents and war machines left behind by the TITANs.

BRACE (NICK YAO)

NPC Type: Main

Aspects: *Project Ozma Mission Lead, High-Functioning Addict, Ozma Funds My Habit, Once a Legendary Zone Stalker, Morph: Ghost*

Skills:

Fantastic (+6) Infiltrate; **Superb (+5)** Deceive, Survival; **Great (+4)** Hardware, Kinesics, Xeno-Contact; **Good (+3)** Athletics, Cover, Cred, Notice; **Fair (+2)** Infosec, Investigate, Ozma Rep, Rapport, Shoot; **Average (+1)** Civ Rep, Fight, Pilot, Program, Provoke, Will

Stress Boxes: 4 physical, 2 mental

Muse: Hana; **Fair (+2)** Infosec, **Average (+1)** Investigate

Likely Minions: Black-Hat Hacker, Guanxi Soldier, Security Drone, Smuggler

STUNTS:

Combat Drugs: +2 on Shoot actions for the duration of a single conflict. Usable once per session.

Reflex Boosters: see p. 78

Stealth: see p. 78

TQZ Survivor: Use Survival in place of Will when defending against attacks by TITAN war machines or exsurgents/asyns that deal mental stress.

Nick Yao was one of the hottest zone stalkers in the business, making a tidy living fetching dangerous TITAN artifacts from the TQZ. A few years ago, he disappeared from the scene entirely, prompting rumors of his death out in the Zone. In reality, Nick's addiction to various combat stims had finally caught up with him, and he'd been captured leaving the Zone. The authorities turned him over to Project Ozma, who recruited him and gave him a new identity.

As Brace, he has two jobs: directing Ozma missions into the Zone and trying to recruit known Firewall agents. Daring, roguishly charming, and at ease around the types of people Firewall recruits, Brace might approach a PC having second thoughts about Firewall with an attractive offer one day—and steal a prize from right under their noses in the TQZ the next. Like all Ozma agents, he's well funded, well provisioned with minions, and ruthlessly practical. He'd rather convince sentinels that they're misguided and bring them into the fold, but failing that, he won't hesitate to rub them out.

THE MOGURA GWSIN

NPC Type: Main

Aspects: *Exsurgent Boss, Roving Electronic Warfare Platform, Terrifying Nano-Apparition*

Skills: **Fantastic (+6)** Infosec;
Superb (+5) Cover, Provoke;
Great (+4) Notice, Pilot, Program;
Good (+3) Hardware, Shoot, Will;
Fair (+2) Athletics, Infiltrate, Survival; **Average (+1)** Deceive, Fight, Investigate, Kinesics, Medicine

Stress Boxes: 4 physical, 3 mental, 1 extra mild consequence

Likely Minions: Fractals, Headhunters, Wastewalkers, Whippers

STUNTS:

Horror:

+2 on Provoke actions to create fear.

Swarm Composition: see p. 78

The Mogura Bunkers are a popular-but-dangerous destination for zone stalkers. They're a collection of several dozen TITAN-built bunkers 200 kilometers inside the Zone perimeter that are known to harbor both dangerous populations of active exsurgents and valuable TITAN technology. The Gwsin is one example of a carrier—a walking (or in her case, floating) electronic warfare platform created by the TITANs to coordinate their other minions. Once a transhuman woman, the Gwsin was converted by the TITANs into a barely-corporeal swarm of shimmering femtobots. She appears as a legless apparition in a white hanbok with drooping, black hair. Since the TITANs abandoned their creations after the Fall, she's presided over the aimless horde guarding the bunkers. But lately, something has changed in the Gwsin. More and more often, she sends her minions on extended sorties, probing the TQZ perimeter for weaknesses or abducting smugglers and zone stalkers to swell their numbers. Has she begun to receive new orders from her absent gods, or has some purpose of her own roused her?

MAIN BELT: LEGBA

Gravity: .001 g (effectively microgravity); 1 g in areas spun for gravity

Population: 15,000

Climate: standard atmosphere inside; vacuum outside

When most people think of the Main Belt, they think of isolated mining colonies, survivalist enclaves, and the anarchocapitalist asteroid metropolis of Extropia. But sentinels aren't most people, so they usually think of the Main Belt's darkest corner: Legba, stronghold of the notorious cartel of soul thieves called Nine Lives. The ego-trading criminal cartel controls the entire asteroid, a large, irregularly shaped C-type about 3.5-kilometers long and 2.5 kilometers at its widest point. Legba was mined out and then abandoned by the Fa Jing mining hypercorp, leaving behind a maze of tunnels and caverns. Haphazard hab modules dot the outside of the asteroid, including an entire hulking ship anchored to one side and several habitation toruses that spin to produce gravity inside.

The neighborhoods inside are controlled by a crazy quilt of individual Nine Lives crews, some of whom demand bribes from people passing through. The crews in return report up to the nanchons, the three major factions making up the gang. At the top is Roland Nazon, the legendary leader who purports to be the high priest of a corrupt form of vodun. It's strictly prison rules on Legba; you keep and take whatever you can, be it gear, morphs, or your ego itself. Imagery and paraphernalia connected to the crime

cartel's blasphemous reinterpretation of vodun are ubiquitous, painted on walls, set in small shrines, or hovering in the air as public AR graphics.

The gang's primary sources of profit are identity theft, slavery, prostitution, gambling on gladiatorial games, and forknapping. They also have a semi-legitimate arm that supplies egos to legal hypercorp indenture-trading firms, although these firms would of course deny that they have anything to do with Nine Lives. If this weren't reprehensible enough, Nine Lives is also a huge security risk for Firewall. So many stolen egos pass through the cartel's hands that there's a real danger of a Firewall asset eventually ending up in their clutches and revealing information about the Eye.

ROLAND NAZON/ ELLEGGUA

NPC Type: Main

Aspects: *Criminal Mastermind, A Little Off From Too Much Psychosurgery, Reigns Through Fear and Mysticism, Nimble Bastard, Morph: Neotenic*

Skills: **Fantastic (+6)** Provoke; **Superb (+5)** Deceive, Kinesics; **Great (+4)** Cred, Notice, Shoot; **Good (+3)** Athletics, Civ Rep, Investigate; **Fair (+2)** Cover, Rapport, Will; **Average (+1)** Infosec, Pilot, X-Risks

Stress Boxes: 4 physical, 3 mental

Muse: Ghede; **Fair (+2)** Infosec, **Average (+1)** Investigate

Likely Minions: Black-Hat Hacker, Guanxi Enforcer, Guanxi Soldier, Guardian Angel

STUNTS:

Attraction: see p. 76

Emergency Neutrino Broadcaster: see p. 76

Reflex Booster: see p. 78



Roland Nazon's calculating brutality turned the Fall into a business opportunity, building a criminal empire atop countless kidnapped and enslaved egos who'd lost their bodies during the chaos. In many ways, his outlook has never left the squalor of the refugee camps: everyone is an asset to exploit or an example to be made.

Eventually, though, whether it was a calculated move to sustain his image as an invincible vodun priest or a case of falling for his own bullshit, Nazon drove himself hopelessly insane with psychosurgical experimentation. Nazon is sleeved in an elderly splicer with a straw hat and cane in a blasphemous impersonation of Vodun's Papa Legba. This morph contains a puppet sock used by Ellegua to control Nazon when he needs to make the appearance of lucidity to his other lieutenants. The rest of the time, Nazon reverts to a drooling stupor, caught up in a conversation within his own mind.

Ellegua, his chief "lieutenant" is the real Roland Nazon. Ellegua appears as a wiry boy of mixed

ethnicity in flowing red and black clothing. The neotenic contains a much saner fork of the lucid, ruthless sociopath whom Nazon once was. Ellegua uses Nazon's veneer of weakness to expose his enemies, then orchestrates their demise before they become a real threat. Even if someone were to succeed in eliminating Nazon, one can't assassinate a King that doesn't exist.

Ellegua/Nazon's current goals could bring him into conflict with Firewall in several ways. Nine Lives is constantly seeking ways to steal more egos, make more cred off the ones they have, and eliminate rival gangs. The cartel might become interested in the mind-controlling properties of the exsurgent virus or the incapacitating effects of basilisk hacks. A Nine Lives server full of enslaved egos becoming infected with the virus could be exceptionally dangerous. Worse, if Nine Lives ever forknapped a Firewall agent, they might try to blackmail Firewall—or demand dangerous technology for the return of the prisoner.

URANUS: OBERON AND XIPHOS

Gravity: 0.035 g, effectively microgravity (Oberon); 1 g (Xiphos)

Population: 10,000 (Oberon), 10,000 (Xiphos)

Climate: Freezing vacuum (Oberon surface), standard atmosphere (Chat Noir, Xiphos, other settlements)

The Uranian system is an oft-forgotten but vital frontier in transhumanity's struggle to define its identity and ensure its own future. An ice giant surrounded by moons and a ring system with abundant chemical resources, Uranus, despite its distance from the sun, is a good destination for colonists in this age of small, reliable fusion reactors. More important, though, is the presence of the Fissure Gate, one of the system's five Pandora gates, on the surface of the moon Oberon. Several factions of transhumanity—and one alien one—have outposts here, and close quarters plus the strategic importance of the gate may soon bring them into conflict.

OBERON: CHAT NOIR AND FISSURE GATE

Chat Noir is the Uranian system's primary long-haul spaceport, egocasting facility, and heavy manufacturing area. For a frontier outpost, the facilities are advanced, and take several collectives of anarchists to operate them. The reason for all of the infrastructure is the Fissure Gate, the only Pandora gate in anarchist hands

(despite several Planetary Consortium attempts to wrest control of it). Firewall is generally supportive of the anarchists maintaining control over this gate, as the ultimates holding two gates could put the rest of transhumanity at risk if the gates were needed to evacuate the solar system.

Weirdly, the Fissure Gate was discovered 500 meters under the icy crust of Oberon. This has prompted much speculation on the age of the Pandora gates and has led to arguments both for and against the hypothesis that an intelligence predating the TITANS created them.

The autonomists at Chat Noir run the colony along collectivist anarchist lines, with lots of participatory democracy deciding activities, but they're more militant than most anarchist settlements. This is with good reason. The Planetary Consortium may have given up on seizing Fissure Gate for now, but the nearby ultimates are a looming threat. The ultimates have made no secret of their disdain for anarchist societal organization, and they're known to have been working to take *de facto* control of the Pandora gate at Eris from their hypercorp sponsors, the Go-Nin Group. Chat Noir is extremely well defended against both ships and troops, and the locals are friendly but always armed.

That said, anyone considered a good egg by the anarchists can book time on the Fissure Gate, provided they're willing to open source any knowledge discovered. Chat Noir itself is a dome habitat with a subterranean warren of ice tunnels. Like most anarchist outposts, various public services and infrastructure duties are handled by collectives, syndicates, or ad-hoc working groups. Love & Rage is the

collective directly responsible for gate operations. There are no laws or legal authorities, but reputation matters and the locals are quick to organize a community response to anyone that overstays their welcome or threatens the safety of the populace.

Because of Uranus's sideways tilt, the hemispheres of Oberon alternate spending 42 years in complete darkness or complete sunlight. Though Chat Noir and the Fissure Gate are currently on the sunny side, the equinox is approaching in a few years, after which they will be plunged into darkness for four decades.

THE FACTORS

The sea slug-like alien Factors are rumored to maintain a base hidden in the atmosphere of Uranus. This is thought to be the case in part because the trajectories of visiting Factor ships, normally difficult to trace due to their reactionless drives, have been first spotted in the orbit of the ice giant, though whether they were coming from there or just using the planet to slingshot for gravity is a point of contention.

The Factors have shown alarm at transhumanity's use of the Pandora gates, delivering cryptic warnings against activating them. The aliens will not say why we should be worried, though, so their warnings go unheeded. Cynical minds speculate that the Factors fear a dilution of the market for xenotechnology if transhumanity discovers too much of it via the gates on our own. Others point out that given the Factors are the only living alien species so far encountered, there might be something to the warning.


Factor diplomats and merchants occasionally visit transhuman settlements. The technology they offer tends

to offer only small improvements on transhuman norms—enough to be worth acquiring, but not to upset the balance of power among transhuman factions. Other times, they may quietly hire transhuman agents to perform missions deeper inside transhuman space. It's not clear what they might be up to, but charges of interference in transhuman affairs have been leveled at the enigmatic aliens in the past.

XIPHOS

Xiphos is a Hamilton cylinder, a 5.5-kilometer long, 1.5-kilometer diameter, partly living, self-constructing space habitat. Situated in Uranus' ring system, Xiphos will slowly consume ring matter until it's grown to full size. A major stronghold of the ultimates faction, Xiphos is off-limits to outsiders. The stony exterior of the habitat bristles with long-range weaponry, and swarms of fighter drones prevent approach by unauthorized craft. Egocasting in secret is also difficult; infosec specialists vet all incoming egocasts. All of this security is in part because the facilities dotting the beautiful, rugged landscape of the interior are largely devoted to advanced research. The ultimates have spent the past decade gearing up to take the creation, testing, and manufacture of the morphs and military equipment their survivalist ideology calls for in-house so they won't be beholden to corps or lose control of their designs. Other features of the interior include monuments, meditation gardens, and a coliseum used as a fighting arena.

Xiphos is also noteworthy for the dramatic increase in the ultimates' purchase of infomorph indentures since the opening of the station. Although transaction records are publicly available on IndEx, the Planetary



Consortium-managed indenture exchange and registry, all of the contract terms are sealed until after the indenture has completed service. A comfortable explanation is that the ultimates are using the indentures as cheap, semi-skilled labor to run the vast and complex systems for Xiphos or to conduct the construction of the Hamilton cylinder. But given the ultimates' belief that Fall victims were unfit for survival, more disturbing possibilities are raised about their use as slaves or test subjects for morph designs, psychosurgical techniques to perform and resist mental and VR torture, or experiments with exhuman or TITAN remnant tech. Noting that the purchase of tens of thousands of indentures seems almost indiscriminate, others suggest the ultimates may be recreating some pre-Fall scenario or wargaming parts of the Fall itself.

ADAPHEL MAINE

NPC Type: Main

Aspects: *Ultimate Ductus, Logistics Mastermind, Bleeding-Edge Remade Morph, Rigid Thinker, Warrior-Philosopher*

Skills: **Fantastic (+6)** X-Risks; **Superb (+5)** Kinesics, Shoot; **Great (+4)** Athletics, Fight, Notice; **Good (+3)** Civ Rep, Investigate, Rapport; **Fair (+2)** Deception, Somatics, Will; **Average (+1)** Infosec, Pilot, Survival

Stress Boxes: 4 physical, 2 mental, 1 additional mild consequence

Traits: Enhanced Senses (Vision), Stigma (Uncanny Valley)

Muse: Therese; **Fair (+2)** Infosec, **Average (+1)** Program

Likely Minions: Black-Hat Hacker, Merc

STUNTS:

Attraction: see p. 76

Medichines: see p. 76

Reflex Boosters: see p. 78

Maine is a ductus, a high-ranking ultimate leader charged with one of the faction's major campaigns or initiatives. In Adaphel Maine's case, this means administering the growth of Xiphos, spying on the Factors, and preparing for a military takeover of Fissure Gate when the time is right.

Maine might cross swords with sentinels who try to infiltrate Xiphos, interfere with ultimate surveillance of Chat Noir, or come back with a gatecrashing find worth seizing. Most ultimates aren't aware of Firewall, and Maine might go to great lengths to glean more information about the organization if she suspects another player has sent agents into her theater of operations. It's even possible sentinels might cooperate with the ductus. The ultimates, in their way, are just as concerned about transhuman long-term survival as Firewall. They just tend to exclude the other, "weaker" factions from their contingency plans.

Maine's current remade morph (a combat and survival-oriented morph exclusive to the ultimates faction) is hairless and elaborately tattooed, and she's always seen either in severe grey suits or well-used combat armor.



EXOPLANET ECHO IV

Gravity: 1.08 g

Population: 1,800

Climate: Standard atmosphere

Echo IV is a paradise: a temperate, Earth-like world orbiting in the sweet spot of an orange dwarf star. The two megacontinents are covered in abundant vegetation and teem with fauna—a bit too vigorously, perhaps. Echo IV's dense forests and large, aggressive animal life present a barrier to colonization and a real danger to explorers. Unlike the neighboring Echo V, where this system's Pandora gate is located, Echo IV holds no alien ruins. Aside from colonization, transhumanity's main interest here is in xenobiological research. The small population consists mainly of researchers cataloging the native life and the scouts and site security specialists needed to protect them.

ABANDONED WEAKNESS

NPC Type: Main

Aspects: *Exhuman Predator Alpha*,
TITAN Lore, *Dangerously Confident*

Skills: **Fantastic (+6)** Fight,
Superb (+5) Athletics and Somatics,
Great (+4) Notice and Shoot,
Good (+3) Provoke and Xeno-contact,
Fair (+2) Infiltrate and Survival,
Average (+1) Kinesics and Will

Stress Boxes: 4 physical, 2 mental, 1
additional mild consequence

Traits: Enhanced Senses (Vision),
Natural Weapon (Claws)

Muse: Harbinger; **Fair (+2)** Infosec,
Average (+1) Investigate

Likely Minions: Black-Hat Hacker,
Exhuman Predator

STUNTS:

Chameleon Cloak: see p. 57

Reflex Boosters: see p. 78

Strength: see p. 78

Known to Firewall for past attempts to get hold of TITAN weaponry, Abandoned Weakness and their exhuman followers are believed to have made inquiries about Echo IV before departing on a gatecrashing mission. Presumably they headed for that same star system. Given Firewall's hypothesis that the TITANs may have left via the gate network, an exhuman TITAN enthusiast tracking them is a person of interest.

In this case, though, it's not TITAN technology Abandoned is looking for, but a TITAN itself. The exhuman received hints that the TITAN Hecaloth sent a fork of itself to Echo IV and decided to follow it. Abandoned believes it and its followers to be improved successors to transhumanity, able to treat more equally with such a being than their weak human predecessors. And if the TITAN doesn't want to talk, Abandoned plans to kill it and steal its hardware.

Abandoned Weakness is a hulking, muscular being covered in armored, bony plates and fearsomely clawed.

HECALOTH-7

NPC Type: Main

Aspects: *TITAN Fork Gone Biological, Giant Tentacled Predator, Chemically Influences Native Lifeforms, Perceives Much in This Web of Life, Async Great Mind*

Skills: **Epic (+7)** Fight;
Fantastic (+6) Will, Xeno-Contact,
Superb (+5) Athletics, Somatics;
Great (+4) Notice, Survival;
Good (+3) Investigate, Rapport;
Fair (+2) Medicine, Provoke;
Average (+1) Kinesics, Shoot

Stress Boxes: 4 physical, 4 mental, 1 additional mild consequence

Psi-Chi Sleights: Ambience Sense, Predictive Boost, Sensory Boost, Thought Browse, Xeno-Empathy
Likely Minions: Echolalian Microsauroid, Whipper

STUNTS AND PSI-GAMMA SLEIGHTS:

Cloud Memory: see p. 107

Ego Sense: see p. 107

Neurotoxic Tentacles: Hits from Fight attacks that deal 1 shift or more put the *Paralyzed* condition on the target with 1 free invocation. This condition lasts for the conflict. Characters with medicines or similar augmentations fare better against this attack.

Hecaloth was a TITAN once, but this fork of the original has, for reasons of its own, taken on a biological form. Hecaloth-7, arriving on the planet with only a battered synthmorph, infected an Echolalian land anemone with the exsurgent virus, transforming it into a hulking, semi-humanoid mass of neurotoxic tentacles and trunk-like pseudopodia with a massively powerful central nervous system. Selection in favor of the Watts-MacLeod strain of the virus when infecting the anemone also grants the TITAN fork async powers. However, it's now a completely biological entity with no mesh connectivity. It instead has spread a genetic trait among local animals that causes them to evolve scent glands and receptors sensitive to the same chemical signals used between land anemones and clown sprites. Effectively, Hecaloth-7 has placed itself at the center of a massive, kilometers-wide scent web carrying signals from all of the local flora and fauna. It can exert partial control over some of the animals within the web using scent signals.

Most of the time, Hecaloth-7 is in repose, looking like a gigantic land anemone. It avoids drawing the attention of the colonists, spending its days capturing the occasional animal for food, dispatching animal minions to enlarge the scent web, and contemplating how to create a biological singularity on this world. If attacked, however, it can collect itself into a humanoid shape and fight back with betentacled pseudopods the size of tree trunks. This repose may not last for long, though. Eventually Hecaloth-7 will reach a conclusion about how to initiate a bio-singularity, and send its animal minions forth.

EXOPLANET GIZA

Gravity: 0.53 g

Population: 2,000

Climate: Thin, cold atmosphere

Giza is a habitable, terrestrial planet orbiting a yellow dwarf star. Earth-like conditions make it desirable for colonization, but the presence of unique and possibly dangerous xenoartifacts has complicated transhuman presence there. Not far from the Pandora gate on Giza is a valley containing over 500 smooth, black objects shaped like platonic solids (pyramids, cubes, dodecahedrons, and the like). The artifacts range in size from 3 to nearly 200 meters across and are partly buried in the valley soil as if they've been there an extremely long time. When approached, these black box artifacts open a mesh connection offering to let the recipient chat with aliens. If accepted, the black box extends silvery tendrils

that interface non-invasively with the communicant and open a random chat connection allowing exchange of information with a variety of species. At best, these talks are friendly and result in exchange of genetic info, technical data, or the like. At worst, the alien communicated with is of such a different mental makeup that communication is an emotionally stressful, perhaps sanity-damaging experience.

Go-nin Group, an influential hypercorp, controls the Pandora gate and the small settlement near the valley of black box artifacts. However, infiltrators from Proactionary (the Extropian corp that discovered the black boxes) and attempts by gangs like the Graverobbers to chat with the aliens have complicated Go-nin's plans for settling the planet and bringing in researchers *en masse* to farm the black boxes for alien knowledge. Firewall is extremely concerned about these plans, given the hypothesis that the exsurgent virus is itself of alien origin. Who knows what else trade with unknown aliens could bring upon transhumanity?

In response to this potential threat, the conservative faction inside Firewall initiated an operation to destroy the Giza gate and/or black boxes. A nuclear device was smuggled through the gate and detonated on the other side. It is known that Pandora gates have rebuilt themselves after worse attacks, however, so it was only a matter of time before access to Giza was regained. Go-nin has ramped up their security as a result, which has also hindered efforts to research the black-box devices and communicate with aliens. Meanwhile, other factions within Firewall have decried the bombing, pointing out that the relics here may help transhumanity

acquire information or knowledge about the TITANs or other external threats to help protect transhumanity in the future.

GRAVES

NPC Type: Main

Aspects: **Morph:** Neo-pig

Skills: **Fantastic (+6)** Infiltrate;

Superb (+5) Notice, Xeno-Contact;

Great (+4) Deception, Kinesics, Shoot;

Good (+3) Cover, Hardware, Survival;

Fair (+2) Fight, Somatics, Will;

Average (+1) Civ Rep, Infosec, Pilot

Stress Boxes: 4 physical, 2 mental, 1 additional mild consequence

Traits: Stigma (Uplift)

Muse: Long Pig; **Fair (+2)** Infosec, **Average (+1)** Investigate

Likely Minions: Black-Hat Hacker, Enforcer, Guardian Angel, Smuggler

STUNTS:

Armor: see p. 76

Chameleon Cloak: see p. 57

Medichines: see p. 76

The Graverobbers are a wanted gang of neo-pig xenoantiquities smugglers, and Graves is their boss. Posing as legit gatecrashing teams doing survey work and the like, the Graverobbers have plundered xenoarcheological sites on three exoplanets, brought unvetted xenotech back into the solar



system through the gates, and sold it to the highest bidder. But their latest and greatest venture is one that offers boundless wealth at a much lower risk than tromping through alien potshards looking for scraps. The black box xenoartifacts on Giza actually allow their users to chat with aliens. Offer them transhuman literature, reverse-engineered TITAN weapon designs, or your own genetic code, and they'll send back alien scientific data, genomes, and even nanofabber blueprints (albeit in hard to decipher alien formats). Sneaking past the hypercorp security perimeter to access the artifacts is risky, but Graves and his gang are good at it.

Graves got his start on Luna, zone stalking in the New Mumbai Containment Zone, a radioactive wasteland left behind after transhumanity nuked the main zone of TITAN activity on Luna. He's a seasoned gatecrasher and stalker, his burly frame belying the stealth and grace with which he can move. Graves and his neo-pigs came from nothing, and they've pulled themselves up far. He is ambitious and cutthroat, but he's not completely ruthless and might be swayed as much by compelling evidence that what he's doing threatens transhuman survival as by force.

Firewall has already tried to nuke Giza to shutdown communication via the black boxes, so obviously they'd take a dim view of the Graverobbers' activities if they picked up any leads. Graves and his crew divide their time between a secret camp near the valley containing the black-box artifacts, and the tin-can housing of the hypercorp settlement, where they blend in with the local population of laborers and researchers.

RANDOM ALIEN CHATROOMS

The GM may use the following list if they want a random idea for the beings encountered by connecting to the black boxes.

- ■ ■ ■ Full immersion simulspace of a howling dark void with an entity that communicates by causing waking nightmares.
- ■ ■ Hostile anti-sapient filter feeders offer a weapon that blows up the nearest star, hate you, and want nothing of yours.
- ■ Text chat with a species that offers only threats of eventual conquest in exchange for information.
- Gibbering hivemind monkey things in a partial immersion simulspace offer alien porn from several dozen species and poop jokes (their main cultural product), but are interested in genomes and project management software.
- Confusing interaction with a species whose thought patterns are impossible to effectively translate.
- ⊕ Easily offended but talkative starfish beings in an underwater video chat offer millions of varieties of programmable building coral, seek biological weapons or pharmaceutical knowledge in return.
- ⊕ ⊕ Text chat with friendly, mellow, philosophical fern beings.
- ⊕ ⊕ ⊕ A chorus-mind gasbag colony sings advanced astrophysics knowledge in exchange for vape juice recipes.
- ⊕ ⊕ ⊕ ⊕ An avian/dinosauroid species faced with extinction offer all data necessary to clone members of their species, but the black-box artifact blocks them from sending through any egos.

What follows are a selection of threats from the *Eclipse Phase* universe. The main NPCs in the *Setting* chapter refer to likely minions employed by these adversaries. These and other threats are detailed here.

THE EXURGENT VIRUS

The exurgent virus attacks transhuman people and technology through myriad strains, each with their own vectors of infection and effects. Some strains rewrite people and machines wholesale, mutating their forms and altering their identities. Others have more subtle, long-term effects.

When building a strain of the virus, consider the following:

- **Vector of infection:** How does the strain enter and subvert characters? Does it only affect machine life like AGIs and synthmorphs, or can it jump to biological organisms?
- **Effects:** The more extreme effects of observed exurgent virus strains include mass erasure of mesh data, zombification, physical metamorphosis, and mental subversion, all leading to the death or permanent transformation of their victims. More subtle effects observed have included temporary incapacitation, implantation of post-hypnotic suggestions, memory loss, or development of mental disorders.
- **Phases:** Does the strain show its effects immediately, or does the infection work in phases?

There are two ways of treating the virus: as a fractal extra (see p. 270, *Fate Core*) or as a simple obstacle to overcome. Most viral strains are designed to infiltrate, infect, and subvert transhumans or their technology. These strains act like supporting NPCs, possessing skills, aspects, and intentions. Other strains are more limited in their effects and may only incapacitate or misdirect characters rather than infecting them. These latter are best handled via skill challenges or overcome actions.

Transhumanity's Fate tracks the progress of the virus in an infectee using conditions (p. 11). See the sample strains below for examples of how conditions can accumulate and worsen over time.

The exurgent virus is incurable. GMs who find this incompatible with the feel they want in a game may allow use of Medicine to stave off its effects, but in the end, the virus always gets its host. However, since most characters have backups, suicide of the current self and replacement by backup to avoid transformation into an exurgent is always an option. For some Firewall teams, it can become a normal part of life.

BASILISK HACK

Basilisk hacks are an obstacle to be overcome. TITANs discovered that bursts of sensory input can incapacitate or even alter transhuman minds. Resisting the effects of a basilisk hack requires a Will overcome action against the strength of the hack, which can be anywhere from Fair (+2) to Great (+4). Failure indicates a condition like *Overstimulated* or *Sensory Overload* is gained, usually lasting for the rest of the scene.

MINDSTEALER STRAIN

NPC Type: Nameless, **Good (+3)**

Aspects: *Cyberbrain Subversion*

Specialist, Spreads Rapidly Via Mesh

Skills: **Good (+3)** Infosec; **Fair (+2)**

Cover, Program; **Average (+1)** Will

Stress Boxes: 2 physical

STUNTS:

Infectious Scorch: If the mindstealer virus hacks into a target's cyberbrain and makes scorching attacks, any hit of 1 shift or better inflicts the condition *Mindstealer Infection*. Characters with this condition slowly succumb to the effects of the virus.

The mindstealer strain of the exsurgent virus is an autonomous, AI-like entity that attempts to infect the cyberbrains of synthmorphs and pods with itself. If successful, it slowly alters the behavior of the character to serve the aims of the virus until they become an exsurgent, capable of passing the virus on themselves. The mindstealer virus is intelligent in its attacks. It will first subvert gear or other weakly defended systems, copying itself over the resident AIs so that it can make mass attacks on the cyberbrains of characters in synthmorphs and pods. Since it's a digital virus, it can't be physically attacked, but it can be beaten back by hacking into the device on which it's running and making a scorching attack.

Characters with the *Mindstealer Infection* condition get slowly worse. After 2–3 weeks of game time, the infection takes the character over completely, and they become an exsurgent in the control of the GM. Dying and returning from backup is the best option to avoid this fate.

XENOMORPH STRAIN

NPC Type: Nameless, **Good (+3)**

Aspects: *Mutagenic Custom Nanoplague*

Skills: **Good (+3)** Medicine; **Fair (+2)**

Notice; **Average (+1)** Will

Stress Boxes: 2 physical

Traits: Mobility (Immobile)

STUNTS:

Biological Nanoplague: The virus can attack with Medicine instead of Fight when in contact with a biological entity. A hit of 1 shift or better inflicts the *Xenomorph Infection* condition on the target. Characters with medicines (p. 76) get +2 to defend against this attack.

Splattered All Over: The virus is only damaged by area-effect weapons.

The xenomorph strain of the exsurgent virus is usually spread via contact with exsurgent bodily fluids. Though immobile on its own, there are lots of ways it can get on transhumans, from being splattered during combat to dripping on someone from an infected corpse above. Once it touches a biological entity, set up for a conflict with the xenomorph strain attacking the character touching it. A successful Athletics or Survival overcome by the defender is enough to brush it off, forcing it to stop attacking, unless the defender is immersed in a large amount of it. Clearing an area splattered with fluids carrying the virus requires attacking it with area-effect weapons.

Characters with the *Xenomorph Infection* condition get slowly worse. After 2–3 weeks of game time, the character begins to metamorphose physically, and they become an exsurgent in the control of the GM. However,

since this virus doesn't initially infect the mind, the character can upload and sacrifice their morph to free themselves of its effects before physical transformation begins.

EXSURGENTS AND WAR MACHINES

Exsurgents are biological or machine entities corrupted and rewritten by the exsurgent virus. War machines include a variety of synthetic entities created by the TITANs in their genocidal war against transhumanity.

FRACTAL

NPC Type: Supporting

Aspects: *Matter-Absorbing Bush Robot, Relentlessly Adaptive*

Skills: Superb (+5) Program; Great (+4) Athletics, Shoot; **Good (+3)** Infosec, Notice; **Fair (+2)** Fight, Infiltrate; **Average (+1)** Cover, Hardware

Stress Boxes: 4 physical

Traits: Mobility (Hovering)

STUNTS:

Fractal Branching Robot: Fractals can only be damaged by weapons that slash or do area-effect damage.

Disassemble and Fabricate: Once per session, swap this stunt for any other gear-based stunt. This can be done at any time and costs 1 Fate point.

Self-Reprogramming: Once per scene, a fractal can swap skill ratings between one of their Great (+4) skills and any other skill by succeeding at a Program overcome against **Fair (+2)** difficulty. If the fractal didn't have the skill swapped for, the Great (+4) skill becomes Mediocre (+0).

In their standard form, fractals resemble a roughly spherical, metallic bush surrounded with an eerie glittering haze. In their centers are a number of metallic branches, linked together with a flexible joint. Each of these branches splits into two or more smaller branches, also with flexible joints. These branches also split, and then split again, and so on down to the molecular scale. The tip of each fractal branch ends in a nanoscale manipulator. Fractals are deceptively potent adversaries, having the capability to dismantle almost anything at the molecular level and also to rebuild anything just like a nanofabricator. Attacking them with projectiles is futile, as they absorb the ammunition, break it down into its constituent atoms or molecules, and then use those as components to build a weapon to use against you. Fractals are difficult to damage, as their "bodies" are actually airy assemblages of fractal branches.

WASTEWALKER

NPC Type: Nameless, **Good (+3)**

Aspects: *Desert-Stalking Shock Trooper, Pack Tactics*

Skills: **Good (+3)** Shoot; **Fair (+2)** Notice; **Average (+1)** Athletics, Fight

Stress Boxes: 2 physical

STUNTS:

Wastewalker Mask: When applied to the face of a helpless humanoid biomorph (one who's been taken out or somehow restrained), wastewalker masks permanently attach themselves and begin the transformation into a new wastewalker. A character in this state might have their stack rescued in time, but their morph is done.

Wastewalkers are exsurgent cyborg infantry created by placing a wastewalker

mask on a helpless transhuman. More intelligent and sophisticated in their tactics than other exsurgents, the TITANs intended them as elite troops.

Wastewalkers are tall and wiry. They wear smooth, white masks that completely cover the face and may in fact be part of it. Their masks are starkly minimal, with circles for eyes, a narrow slot at the mouth, and short, horn-like protrusions that curve up from the cheek bones to one side of the eyes and end in rounded-off nubs. Their arms, legs, and fingers are elongated and spindly, with jagged protrusions at the joints that give their bodies a sketchy appearance. Wastewalker hands end in long, sharp



claws. They're covered in a hide-like, patterned, black material that might be skin or might be polymer armor. Humps high on their backs bristle with several long, thin cylinders that might house nanohives. Wastewalkers communicate in bursts of noisy, pulse-modulated sound, like static blasting out of a distorted speaker.

"Feral" wastewalkers survive without TITAN control in places like the TQZ. There they run in packs, with an alpha dominating and coordinating the others. Lacking orders from the TITANs, they've taken to defending the territories they've staked out, alternately cooperating with or hunting other exsurgent types. Wastewalkers replenish their numbers using any biomorphs they capture. Many a smuggler or stalker lost in the TQZ is now a wastewalker. Once masked, the new recruit metamorphoses into a wastewalker within a few days.

WHIPPER

NPC Type: Nameless, **Fair (+2)**

Aspects: Betentacled Lashing Meat
Trunk

Skills: **Fair (+2)** Fight; **Average (+1)**
Somatics

Stress Boxes: 1 physical

Whippers are one outcome of the Xenomorph strain of the exsurgent virus. Their human limbs and features are no longer distinguishable, having merged into a trunk of flesh with many tiny legs at its base. Tentacles arranged radially around the creature's middle allow grappling or slashing at enemies. Fortunately, whippers aren't very bright, and they can't actively infect people with the exsurgent virus (although eating a dead one would be a very bad idea).

EXHUMANS

Exhumans follow an ideology of extreme self-modification and improvement. Less committed to maintaining human-like forms than the similarly motivated ultimates faction, exhumans eschew transhuman aesthetics and social adaptations for forms that are fearsome, durable, and combat-ready. Reviled by other transhuman factions for their aggression and excesses, exhumans live on the fringes of the solar system and out in the gate network, plotting a future of their own, red-in-tooth-and-claw design.

PREDATOR

NPC Type: Nameless, **Fair (+2)**

Aspects: *Top of the Food Chain, Ready to Survive Anywhere*

Skills: **Fair (+2)** Fight; **Average (+1)** Survival

Stress Boxes: 1 physical

One of the most common varieties of exhumans, predators focus on forms that are physically imposing and geared for survival in extreme conditions.

TRANSHUMAN THREATS

On a good day, instead of being up against half-alien mutants that could infect them with a xenovirus, sentinels only have other transhumans to worry about. In addition to transhumans, this category includes a sampling of transhuman-built bots.

BLACK-HAT HACKER

NPC Type: Nameless, **Good (+3)**

Aspects: *Identity Thief, The Freshest Exploits*

Skills: **Good (+3)** Infosec; **Fair (+2)** Cover; **Average (+1)** Hardware, Program

Stress Boxes: 1 physical, 1 mental

Given transhumanity's heavy reliance on mesh technology, a hacker is indispensable on a serious ops team. Criminal hackers tend to be focused on the offense—getting in quickly, getting what they need, and not getting caught. Frequently they'll be assisted by a muse with its own Infosec skill.

GUANXI ENFORCER

NPC Type: Nameless, **Good (+3)**

Aspects: *Hardcore Ganger, Network Professional*

Skills: **Good (+3)** Notice; **Fair (+2)** Shoot; **Average (+1)** Deception, Fight

Stress Boxes: 2 physical

The triads, vory, yakuza, and other syndicates from Earth compete with newer outfits like the Night Cartel, the ID Crew, and Nine Lives for control of the Guanxi underworld. This NPC can represent either an assassin or an officer from any of these gangs.



GUANXI SOLDIER

NPC Type: Nameless, **Fair (+2)**

Aspects: *Hardcore Ganger,*
You Crossed Our Turf

Skills: **Fair (+2)** Shoot; **Average (+1)**
Provoke

Stress Boxes: 1 physical

This NPC can represent a typical soldier from any of the criminal gangs mentioned above. Soldiers sport a wide variety of morphs. Human forms are the norm in many gangs, but synth-morphs and uplifted animals aren't rare.

GUARDIAN ANGEL

NPC Type: Nameless, **Fair (+2)**

Aspects: *Electrowasp*

Skills: **Fair (+2)** Fight; **Average (+1)**
Notice

Stress Boxes: 1 physical

Traits: Mobility (Winged)

STUNT:

Stunner: Hits from this bot in hand-to-hand combat inflict the condition *Stunned* on the target. This condition lasts for the conflict.

These bots are about 30 centimeters long and look like a cross between a wasp and a praying mantis. When not given other orders, guardian angels hover near the person they're assigned to protect, warning off or stunning anyone who gets too close.

MERC

NPC Type: Nameless, **Good (+3)**

Aspects: *Cool Under Fire,*
Veteran of a Dozen Bush Wars

Skills: **Good (+3)** Shoot; **Fair (+2)**
Notice; **Average (+1)** Athletics,
Survival

Stress Boxes: 2 physical

A wide variety of mercenary companies operate in the solar system and beyond. Hypercorp and anarchocapitalist outfits like Direct Action and Medusan Shield fight for profit wherever they're needed. More extreme are the ultimates, who pursue mercenary work that either furthers their personal self-improvement, or furthers the political aims of their faction. Still other mercenary companies are more like paid militia, contracted to protect a space habitat or planetary settlement.

SECURITY DRONE

NPC Type: Nameless, **Average (+1)**

Aspects:

Miniature Flying Saucer with Guns

Skills: **Average (+1)** Shoot

Stress: no boxes

Ubiquitous anywhere transhumans set up security, drones like these resemble a hovering, doublewide frisbee. It mounts a pair of machine pistols and flies at low altitude using an ionic propulsion system. Versions designed for use in vacuum mount rail guns or laser pulsers instead and maneuver using gas jets or small rockets, while others are camouflaged for the Martian desert or shielded with rock against the magnetosphere of Jupiter.



SMUGGLER

NPC Type: Nameless, **Fair (+2)**

Aspects: *Knows a Few Tricks, Zone Stalker*

Skills: **Fair (+2)** Infiltrate, **Average (+1)** Shoot and Survival

Stress: 1 physical box

Those with a knack for moving small, high value cargo around find no shortage of work these days. Alien artifacts, weaponry, unrestricted nanofabbers, and old standbys like drugs need to move where the cred is. This NPC can represent a cartel courier, the smuggler gangs who bring restricted items into Jovian space, or the zone stalkers who retrieve TITAN artifacts from the Martian quarantine zone.

XENOLIFE

FACTOR DIPLOMAT/ MERCHANT

NPC Type: Nameless, **Good (+3)**

Aspects: *Canny Merchant, Cunning Negotiator*

Skills: **Good (+3)** Rapport, **Fair (+2)** Notice, Will, **Average (+1)** Kinesics, X-Risks

Stress: 1 physical box, 1 mental box

Communicating through voice boxes that convert their chemical scent language into sound, factor diplomat/merchants are nonetheless surprisingly good at negotiating with their trans-human opposites. When away from their colonies, they are at all times accompanied by guardians to ensure their safety.

FACTOR GUARDIAN

Factor Guardian NPC Type: Nameless, Fair (+2)

Aspects: *Stinging, Spore-Spraying Blob*

Skills: Fair (+2) Shoot, Average (+1)

Fight and Notice

Stress: 1 physical box

STUNT:

Factor Dust: The choking spores guardians use in their Shoot attacks inflict the *Hallucinating* condition with one free invocation on a hit of 1 shift or better. This condition lasts for the conflict.

Factor guardians don't communicate except via chemical scents with other factors. They're seemingly less intelligent than the diplomat/merchant caste, but dangerous in combat with their jellyfish-like sting and sprays of choking, entheogenous spores, known as Factor dust.

ECHOLALIAN LAND ANEMONE

NPC Type: Nameless, Good (+3)

Aspects: *Alien Ambush Predator*

Skills: Good (+3) Fight, Fair (+2)

Infiltrate, Average (+1) Notice and Somatics

Stress: 2 physical boxes

STUNT:

Neurotoxic Tentacles: Hits from Fight attacks that deal 1 shift or more put the *Paralyzed* condition on the target with 1 free invocation. This condition lasts for the conflict. Characters with medichines or similar augmentations fare better against this attack.

Land anemones are best used as an obstacle, since they can't move. They may block a narrow passage between large rock formations, requiring a conflict to pass through. Land anemones live in a symbiotic relationship with clown sprites—adorable, curious, flying fox-like creatures covered in bright fur. Unwary gatecrashers might be lured into an anemone's clutches by these creatures.

ECHOLALIAN MICROSAUROID

NPC Type: Nameless, Average (+1)

Aspects: *Tiny Biting Dinosauroid*

Skills: Average (+1) Athletics and Fight

Stress: no boxes

Echo IV is famous for big, dinosauroid predators, but one of the nastiest pack hunters on the planet are microsauroids. They're 60 cm from the feathered head to the long, prehensile tail. Their chompers are wickedly serrated beak-teeth, they can hop 5 m at a bound, and they have hooked, 5 cm claws with which they grapple and bit prey in mobs. Small and hard to shoot, a pack of these little bastards can run down and devour animals many times their size.

SKILL CONVERSION TABLE

ECLIPSE PHASE SKILL

TRANSHUMANITY'S FATE SKILL

Academics	Xeno-Contact, X-Risks (see <i>Trivia</i> , p. 30)
Animal Handling	Survival
Art	– (see <i>Trivia</i> , p. 30)
Beam Weapons	Shoot
Blades	Fight
Climbing	Athletics
Clubs	Fight
Control	– (see <i>Psi</i> , p. 104)
Deception	Deceive
Demolitions	Hardware
Disguise	Deceive
Exotic Melee Weapon	Fight
Exotic Ranged Weapon	Shoot
Flight	Athletics
Fray	Athletics, Fight
Free Fall	Athletics
Freerunning	Athletics
Gunnery	Shoot
Hardware	Hardware
Impersonation	Cover
Infiltration	Infiltrate
Infosec	Infosec
Interest	Xeno-Contact, X-Risks (see <i>Trivia</i> , p. 30)
Interfacing	Infosec, Program
Intimidation	Provoke

ECLIPSE PHASE SKILL

TRANSHUMANITY'S FATE SKILL

Investigation	Investigate
Kinesics	Kinesics
Kinetic Weapons	Shoot
Language	– (see <i>Languages</i> , p. 11)
Medicine	Medicine
Navigation	Pilot, Survival
Networking	Civ Rep, Eye Rep
Palming	Infiltrate
Perception	Notice (and other skills, p. 45)
Persuasion	Rapport
Pilot	Pilot
Profession	X-Risks, Xeno-Contact (see <i>Trivia</i> , p. 30)
Programming	Program
Protocol	Rapport
Psi Assault	– (see <i>Psi</i> , p. 104)
Psychosurgery	Medicine
Research	Investigate
Scrounging	Survival
Seeker Weapons	Shoot
Sense	– (see <i>Psi</i> , p. 104)
Spray Weapons	Shoot
Swimming	Athletics
Throwing Weapons	Athletics, Fight, Shoot
Unarmed Combat	Fight