

ECLIPSE PHIASCO

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A TRANSHUMAN GAME OF

POWERFUL
AMBITION

POOR
IMPULSE
CONTROL

&
HORROR

ECLIPSE PHIASCO

CREDITS

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SHAMELESS PLUG

Follow Stirling Joyner's RPG blog at just-tabletop-things.tumblr.com

BOILERPLATE

This playset is an accessory for the Fiasco role-playing game by Bully Pulpit Games, based on the Eclipse Phase role-playing game published by Posthuman Studios, LLC. Used by Creative Commons.

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For more information about Fiasco or to download other Playsets and materials, visit www.bullypulpitgames.com.

For more information about Eclipse Phase visit eclipsephase.com.

If you'd like to create your own Playset or other Fiasco-related content, we'd like to help. Write us at info@bullypulpitgames.com



"When you play, play hard." - Theodore Roosevelt

THE SCORE

A FIASCO IS APPROACHING. SURVIVE IT.

Humanity has become transhumanity. Uplifted animals and conscious software have joined the ranks of the sentient. Starvation, death, and disease are things of the past. Technological advances have eliminated practically all vital needs, but one thing has stayed the same: everybody has an angle.

In Ecologene's Martian habitat, nothing is as it seems. The powerful bioengineering hypercorp does its best to keep its citizens happy and compliant, but below the surface is a conspiratorial web of intrigue. And you're about to become a part of it.

This is a playset based on the transhuman world of Eclipse Phase. If you are unfamiliar with Eclipse Phase, check it out!

MOVIE NIGHT

Ex Machina, Ghost in the Shell, Transcendence, Chappie

RELATIONSHIPS...

1 TRANSHUMANISM

- Primary and fork / backup
- Created consciousness and programmer
- ◻ Scientist and subject
- ◻ Uplift and uplifter
- ◻ Psychosurgeon and patient
- ◻ Infomorph refugees

2 FACTIONS

- Jovian spy and the one who knows
- Anarchist troublemakers
- ◻ Hyperelite and obsessive fan
- ◻ Experienced exhuman and novice
- ◻ Hypercorp “company men”
- ◻ Old gatecrashing buddies

3 THE FALL

- Betrayer and betrayed
- Savior and saved
- ◻ Brothers-in-arms
- ◻ Members of opposed nation-states
- ◻ Exsurgent and the one who knows
- ◻ Debt-slave and credit holder

4 CRIME

- ◻ Scum kingpin and unstable lackey
- ◻ Rival hackers
- ◻ Ego hunter and mark
- ◻ Pandora gate smugglers
- ◻ Petal dealer and junkie
- ◻ Researchers of forbidden knowledge

5 HABITAT

- ◻ Outer system loners
- ◻ Jovian zelots
- ◻ Rival scum-freighter crews
- ◻ Old simulspace buddies
- ◻ Exoplanet colonists
- ◻ Barsoomian hillbillies

6 EDITED MEMORIES

- ◻ Misplaced memories / their current owner
- ◻ Mutually mysterious past
- ◻ Con artist and mem-edited mark
- ◻ Love of their life and the one who forgot
- ◻ Hypercorp agents with deleted secrets
- ◻ Metacelebrity / personality manager

...ON TRANSHUMAN MARS

NEEDS...

1 TO SURVIVE

- ☐ ...being surrounded by your enemies
- ☐ ...the latest breakup
- ☑ ...that ego hunter who just won't quit
- ☑ ...the latest wave of layoffs
- ☑ ...the consequences of doing what's right
- ☑ ...the discovery of that alpha fork you lost track of

2 TO DISCOVER

- ☐ ...why you woke up in this morph
- ☐ ...the real reason s/he's here
- ☑ ...Ecologene's top secret project
- ☑ ...the contents of the data-cache implant in your abdomen
- ☑ ...if love can bloom in the cold, dark void
- ☑ ...how best to get back at them

3 TO PROFIT

- ☐ ...at a rival's expense
- ☐ ...from privileged information
- ☑ ...so you can pay for your sibling's morph
- ☑ ...from a well-told lie
- ☑ ...from the work of your own hands (or tentacles)
- ☑ ...from what they're making you do

4 TO ESCAPE

- ...the looming conspiracy
- ...the doldrums of immortality
- ◻ ...into an actual flesh and blood body
- ◻ ...the ever watching eye of your ex
- ◻ ...from someone who knows the truth about you
- ◻ ...Indentured servitude

5 TO RECLAIM

- ...lost rep
- ...your old morph
- ◻ ...something from Old Earth
- ◻ ...some semblance of dignity
- ◻ ...something worth living for
- ◻ ...a destroyed relationship

6 TO DESTROY

- ...an inhuman monstrosity
- ...every point of that bastard's rep, everywhere, with everyone
- ◻ ...every shred of evidence against you
- ◻ ...your philosophical rivals
- ◻ ...your faction ties
- ◻ ...their life's work

...ON TRANSHUMAN MARS

LOCATIONS...

1 CORPORATE

- Bioconservative protest line
- Ecologene Smart-Pet™ outlet #491-M
- ◻ The TRANSFORMER dance club
- ◻ Ego backup / resleeving facility
- ◻ Public nanofabricator / general store
- ◻ Psychosurgery clinic

2 UNDERWORLD

- Petal den
- Black market augmentation clinic
- ◻ Biochauvinist terrorist hideout
- ◻ T.Q.Z. smuggling tunnels
- ◻ Joe's Secondhand Morphs (No refunds!)
- ◻ Pleasure Pod Brothel

3 SCIENTIFIC

- Subterranean cryogenics bay
- Xenofloral greenhouse
- ◻ Ecologene R&D
- ◻ Fusion power plant
- ◻ AGI growth server facility
- ◻ Martian Pandora Gate

4 THE MESH

- ◻ VR-Game server
- ◻ 0Chan.msh
- ◻ Bioconservative blogging collective
- ◻ Anonymous VR chatspace
- ◻ Ecogene complaints site
- ◻ Shady VPN

5 WILDERNESS

- ◻ Ecogene CustomAnimal Safari™
- ◻ Terraforming worksite
- ◻ TITAN Quarantine Zone (T.Q.Z.)
- ◻ Backwoods solar-power farm
- ◻ Barsoomian caravan hab
- ◻ Hinterland wilderness campsite

6 ORBIT

- ◻ Hollowed-out asteroid habitat
- ◻ Space elevator
- ◻ Ecogene Orbital H.Q.
- ◻ Visiting scum barge
- ◻ Lu Xing Space Meat Research Station
- ◻ Derelict Freighter

...ON TRANSHUMAN MARS

OBJECTS

1 FIREPOWER

- Flesh eating nanomachines
- Over-the-horizon sniper rifle
- ▣ Reaper morph
- ▣ Orbital kill-sat
- ▣ Antimatter hand grenade
- ▣ Microwave agonizer

2 CONTRABAND

- Alien artifact
- Secure flash drive with 50 petabytes of narcoalgorithms
- ▣ A dozen griefer morphs
- ▣ Kidnapped metacelebrity
- ▣ Ecogene's latest biotech breakthrough
- ▣ Morph DRM removal kit 0.8

3 ECO

- Watts-McLeod infection
- Infomorph in a ghostrider module
- ▣ Undisclosed psychiatric glitch
- ▣ Sleeved into an ill-suited morph
- ▣ Low level fork sidekick
- ▣ Lifelong memory cache

4 SPYWORK

- ◻ Breadcrumb nanotracker
- ◻ Syringe of mind-altering serum
- ◻ T-Ray emitter and view goggles
- ◻ Chameleon cloak
- ◻ Slither bot
- ◻ Quantum codebreaking computer

5 COMMON TRANSHUMANITY

- ◻ Necklace with a genuine USA dime
- ◻ Nanofabricator
- ◻ Utilitool
- ◻ Unhelpful muse AI
- ◻ Expensive organic sculpture
- ◻ Adorable Smart-Pet companion

6 INFORMATION

- ◻ Hostile safehouse location
- ◻ The name of the best lay on the planet
- ◻ Undeniable proof of the conspiracy
- ◻ That asshole's mesh ID
- ◻ The mesh address of the Ecologene email servers
- ◻ Blackmail datacache password

...ON TRANSHUMAN MARS

AN ECLIPSE PHIASCO INSTA SETUP

RELATIONSHIPS ON TRANSHUMAN MARS

For three players...

- * Edited memories: Hypercorp agents with deleted secrets
- * Factions: Jovian spy and the one who knows
- * Crime: Petal dealer and junkie

For four players, add...

- * Transhumanism: infomorph refugees

For five players, add...

- * The Fall: Brothers in arms

NEEDS ON TRANSHUMAN MARS

For three players...

- * To destroy: An inhuman monstrosity

For four or five players, add...

- * To profit: So you can pay for your sibling's morph

LOCATIONS ON TRANSHUMAN MARS

For three, four or five players...

- * Scientific: Ecologene R&D

OBJECTS ON TRANSHUMAN MARS

For three or four players...

- * Information: undeniable proof of the conspiracy

For five players, add...

- * Infomorph in Ghostrider module

SPECIAL RULES

DEATH AND RESLEEING

Technology has reduced death to a major inconvenience. If your character dies, they are probably not actually dead. As long as they have a backup of their mind stored somewhere and a means to sleeve into a new morph, they should be fine. This is usually handled via backup insurance.

Death in your fiasco can be handled in any combination of these ways, depending on the circumstances:

1. The character is resleeved from their cortical stack. They retain all memories up to and including their death.
2. The character is resleeved from a backup. They only remember as far as they did when they were last backed up.
3. The character might get resleeved at some point, but it will be a while before that happens. For the purposes of the game, they are dead.
4. For some reason, the character cannot be resleeved. They are permanently dead.