

ZORA MÖLLER (ANARCHIST SABOTEUR)

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	20	15	20	15	15	10
Morph Bonus		10		5	5	5	5
Modifiers				10			
Total	15	30	15	35	20	20	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
3	6	30	60	9	45	68	100	1

SKILLS

	APT	BASE	MORPH BONUS	MODIFIERS	TOTAL
Climbing	SOM	50	5	30	85
Deception	SAV	45	5		50
Demolitions	COG	60			60
Disguise	INT	35			35
Fray	REF	70	5	10	85
Free Fall	REF	30	5	10	45
Freerunning	SOM	50	5		55
Hardware: Electronics	COG	35			35
Impersonation	SAV	40	5		45
Infiltration	COO	70	10	20	100
Interests: Anarchist Saboteur Cells	COG	60			60
Interests: Hypercorps	COG	60			60
Interests: Hypercorp Politics	COG	55			55
Interests: Inner System Social Issues	COG	55			55
Interests: Scum Black Markets	COG	40			40
Interfacing	COG	25			25
Kinesics	SAV	35	5		40
Kinetic Weapons	COO	50	10		60
Language: English	INT	65			65
Language: Native German	INT	85			85
Palming	COO	50	10		60
Perception	INT	35		20	55
Persuasion	SAV	25	5		30
Pilot: Aircraft	REF	40	5	10	55
Profession: Security Procedures	COG	55			55
Research	COG	50			50
Unarmed Combat	SOM	55	5		60

Background: Original Space Colonist

Faction: Anarchist

Sex: Female

Gender Identity: Female

Ghost Morph

Ghost morphs are designed for stealth and combat infiltration. Their genetic profile encourages speed, agility and reflexes, and their minds are modified for patience and problem-solving.

REP

@-rep: 60

c-rep: 40

g-rep: 30

i-rep: 20

EQUIPMENT

Armor: Smart Skin Armor [3/2] ■

Primary Weapon:

Medium Kinetic Railgun Pistol (SA/BF/FA, AP -5, DV 2d10 + 4, ammo 12) with 100 shots regular ammo ■

Starting Credit: 4,000 ■

Implants: Basic BioMods, Basic Mesh Inserts, Cortical Stack, Adrenal Boost (+10 REF, can ignore 1 wound when activated), Chameleon Skin (+20 Infiltration), Enhanced Vision (+20 to visual Perception Tests), Grip Pads (+30 Climbing) ■

Gear: None ■

Zora is best described as a saboteur. She spends much of her time infiltrating hypercorp society, organizing dissent and engaging in direct action intended to expose or hinder authoritarian social practices. Zora considers herself a libertarian socialist, but is not content to spend her time in autonomist habitats. She feels a responsibility to bring about the downfall of repressive capitalist structures. She was recruited into Firewall several years ago, when an operation to expose a gerontocrat's

corruption unveiled that her target was actually infected by the TITANs-spread exsurgent virus. She's onboard the Scum barge in order to acquire supplies for her cell's next mission.

Roleplaying Tips: Zora is a serious and determined radical, with a keen sense of fairness, justice and social responsibility. She doesn't tolerate people who abuse their authority very well. She can be a bit dry and humorless at times, especially when politics or social inequalities are in the way.

"The corps don't listen to reason and they're immune to public pressure.

The only way to get them to listen is to make it worth their while—by raising the costs of business as usual if they don't."

ZORA MÖLLER (ANARCHIST SABOTEUR)

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	20	15	20	15	15	10
Morph Bonus		5	5	5		5	
Modifiers				10			
Total	15	25	20	35	15	20	10

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
3	4	20	40	6	30	45	110	2

SKILLS

	APT	BASE	MORPH BONUS	MODIFIERS	TOTAL
Climbing	SOM	50	5		55
Deception	SAV	45			45
<i>Demolitions</i>	COG	60			60
Disguise	INT	35	5		40
Fray	REF	70	5	10	85
Free Fall	REF	30	5	10	45
Freerunning	SOM	50	5		55
Hardware: Electronics	COG	35			35
Impersonation	SAV	40			40
Infiltration	COO	70	5		75
Interests: Anarchist Saboteur Cells	COG	60			60
Interests: Hypercorps	COG	60			60
Interests: Hypercorp Politics	COG	55			55
Interests: Inner System Social Issues	COG	55			55
Interests: Scum Black Markets	COG	40			40
Interfacing	COG	25			25
Kinesics	SAV	35			35
Kinetic Weapons	COO	50	5		55
Language: English	INT	65	5		70
Language: Native German	INT	85	5		90
Palming	COO	50	5		55
Perception	INT	35	5	10	50
Persuasion	SAV	25			25
Pilot: Aircraft	REF	40	5	10	55
Profession: Security Procedures	COG	55			55
Research	COG	50			50
Unarmed Combat	SOM	55	5		60

Background: Original Space Colonist

Faction: Anarchist

Sex: Male

Gender Identity: Female

Neotenic Morph

Neotenic are transhumans modified to retain a child-like form. They are smaller, more agile, inquisitive and less resource-depleting, making them ideal for habitat living and spacecraft. This particular morph has been customized and comes with a Reflex Booster implant. Neotenic morphs are stigmatized in some circles, as some people find them distasteful, especially when employed in media or sex work capacities. Neotenic count as a small target and so are -10 to hit in combat.

REP

@-rep: 60

c-rep: 40

g-rep: 30

i-rep: 20

EQUIPMENT

Armor: Light Vacsuit [5/5] ■

Primary Weapon: Medium Kinetic Railgun Pistol (SA/BF/FA, AP -5, DV 2d10 + 4, ammo 12) ■

Starting Credit: 4,000 (minus any spent in Scenes 1 and 2) ■

Implants: Basic BioMods, Basic Mesh Inserts, Cortical Stack, Reflex Boost (+10 REF, +1 Speed) ■

Gear: Specs (+10 visual Perception Tests) ■

Zora is best described as a saboteur. She spends much of her time infiltrating hypercorp society, organizing dissent and engaging in direct action intended to expose or hinder authoritarian social practices. Zora considers herself a libertarian socialist, but is not content to spend her time in autonomist habitats. She feels a responsibility to bring about the downfall of repressive capitalist structures. She was recruited into Firewall several years ago, when an operation to expose a gerontocrat's

corruption unveiled that her target was actually infected by the TITANS-spread exsurgent virus. She's onboard the Scum barge in order to acquire supplies for her cell's next mission.

Roleplaying Tips: Zora is a serious and determined radical, with a keen sense of fairness, justice and social responsibility. She doesn't tolerate people who abuse their authority very well. She can be a bit dry and humorless at times, especially when politics or social inequalities are in the way.

"This area is under hypercorp protection? I feel safer already."

ANARCHIST TECHIE APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	20	15	10	15	15	15
Morph Bonus	5	5				5	
Total	20	25	15	10	15	20	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
4	6	30	60	7	35	53	50	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Engineering	COG	60	5	65
Academics: Nanotechnology	COG	70	5	75
Academics: Physics	COG	60	5	65
Art: Sculpture	INT	55		55
Free Fall	REF	60		60
Hardware: Aerospace	COG	45	5	50
Hardware: Armorer	COG	55	5	60
Hardware: Electronics	COG	60	5	65
Hardware: Robotics	COG	60	5	65
Infosec	COG	40	5	45
Interests: Martian Beers	COG	45	5	50
Interests: Robot Models	COG	45	5	50
Interests: VR Games	COG	55	5	60
Interfacing	COG	50	5	55
Language: Native English	INT	85		85
Language: Mandarin	INT	60		60
Networking: Autonomists	SAV	70		70
Networking: Firewall	SAV	35		35
Networking: Scientists	SAV	35		35
Perception	INT	55		55
Pilot: Aircraft	REF	45		45
Pilot: Spacecraft	REF	30		30
Profession: Habitat Systems	COG	60	5	65
Profession: Spacecraft Systems	COG	60	5	65
Programming (Nanofabrication)	COG	60 (70)	5	65 (75)
Scrounging	INT	45		45
Spray Weapons	COO	40	5	45

Background: **Original Space Colonist**

Faction: **Anarchist**

Morph: **Bouncer**

Motivations: **+Anarchism +Open Source +Tech-Hacking**

TRAITS

Ego: Oblivious ■

Morph: Limber (Level 1) ■

REP

@-rep: 60

i-rep: 40

r-rep: 50

EQUIPMENT

Armor: Crash Suit [4/6] ■

Primary Weapon: Freezer (100 shots) ■

Starting Credit: 200 ■

Implants: Access Jacks, Basic Biomods, Basic Mesh Inserts, Cortical Stack, Electrical Sense, Grip Pads, Oxygen Reserve, Prehensile Feet, Wrist-Mounted Tools ■

Gear: 2 Automechs, Backup Insurance (1 month), Engineer Nanoswarm, Fabber, Fixer Nanoswarm, Muse, Vacsuit (Light Smartfabric, 5/5) ■

You're an old school hacker—the kind that likes to take technological toys, dismantle them, modify them, rebuild them, and then use them in ways the designers never imagined. When you're not too busy building crazy robotic sculptures for art performance purposes, your skills are in demand because you can fix almost anything, improve it, or even build it from scratch. You advocate

for open source technology that anyone can use or modify as they see fit and you support decentralized models of peer collaboration—nothing pisses you off more than restrictive proprietary tech with which you or others can't meddle. You take a hands-on approach to most problems, but you become so engrossed in your projects that you tend to be oblivious to the world around you. ■

"Don't worry, it works; these things run themselves anyway.

I voided the warranty, but anything loaded with DRM like that is broken to start with."

ARGONAUT XENOARCHEOLOGIST

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	20	15	20	15	10	15	15
Morph Bonus	5		5		5	5	
Total	25	15	25	15	15	20	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
3	6	30	60	7	35	53	70 (80)	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Astrobiology	COG	60	5	65
Academics: Chemistry	COG	40	5	45
Academics: Engineering	COG	50	5	55
Academics: Geology	COG	55	5	60
Academics: Physics	COG	50	5	55
Academics: Xenoarcheology	COG	70	5	75
Art: Architecture	INT	45	5	50
Beam Weapons	COO	35		35
Climbing	SOM	35	5	40
Demolitions	COG	45	5	50
Fray	REF	45		45
Free Fall	REF	25		25
Interests: Alien Relics	COG	45	5	50
Interests: Pandora Gates	COG	55	5	60
Interfacing	COG	20	5	25
Investigation	INT	65	5	70 (80)
Kinesics	SAV	30	5	35
Language: Native French	INT	90	5	95
Language: English	INT	40	5	45
Networking: Autonomists	SAV	30	5	35
Networking: Firewall	SAV	30	5	35
Networking: Hypercorps	SAV	30	5	35
Networking: Scientists	SAV	50	5	55
Perception	INT	40	5	45 (55)
Pilot: Aircraft	REF	35		35
Pilot: Groundcraft	REF	50		50
Profession: Excavation	COG	50	5	55
Profession: Forensics	COG	55	5	60
Profession: Surveying	COG	40	5	45
Protocol	SAV	40	5	45
Research	COG	55	5	60
Sense	INT	60	5	65

Background: **Original Space Colonist**

Faction: **Argonaut**

Morph: **Exalt**

Motivations: **+Exploration +Research (Alien Civilizations)**

+Techno-Progressivism

TRAITS

Ego: Enemy (Rival Xenoarcheologist), Mental Disorder (Impulse Control), Mental Disorder (Insomnia), Morphing Disorder, Psi (Level 2) ■

SLEIGHTS

Psi-Chi: Ambience Sense, Grok, Pattern Recognition ■

Psi-Gamma: Omni Awareness, Static, Thought Browse ■

REP

@-rep: 40
c-rep: 40
e-rep: 20
i-rep: 40
r-rep: 60

EQUIPMENT

Armor: Vacsuit (Standard Smartfabric) [7/7] ■

Primary Weapon: Stunner ■

Starting Credit: 4,250 ■

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Echo Location, Medichines, Mnemonic Augmentation ■

Gear: Backup Insurance (1 month), Cleaner Nanoswarm, Disassembler Nanoswarm, Electronic Rope, Forensics Kit, Klar (1 dose), Mobile Lab, Muse, Servitor Bot, Shelter Dome, Smart Dust, Specimen Container, Specs, Utilitool ■

You are convinced that something strange is going on in the galaxy. Despite the Factors and signs of dead alien civilizations like the Iktomi, the sheer mathematical odds insist that there should be more life in the galaxy. So where is it? Your goal is to find out, and in pursuit of this you study the relics left behind on various exoplanets. Equal parts conspiracy theorist,

treasure hunter, and scientist, you have the skills and training to decode the evidence and artifacts left behind by unknown entities and life forms. You are a valued expert for gatecrashing expeditions, but you avoid working for hypercorps because you believe, like other argonauts, that any discoveries made should be available to all. ■

“I’ve got a bad feeling about this. These tools are very similar to the ones we recovered from the ruins on that binary system exoplanet last year.”

BARSOOMIAN FREELANCE JOURNALIST

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	10	20	10	20	15	15
Morph Bonus				5		5	
Total	15	10	20	15	20	20	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
5	6	30	60	8	40	80	60 (70)	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Memetics	COG	55		55
Academics: Political Science	COG	35		35
Academics: Psychology	COG	45		45
Art: Performance	INT	60		60
Art: Writing	INT	50		50
Deception	SAV	50		50
Fray	REF	40	5	45
Freerunning	SOM	45	5	50
Gunnery	INT	45		45
Hardware: Robotics	COG	55		55
Infiltration	COO	35		35
Infosec	COG	40		40
Interests: Inner System Rumors	COG	55		55
Interests: Martian Politics	COG	55		55
Interests: Post-Fall History	COG	45		45
Interfacing	COG	40		40
Intimidation	SAV	20		20
Investigation	INT	60		60
Kinesics	SAV	60		60
Language: Native Mandarin	INT	90		90
Language: English	INT	40		40
Language: Hindi	INT	40		40
Networking: Autonomists	SAV	50		50
Networking: Criminal	SAV	40		40
Networking: Hypercorps	SAV	50		50
Networking: Media	SAV	60		60
Perception	INT	50		50
Persuasion	SAV	50		50
Pilot: Aircraft	REF	50	5	55
Pilot: Groundcraft	REF	20	5	25
Profession: Social Engineering	COG	50		50
Protocol	SAV	40		40
Research	COG	55		55
Spray Weapons	COO	30		30
Unarmed Combat	SOM	45	5	50

Background: **Martian**
 Faction: **Barsoomian**
 Morph: **Synth**
 Motivations: **-Censorship +Martian Liberation +Sousveillance**

RAITS

Ego: Minor Addiction (Narcoalgorithms), Modified Behavior (Boosted Stalking Tendencies) ■
Morph: Social Stigma (Clanking Masses), Uncanny Valley ■

REP

@-rep: 40
c-rep: 40
e-rep: 20
i-rep: 40
r-rep: 60

EQUIPMENT

Armor: Synth Shell [2/2] ■
Primary Weapon: Shredder (100 shots) ■

Starting Credit: 1,450 ■

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Enhanced Hearing, Enhanced Smell, Enhanced Vision, Lidar, Mnemonic Augmentation, Radar, T-Ray Emitter ■

Gear: Backup Insurance (1 month), Covert Ops Tool, Facial/Image Recognition Software, Gnat Bots (3), Linkstate Narcoalgorithm, Microbugs (5), Muse, Radio Booster, Repair Spray, Saucer Bot, Speck Bots (2), Smart Dust, Tracking Software, Trike Exoskeleton ■

Thanks to the mesh, lifelogging, XP, and ubiquitous surveillance, journalism is a crowdsourced industry—everyone is a reporter. Hard work, skill, and attitude can still earn you a name and recognition, however. Your commitment to old school investigative journalism and raking the muck that the power brokers and influence peddlers wallow in has helped expose the puppet strings behind

the cyberdemocratic facade. You make a sport out of bypassing the hypercorp content filters and initiating subversive memes. Equal parts investigator, paparazzi, adventurer, and activist, you embrace a gonzo journalist style that borders on entertainment. You prefer synths because they are innocuous and employ numerous drones and electronic spies to obtain the real story. ■

“What? No, I’m not recording.

Anything you have to say about the Hellas massacre is strictly between you and me.”

BRINKER GENEHACKER

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	20	15	15	15	15	10	20
Morph Bonus	10	5	5				5
Total	30	20	20	15	15	10	25

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
3	8 (10)	40 (50)	80 (100)	7	35	53	60 (70)	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Biology	COG	70	10	80
Academics: Genetics	COG	70	10	80
Academics: Nanotechnology	COG	60	10	70
Art: Bodysculpting	INT	45	5	50
Beam Weapons	COO	45	5	50
Deception	SAV	30		30
Fray	REF	40		40
Free Fall	REF	55		55
Hardware: Aerospace	COG	40	10	50
Interests: Black Market Drugs	COG	40	10	50
Interests: Genetics Research	COG	60	10	70
Interests: Morph Designs	COG	55	10	65
Interfacing	COG	20	10	30
Kinesics	SAV	40	10	40
Language: Native Arabic	INT	85	5	90
Language: English	INT	40	5	45
Medicine: General Practice	COG	55	10	65
Medicine: Gene Therapy	COG	65	10	75
Medicine: Nanomedicine	COG	60	10	70
Medicine: Trauma Surgery	COG	50	10	60
Networking: Autonomists	SAV	35		35
Networking: Criminal	SAV	45		45
Networking: Scientists	SAV	55		55
Perception	INT	45	5	50
Pilot: Spacecraft	REF	25		25
Profession: Lab Technician	COG	50	10	60
Profession: Medical Care	COG	55	10	65
Programming	COG	60	10	70
Psychosurgery	INT	55	5	60
Research	COG	45	10	55
Scrounging	INT	50	5	55

Background: **Isolate**
 Faction: **Brinker**
 Morph: **Menton**
 Motivations: **+Artistic Expression (Morph Design)**
+Morphological Freedom +Research (Neogenetics)

TRAITS

Ego: Black Mark (Lunars, Level 1), Patron (Gerontocrat), Psi Defense ■

REP

@-rep: 30
c-rep: 20
g-rep: 30
r-rep: 60

EQUIPMENT

Armor: Armor Clothing [3/4] ■
Primary Weapon: Stunner ■

Starting Credit: 1,900 ■

Implants: Access Jacks, Basic Biomods, Basic Mesh Inserts, Circadian Regulation, Cortical Stack, Eidetic Memory, Ghost rider Module, Hyper-Linguist, Math Boost, Medichines, Multi-Tasking ■

Gear: Backup Insurance (1 month), Dr. Bot, Drive (5 doses), Ego Bridge, Fabber, Frequency (2 doses), Guardian Angel Bot, Muse, Nanobandages ■

Some might consider you a mad scientist, but they simply lack the vision and moral flexibility to understand the meaning of your work. You are not just a scientist—you are an artist, dedicated to defining the shapes and abilities of transhumans as they transition to the posthuman. Because your work is sometimes controversial, you prefer the brinker lifestyle, working in isolation where you are not restricted by laws or customs.

There are some who find your work intriguing or valuable, of course, and so you have acquired influential backers. In truth, you are an expert when it comes to designing and manipulating biomorphs, and so your services are sometimes in demand when it comes to explaining unusual and exotic transformations. Your patrons, of course, sometimes call on your expertise from time to time in exchange for bankrolling your work. ■

“It’s alive! It’s alive! Wait—no—well, it was alive. Let’s try that again.”

AHMIR SEKTIOUTI (BRINKER SECURITY SPECIALIST)

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	15	15	15	15	15	15
Morph Bonus		5		5		5	
Modifiers							
Total	15	20	15	20	15	20	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
4	6	30	60	7	35	53	70	1

SKILLS

	APT	BASE	MORPH BONUS	MODIFIERS	TOTAL
Academics: Astronomy	COG	40			40
Academics: Engineering	COG	35			35
Art: Writing	INT	30			30
Beam Weapons	COO	45	5		50
Blades	SOM	40	5		45
Climbing	SOM	40	5	30	75
<i>Demolitions</i>	COG	35			35
Disguise	INT	35			35
Fray	REF	50	5		55
Free Fall	REF	60	5		65
Freerunning	SOM	40	5		45
Hardware: Aerospace	COG	50			50
Hardware: Robotics	COG	50			50
Infiltration	COO	25	5		30
Interests: Brinker Groups	COG	60			60
Interests: Esoteric Muslim Traditions	COG	40			40
Interests: Habitat Infrastructure	COG	50			50
Interests: Outer System Habitats	COG	50			50
Interests: Scum Black Markets	COG	45			45
Interfacing	COG	25			25
Kinesics	SAV	45			45
Kinetic Weapons	COO	50	5		55
Language: Native Arabic	INT	85			85
Language: English	INT	35			35
Language: Spanish	INT	30			30
Medicine: First Aid	COG	45			45
Navigation	INT	55			55
Perception	INT	50			50
Persuasion	SAV	30			30
Pilot: Spacecraft	REF	50	5		55
Profession: Security Procedures	COG	60			60
Protocol	SAV	30			30
Research	COG	35			35
Scrounging	INT	45			45
Unarmed Combat	SOM	60	5		65

Bouncer Morph

Bouncers are humans genetically adapted for zero-G and micro-gravity environments. Their legs are more limber, and their feet can grasp as well as their hands.

Limber: Bouncers are especially flexible and supple, and so receive a +10 modifier on any test involving contortion or flexibility, such as escaping from bonds or squeezing through small spaces.

EQUIPMENT

Armor: Body Armor [10/10] ■

Primary Weapon: Medium Kinetic Pistol (SA/BF/FA, AP -2, DV 2d10 + 2 ammo) ■

Starting Credit: 4,000 ■

Implants: Basic BioMods, Basic Mesh Inserts, Cortical Stack, Grip Pads (+30 Climbing), Oxygen Reserve, Prehensile Feet ■

Gear: None ■

Ahmir was one of the millions who took a job as a near-indentured servant in space before the Fall in order to escape crushing poverty on Earth. He has now spent almost two decades working various manual labor and menial jobs around the system. Most recently, he has been hiring himself out as a bodyguard or as ship security for traders and others traveling to and from the far fringes of the solar system. He became involved with Firewall several years back when an associate hired him on as an extra gun on a Firewall-sponsored mission to eradicate an Exhuman faction outpost in the Kuiper Belt. Ahmir is aboard the Scum barge looking for new employment.

Roleplaying Tips: Ahmir is generally quiet and keeps to himself, having spent much time on long journeys and in the isolation of deep space. He is honestly friendly and sociable with others, however, greeting any new friends with a large grin and going out of his way even for complete strangers. Ahmir is a bit of an ascetic and his current morph is neuter-sex, as he considers sexual urges a distraction.

Background: Original Space Colonist

Faction: Brinker

Sex: Neuter

Gender Identity: Male

REP

@-rep: 40

c-rep: 40

i-rep: 20

“Please put down the weapon, I do not wish to hurt you.”

AHMIR SEKTIQUM (BRINKER SECURITY SPECIALIST)

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	15	15	15	15	15	15
Morph Bonus		5				10	
Modifiers				10			
Total	15	20	15	25	15	25	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
4	6	30	60	8	40	80	80	2

SKILLS

	APT	BASE	MORPH BONUS	MODIFIERS	TOTAL
Academics: Astronomy	COG	40			40
Academics: Engineering	COG	35			35
Art: Writing	INT	30			30
Beam Weapons	COO	45	5		50
Blades	SOM	40	10		55
Climbing	SOM	40	10		50
<i>Demolitions</i>	COG	35			35
Disguise	INT	35			35
Fray	REF	50		10	60
Free Fall	REF	60		10	70
Freerunning	SOM	40	10	20	75
Hardware: Aerospace	COG	50			50
Hardware: Robotics	COG	50			50
Infiltration	COO	25	5		30
Interests: Brinker Groups	COG	60			60
Interests: Esoteric Muslim Traditions	COG	40			40
Interests: Habitat Infrastructure	COG	50			50
Interests: Outer System Habitats	COG	50			50
Interests: Scum Black Markets	COG	45			45
Interfacing	COG	25			25
Kinesics	SAV	45			45
Kinetic Weapons	COO	50	5		55
Language: Native Arabic	INT	85			85
Language: English	INT	35			35
Language: Spanish	INT	30			30
Medicine: First Aid	COG	45			45
Navigation	INT	55			55
Perception	INT	50		20	70
Persuasion	SAV	30			30
Pilot: Spacecraft	REF	50		10	60
Profession: Security Procedures	COG	60			60
Protocol	SAV	30			30
Research	COG	35			35
Scrounging	INT	45			45
Unarmed Combat	SOM	60	10		70

Ahmir was one of the millions who took a job as a near-indentured servant in space before the Fall in order to escape crushing poverty on Earth. He has now spent almost two decades working various manual labor and menial jobs around the system. Most recently, he has been hiring himself out as a bodyguard or as ship security for traders and others traveling to and from the far fringes of the solar system. He became involved with Firewall several years back when an associate hired him on as an extra gun on a Firewall-sponsored mission

to eradicate an Exhuman faction outpost in the Kuiper Belt. Ahmir is aboard the Scum barge looking for new employment.

Roleplaying Tips: Ahmir is generally quiet and keeps to himself, having spent much time on long journeys and in the isolation of deep space. He is honestly friendly and sociable with others, however, greeting any new friends with a large grin and going out of his way even for complete strangers. Ahmir is a bit of an ascetic and his current morph is neuter-sex, as he considers sexual urges a distraction.

Background: Original Space Colonist

Faction: Brinker

Sex: Bot

Gender Identity: Male

REP

@-rep: 40

c-rep: 40

i-rep: 20

Arachnoid Morph

Arachnoid robotic shells are 1 meter in length, segmented into two parts, with a smaller head like a spider or termite. They feature four pairs of 1.5-meter-long retractable arms/legs, capable of rotating around the axis of the body, with built-in hydraulics for propelling the bot with small leaps. The manipulator claws on each arm/leg can be switched out with extending mini-wheels for high-speed skating movement. A smaller pair of manipulator arms near the head allows for closer handling and tool use.

EQUIPMENT

Armor: Arachnoid Armor [8/8] ■

Primary Weapon: Kinetic SMG (SA/BF/FA, AP -2, DV 2d10 + 3, ammo 20) with 100 shots regular ammo ■

Secondary Weapon:

Plasma Rifle (SS, AP -8, DV 3d10 + 12, ammo 10) ■

Starting Credit: 4,000 (minus any spent in Scene 1 or 2) ■

Enhancements: Basic Mesh

Inserts, Cortical Stack, Cyberbrain, Enhanced Vision (+20 to visual Perception Tests), Extra Limbs (6 Arms/

Legs), Lidar, Pain Filter (ignore wound modifiers, but they suffer -30 on any tactile-based Perception Tests and will not even notice they have been damaged unless they succeeded in a Perception Test), Pneumatic Limbs (can leap 2 meters up, +20 Freerunning Tests, +1d10 DV when used in Unarmed Combat), Radar, Reflex Boost (+10 REF, +1 Speed) ■

Gear: Nanobandage (heal 1 wound and 1d10 DUR

“Take cover, this is going to heat things up.”

GAVIN GLADWELL (CRIMINAL CON ARTIST)

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	15	15	10	20	10	20
Morph Bonus		5	5		10		
Modifiers							
Total	15	20	20	10	30	10	20

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
7	8	40	80	7	35	53	60	1

SKILLS

	APT	BASE	MORPH BONUS	MODIFIERS	TOTAL
Academics: Psychology	COG	30			30
Art: Performance	INT	35	5		40
Beam Weapons	COO	30	5		35
Deception	SAV	75	10	(20)	85 (105)
Disguise	INT	40	5		45
Fray	REF	40			40
Free Fall	REF	20			20
Impersonation	SAV	55	10		65
Infiltration	COO	40	5		45
Interests: Black Markets	COG	50			50
Interests: Hypercorp Culture	COG	50			50
Interests: Hypercorp Glitterati	COG	50			50
Interfacing	COG	25			25
Intimidation	SAV	30	10	(20)	40 (60)
Kinesics	SAV	65	10	(20)	75 (95)
Language: Native English	INT	85	5		90
Language: Arabic	INT	30	5		35
Language: Cantonese	INT	50	5		55
Language: French	INT	35	5		40
Language: Russian	INT	30	5		35
Palming	COO	30	5		35
Perception	INT	50	5		55
Persuasion	SAV	60	10	(20)	70 (90)
Pilot: Groundcraft	REF	30			30
Profession: Con Schemes	COG	60			60
Profession: Smuggler Tricks	COG	60			60
Protocol	SAV	70	10	(20)	80 (100)
Research	COG	25			25
Scrounging	INT	50	5		55
Unarmed Combat	SOM	30			30

Background: Fall Evacuee
Faction: Criminal
Sex: Male
Gender Identity: Male

Sylph Morph

Sylph morphs are tailor-made for media icons, elite socialites, XP stars, models and narcissists. Sylph gene sequences are specifically designed for distinctive good looks. Ethereal and elfin features are common, with slim and lithe bodies.

Striking Looks: The character receives a +10 modifier on social skill tests where the sylph's beauty is an influencing factor. This is only applicable against other biomorphs (but not uplifts).

REP

@-rep: 30
c-rep: 50
f-rep: 30
g-rep: 60
i-rep: 30

EQUIPMENT

Armor: Armor Clothing [4/4] ■
Primary Weapon: Agonizer
 Pistol (SA, inflicts pain,

target must make WIL Test or immediately flee) ■

Starting Credit: 1,500 ■

Implants: Basic BioMods, Basic Mesh Inserts, Clean Metabolism, Cortical Stack, Enhanced Pheromones (+10 to in-person social skill tests with other biomorphs) ■
Gear: None ■

Gavin was an adolescent when the Fall struck, leaving him an orphaned refugee. Since then, he has grown up and thrived on the fringes of the Planetary Consortium's hypercorp-based society, making do however he could—which often meant selling himself and/or breaking the law. His quick wit and sly tongue opened up some opportunities, and so Gavin has worked with minor criminal syndicates and independently as a grifter, scammer and petty crook. Gavin was inducted into Firewall when he was unfortunate enough to be the victim of some sort of outbreak on a minor Lunar outpost. The incident was so jarring that Gavin intentionally went to great lengths to have

the major details erased from his memory, but he is still plagued by nightmares and a bit of mental instability.

Roleplaying Tips: Gavin is smooth enough to sell water to a fish. In fact, he's so good at talking people into things that he's developed an amazing ability to talk himself into things that are not always in his best interest (like working for Firewall). Though he projects a confident façade, Gavin occasionally cracks under pressure.

Special Trait: Paranoid Schizophrenia Disorder—Gavin sometimes hears voices and becomes extremely (and unreasonably) paranoid, especially in situations of high stress

“You? You couldn’t negotiate your way out of a paper bag. Let me do the talking.”

Firewall provides Gavin with a ruster morph in Scene 3.

GAVIN GLADWELL (CRIMINAL CON ARTIST) APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	15	15	10	20	10	20
Morph Bonus		5	5				
Modifiers							
Total	15	20	20	10	20	10	20

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
7	8	40	80	7	35	53	60	1

SKILLS

	APT	BASE	MORPH BONUS	MODIFIERS	TOTAL
Academics: Psychology	COG	30			30
Art: Performance	INT	35	5		40
Beam Weapons	COO	30	5		35
Deception	SAV	75			75
Disguise	INT	40	5		45
Fray	REF	40			40
Free Fall	REF	20			20
Impersonation	SAV	55			55
Infiltration	COO	40	5		45
Interests: Black Markets	COG	50			50
Interests: Hypercorp Culture	COG	50			50
Interests: Hypercorp Glitterati	COG	50			50
Interfacing	COG	25			25
Intimidation	SAV	30			30
Kinesics	SAV	65			65
Language: Native English	INT	85	5		90
Language: Arabic	INT	30	5		35
Language: Cantonese	INT	50	5		55
Language: French	INT	35	5		40
Language: Russian	INT	30	5		35
Palming	COO	30	5		35
Perception	INT	50	5	10	65
Persuasion	SAV	60			60
Pilot: Groundcraft	REF	30			30
Profession: Con Schemes	COG	60			60
Profession: Smuggler Tricks	COG	60			60
Protocol	SAV	70			70
Research	COG	25			25
Scrounging	INT	50	5		55
Unarmed Combat	SOM	30			30

Background: Fall Evacuee
Faction: Criminal
Sex: Male
Gender Identity: Male

Ruster Morph

Adapted for survival with minimum gear in the partially terraformed Martian environment, these transgenic morphs feature insulated skin for more effective thermoregulation and respiratory system improvements to require less oxygen and filter carbon dioxide, among other mods.

REP

@-rep: 30
c-rep: 50
f-rep: 30
g-rep: 60
i-rep: 30

EQUIPMENT

Armor: Body Armor [10/10] ■
Primary Weapon: Agonizer Pistol (SA, inflicts pain, target must make WIL Test or immediately flee) ■

Starting Credit: 1,500

(minus any spent in Scenes 1 and 2) ■

Implants: Basic BioMods, Basic Mesh Inserts, Cortical Stack, Enhanced Respiration, Temperature Tolerance ■

Gear: Specs (+10 visual Perception Tests) ■

Gavin was an adolescent when the Fall struck, leaving him an orphaned refugee. Since then, he has grown up and thrived on the fringes of the Planetary Consortium's hypercorp-based society, making do however he could—which often meant selling himself and/or breaking the law. His quick wit and sly tongue opened up some opportunities, and so Gavin has worked with minor criminal syndicates and independently as a grifter, scammer and petty crook. Gavin was inducted into Firewall when he was unfortunate enough to be the victim of some sort of outbreak on a minor Lunar outpost. The incident was so jarring that Gavin intentionally went to great lengths to have

the major details erased from his memory, but he is still plagued by nightmares and a bit of mental instability.

Roleplaying Tips: Gavin is smooth enough to sell water to a fish. In fact, he's so good at talking people into things that he's developed an amazing ability to talk himself into things that are not always in his best interest (like working for Firewall). Though he projects a confident façade, Gavin occasionally cracks under pressure.

Special Trait: Paranoid Schizophrenia Disorder—Gavin sometimes hears voices and becomes extremely (and unreasonably) paranoid, especially in situations of high stress.

“How about we put down the weapons and discuss this reasonably?”

CRIMINAL HACKER APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	20	15	15	10	20	10	15
Morph Bonus							
Total	20	15	15	10	20	10	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
3	6	30	60	6	30	60	50	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Computer Science	COG	60		60
Academics: Cryptography	COG	60		60
Academics: Engineering	COG	50		50
Art: Electronic Music	INT	45		45
Beam Weapons	COO	40		40
Deception	SAV	55		55
Fray	REF	40		40
Free Fall	REF	30		30
Hardware: Electronics	COG	60		60
Hardware: Industrial	COG	45		45
Hardware: Robotics	COG	55		55
Impersonation	SAV	45		45
Infiltration	COO	60		60
Infosec	COG	70		70
Interests: Hacker Mesh Forums	COG	55		55
Interests: Online Banking	COG	50		50
Interests: Triad Economics	COG	45		45
Interfacing	COG	55		55
Intimidation	SAV	30		30
Kinesics	SAV	40		40
Language: Native Russian	INT	85		85
Networking: Autonomists	SAV	40		40
Networking: Criminals	SAV	60		60
Networking: Firewall	SAV	40		40
Networking: Hypercorps	SAV	40		40
Perception	INT	50		50
Pilot: Aircraft	REF	30		30
Pilot: Groundcraft	REF	20		20
Profession: Accounting	COG	50		50
Profession: Security Operations	COG	55		55
Profession: Social Engineering	COG	60		60
Programming	COG	60		60
Research	COG	60		60

Background: **Re-instantiated**
 Faction: **Criminal**
 Morph: **Swarmanoid**
 Motivations: **+Fame +Subverting Technology +Thrill-Seeking**

TRAITS

Ego: Edited Memories, On the Run (Morningstar Constellation), Right at Home ■

REP

@-rep: 30
c-rep: 20
g-rep: 50
i-rep: 50

EQUIPMENT

Armor: None [0/0] ■
Primary Weapon: None ■
Starting Credit: 5,250 ■

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Electrical Sense, Enhanced Vision, Lidar, Magnetic System, Mental Speed, Mnemonic Augmentation, Nanoscopic Vision, Radar, Swarm Composition, T-Ray Emitter ■

Gear: Automech, Backup Insurance (1 month), EMP Grenade, Exploit Software, Fake Ego ID, Guardian Bot, Guardians Nanoswarm, Saboteur Nanoswarm, Servitor Bot, Sniffer Software, Spoof Software, Tactical Network Software, Tracking Software ■

There's never been a system you couldn't crack, given time. That's what got you put away the first time, but now that you have a second chance you'll never get caught again. You take pride at circumventing firewalls and mesh defenses—nothing surpasses the thrill of digital trespassing and accessing secrets. Such intrusions are illegal,

of course, but you've never let morality get in your way. In fact, you make a good living selling your talents to criminal groups like the triads and ID Crew. You've never been a joiner, though—you remain strictly freelance. In fact, you'll sell your services to almost anyone—it's the thrill of the hack that really counts. ■

“You call this secure? Maybe it would keep me out if I was a particularly slow child.”

DIRECT ACTION MERCENARY

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	20	15	20	10	20	15
Morph Bonus		5		20		10	
Total	15	25	15	40	10	30	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
2	6	30	60	12	60	120	80 (110)	1 (2)

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Anatomy	COG	45		45
Beam Weapons	COO	40	5	45
Blades	SOM	60	10	70
Fray	REF	50	20	70
Free Fall	REF	25	20	45
Gunnery	INT	55		55
Hardware: Armorer	COG	55		55
Hardware: Industrial	COG	35		35
Hardware: Robotics	COG	50		50
Interests: Merc Units	COG	50		50
Interests: Music (Synth Rage)	COG	55		55
Intimidation	SAV	35		35
Kinetic Weapons	COO	70	5	75
Language: Russian (Native)	INT	90		90
Language: Arabic	INT	60		60
Language: Mandarin	INT	45		45
Networking: Autonomists	SAV	35		35
Networking: Hypercorp	SAV	60		60
Networking: Firewall	SAV	30		30
Perception	INT	25		25
Pilot: Groundcraft	REF	60	20	80
Profession: Security Ops	COG	60		60
Profession: Squad Tactics	COG	65		65
Protocol	SAV	40		40
Research	COG	20		20
Seeker Weapons	COO	45	5	50
Unarmed Combat	SOM	30	10	40

Background: **Lunar Colonist**

Faction: **Hypercorp**

Morph: **Reaper**

Motivations: **+Hypercapitalism +Thrill-Seeking -Anarchism**

TRAITS

Ego: Brave

Morph: —

REP

@-rep: 45

c-rep: 85

i-rep: 40

EQUIPMENT

Armor: Reaper Heavy Combat Armor [16/16] ■

Primary Weapon: Automatic Rifle with Smartlink (200 rounds regular ammo, 200 hollow point, 100 RAP, 100 proximity) ■

Starting Credit: 450 ■

Implants: 360° Vision, Access Jacks, Anti-Glare, Basic

Mesh Inserts, Combat Armor (Heavy), Cortical Stack, Cyberbrain, Cyberclaws, Extra Limbs (4), Magnetic System, Mnemonic Augmentation, Pneumatic Limbs, Puppet Sock, Radar, Reflex Booster, Structural Enhancement, T-Ray Emitter, Weapon Mount (4, articulated) ■

Gear: Backup Insurance (1 month), Monofilament Sword, Muse, Portable QE Comm, Railgun Automatic Rifle (200 rounds regular ammo), Seeker Rifle with Smartlink (Frag and High Explosive Seekers), Tactical Network Software ■

Direct Action sends war machines like you wherever they are needed to perpetuate the image that everything is in control. That could be pacifying a habitat rebellion, making a display of strength to a rival faction, hunting pirates, or handling exhuman pest control. Some assignments merely involve protective services, like guarding a space convoy or providing overwatch for an important hypercorp summit, but you prefer to be called directly into action, when the shit has already hit the fan and you don't need to worry about collateral damage. You've seen your share of exsurgent outbreaks too. Most people cannot imagine what is out there or what you have fought against. Your contract forbids you to talk about it and Direct Action pays princely sums for you to keep your mouth shut. What matters more to you than money, though, is having someone who can cover your back. ■

"Ever seen a reaper in action? Bloody poetry in motion that is! Let me show you."

EARTH SURVIVOR

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	20	10	20	15	15	15
Morph Bonus						5	
Total	15	20	10	20	15	20	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
3	6	30	60	5	30	45	60	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Geology	COG	40		40
Animal Handling	SAV	35		35
Beam Weapons	COO	35		35
Blades	SOM	40	5	45
Climbing	SOM	30	5	35
Deception	SAV	40		40
Demolitions	COG	55		55
Fray	REF	65		65
Freerunning	SOM	35	5	40
Hardware: Electronics	COG	30		30
Hardware: Industrial	COG	30		30
Infiltration	COO	45		45
Infosec	COG	40		40
Interests: Earth History	COG	50		50
Interests: Resistance Enclaves	COG	55		55
Interests: Hypercorps	COG	55		55
Interests: TITAN Tech	COG	50		50
Interests: Transhuman Culture	COG	45		45
Interfacing	COG	30		30
Kinetic Weapons	COO	60		60
Language: English (Native)	INT	80		80
Medicine: Paramedic	COG	40		40
Networking: Hypercorp	SAV	35		35
Networking: Ecologists	SAV	65		65
Networking: Firewall	SAV	60		60
Perception	INT	45		45
Pilot: Groundcraft	REF	45		45
Pilot: Spacecraft	REF	45		45
Profession: Resistance	COG	60		60
Profession: Survival	COG	65		65
Scrounging	INT	30		30
Seeker Weapons	COO	50		50
Swimming	SOM	30	5	35

Background: **Fall Evacuee**

Faction: **Brinker**

Morph: **Splicer**

Motivations: **+Destroying the TITANs +Reclaiming Earth +Survival**

TRAITS

Ego: Danger Sense ■

Morph: Improved Immune System (Level 2) ■

REP

c-rep: 50

e-rep: 60

i-rep: 70

EQUIPMENT

Armor: Heavy Body Armor (with Thermal Dampening) + Second Skin [14/16] ■

Primary Weapon: Automatic Rifle with Smartlink and Underbarrel Seeker (200 rounds regular ammo, 200 rounds biter, 100 rounds proximity, 100 rounds RAP, 10 HE seekers) ■

Starting Credit: 100 ■

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Medicines, Nanophages ■

Gear: Chameleon Cloak, Cold Weather Gear (Basic), Electronic Rope, Guardian Swarm, Miniature Radio Farcaster, Muse, Shelter Dome, Smart Dog, Spindle, Spindle Climber, Superthermite Charges, Viewers ■

You survived the Fall ten years ago, but like so many others, you did not make it in time to a spaceport or egocasting facility to get rescued. You were left behind, struggling for survival in a world turned into an unpredictable wasteland, inhabited by ravaging war machines and nanoswarms. You are a survivor, skilled in improvising, escaping dangerous situations, and patching equipment and electronics. You adapt quickly to new situations. Your mind is focused on getting to the end of the day, the next shelter, or the next meal instead of making plans for the future. At night, you hide in the derelict subway stations, bunkers, and safe havens where transhuman civilization still ekes out an existence. By day, you stalk through the wilderness, scrounging deserted cities for clothing, food, or ammo, as fabbers and other high tech amenities are scarce. And if you get an opportunity, you pay the machines in spades for what they have done to transhumanity. ■

“The swarms don’t come here. We are safe, at least for a few hours of sleep. Trust me. I have survived this hellhole for more years than I want to remember.”

EXTROPIAN SMUGGLER

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	15	15	20	15	15	15
Morph Bonus		5	5			5	
Total	15	20	20	20	15	20	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
5	6	30	60	8	40	80	70	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Accounting	COG	35		55
Academics: Astrophysics	COG	45		45
Academics: Psychology	COG	40		40
Blades	SOM	45	5	50
Deception	SAV	50		50
Fray	REF	50		50
Free Fall	REF	30		30
Gunnery	INT	40	5	45
Hardware: Aerospace	COG	50		50
Infiltration	COO	40	5	45
Infosec	COG	35		35
Interests: Black Markets	COG	55		55
Interests: Criminal Groups	COG	35		35
Interests: Inner System Law	COG	55		55
Kinesics	SAV	40		40
Kinetic Weapons	COO	50	5	55
Language: Native Korean	INT	85	5	90
Language: English	INT	45	5	50
Language: Cantonese	INT	40	5	45
Navigation	INT	30	5	35
Networking: Autonomists	SAV	55		55
Networking: Criminal	SAV	55		55
Networking: Hypercorps	SAV	35		35
Palming	COO	35	5	40
Perception	INT	45	5	50
Persuasion	SAV	60		60
Pilot: Aircraft	REF	45		45
Pilot: Groundcraft	REF	50		50
Pilot: Spacecraft	REF	60		60
Profession: Appraisal	COG	45		45
Profession: Customs Procedures	COG	50		50
Profession: Smuggling Tricks	COG	60		60

Background: **Re-instantiated**

Faction: **Extropian**

Morph: **Slitheroid**

Motivations: **+Libertarianism +Subverting Authority +Wealth**

TRAITS

Ego: Danger Sense, Edited Memories, Neural Damage (Repetitive Behavior), On the Run (Jovians) ■

REP

@-rep: 50

c-rep: 30

g-rep: 70

i-rep: 50

EQUIPMENT

Armor: Light Combat Armor [14/12]

■

Primary Weapon: SMG Firearm

(100 rounds regular ammo) ■

Starting Credit: 1,400 ■

Enhancements: 360-degree

Vision, Access Jacks, Anti-Glare, Basic Mesh Inserts, Chameleon Skin, Cortical Stack, Cyberbrain, Enhanced Vision, Grip Pads, Hidden Compartment, Lidar, Light Combat Armor, Mnemonic Augmentation, Mobility System: Snake (4/16; 8/32 rolling), Radar, T-Ray Emitter ■

Gear: Backup Insurance (1 month),

Dazzler, Fake Ego ID, Guardian Bot, Miniature Radio Farcaster, Phlo (1 dose), Portable Plane, Radio Booster, Repair Spray, Slip (1 application), Smart Clothing, Utilitool, Vibroblade, White Noise Machine ■

Despite the failures of statist capitalism, you're a die-hard believer in free markets—and when markets aren't free, you have no qualms about undermining them.

You make a living supplying the inner system and Jovian black markets, whether that means running blockades, smuggling contraband,

or pirating nanofab blueprints. In an age of automated machines, you're a damn good pilot, and you can talk or shoot your way out of messy situations. Whereas many people look down on synthmorphs, you embrace the post-biological life and its freedom from chemical and biological dependencies. ■

"Sorry about that, but I gotta look out for numero uno. You understand."

HYPERCORP BLACK MARKETEER

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	15	20	15	15	15	10
Morph Bonus					5		
Total	15	15	20	15	20	15	10

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
4	4	20	40	6	30	45	70	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Economics	COG	60		60
Academics: Sociology	COG	55		55
Beam Weapons	COO	40		40
Climbing	SOM	35	5	40
Deception	SAV	60	5	65
Fray	REF	45		45
Freerunning	SOM	35		35
Infiltration	COO	40		40
Infosec	COG	40		40
Interests: Black Markets	COG	60		60
Interests: Inner System Law	COG	50		50
Interests: Smuggling	COG	55		55
Interfacing	COG	35		35
Kinesics	SAV	60	5	65
Language: Native Portugese	INT	85		85
Language: English	INT	45		45
Networking: Autonomists	SAV	45	5	50
Networking: Criminal	SAV	60	5	65
Networking: Hypercorps	SAV	60	5	65
Networking: Media	SAV	45	5	50
Perception	INT	50		50
Persuasion	SAV	60	5	65
Pilot: Groundcraft	REF	25		25
Profession: Appraisal	COG	60		60
Profession: Con Schemes	COG	55		55
Profession: Info Brokerage	COG	50		50
Protocol	SAV	55	5	60
Scrounging	INT	40		40
Spray Weapons	COO	35		35
Unarmed Combat	SOM	55		55

Background: **Fall Evacuee**

Faction: **Hypercorp**

Morph: **Splicer**

Motivations: **+Personal Career +Techno-Progressivism +Wealth**

TRAITS

Ego: Enemy (Rival Criminal) ■

REP

@-rep: 20

c-rep: 70

e-rep: 20

f-rep: 30

g-rep: 50

i-rep: 10

EQUIPMENT

Armor: Bioweave (Light) + Armor Vest [8/9] ■

Primary Weapon: Laser Pulser ■

Starting Credit: 2,650 ■

Implants: Basic Biomods, Basic Mesh Inserts, Bioweave (Light), Cortical Stack, Eelware, Endocrine Control, Enhanced Vision, Medichines, Nanophages ■

Gear: Backup Insurance (1 month), Cleaner Nano-swarm, Fake Ego ID, Guardian Bot, Muse, Nanobandage, Nanodetector, Overload Grenade, Servitor Bot, Shredder (100 shots), Vacsuit (Standard), Tactical Network Software ■

The inner system is a nice place to live, but it has its share of inequalities. Someone has to provide the goods and services that the poor and clanking masses need, and you're more than willing to meet their needs—and make some profit of your own while you're at it. You work as a middle man between the

hackers, smugglers, and criminal cartels on one side and everyone who needs or craves the restricted and illegal on the other. You keep a step ahead of the law, providing what you see as an essential role in society despite the official rules and restrictions that enhance your profit margins. ■

"I may have that, but it's very hard to acquire. How much is it worth to you?"

JOVIAN SPY

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	15	15	15	15	15	15
Morph Bonus							
Total	15	15	15	15	15	15	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
3	6	30	60	6	30	45	60	1 (2)

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Cryptography	COG	60		60
Academics: Linguistics	COG	60		60
Blades	SOM	45		45
Climbing	SOM	55		55
Clubs	SOM	45		45
Deception	SAV	60		60
Demolitions	COG	45		45
Disguise	INT	45		45
Fray	REF	45		45
Free Fall	REF	45		45
Freerunning	SOM	45		45
Impersonation	SAV	45		45
Infiltration	COO	60		60
Infosec	COG	60		60
Interests: Autonomist Groups	COG	55		55
Interests: Criminal Groups	COG	55		55
Interests: Hypercorp Politics	COG	55		55
Kinesics	SAV	45		45
Language: Native Spanish	INT	85		85
Language: English	INT	50		50
Networking: Criminals	SAV	40		40
Networking: Ecologists	SAV	45		45
Networking: Hypercorps	SAV	45		45
Palming	COO	45		45
Perception	INT	55		55
Profession: Security Systems	COG	55		55
Profession: Smuggling Tricks	COG	45		45
Profession: Spycraft	COG	55		55
Spray Weapons	COO	25		25
Unarmed Combat	SOM	55		55

Background: **Original Space Colonist**

Faction: **Jovian**

Morph: **Flat**

Motivations: **-Anarchism +Bioconservatism -Techno-Progressivism**

TRAITS

Ego: Modified Behavior (Blood-thirsty, boosted), Morphing Disorder (Level 1) ■

Morph: Genetic Defect (Heart Disease), Unattractive (Level 1) ■

REP

c-rep: 50

e-rep: 30

g-rep: 20

EQUIPMENT

Armor: Body Armor (with Thermal Dampening) +Second Skin [14/16] ■

Primary Weapon: Heavy Pistol Railgun (100 AP rounds) ■

Starting Credit: 700 ■

Implants: Neurachem (Level 1), ■

Gear: Backup Insurance (1 month), 2 Fake Ego IDs, 10 Frag Grenades, Invisibility Cloak, Liquid Thermite, Miniature Radio Farcaster, MRDR (1 dose), Oxytocin-A (1 dose), Radio Booster, Portable QE Communicator with Low-Capacity Qubit Reservoir, 3 Speck Bots, Specs, Tactical Network Software, Wasp Knife, White Noise Machine ■

You're a dedicated soldier to the bioconservative cause, convinced that unrestricted technology is driving the human race to extinction. The Jovian Republic has trained you and modified you to serve their interests, whether that means infiltrating a hypercorp to steal its secrets or sabotaging an autonomist habitat. As a skilled professional in service to

the republic, you have no qualms about using technologies that you otherwise want restricted or banned, and you appreciate the irony of using the tools of transhuman monsters against them. You prefer flats, and you consider it a point of pride that you sleeve into a non-genetically-modified body with no cortical stack and still kick transhuman ass. ■

"Not so immortal now, are we, frankenfreak scum!"

LUNAR EGO HUNTER

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	20	15	10	10	15	20
Morph Bonus	5		5		5		10
Total	20	20	20	10	15	15	30

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
1	8 (12)	40 (60)	80 (120)	7	35	53	50 (70)	1 (2)

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Neurology	COG	55	5	60
Academics: Psychology	COG	60	5	65
Art: Dance	INT	45	5	50
Art: Painting	INT	45	5	50
Beam Weapons	COO	60		60
Clubs	SOM	45		45
Control	WIL	50	10	60
Fray	REF	50		50
Freerunning	SOM	55		55
Infiltration	COO	50		50
Infosec	COG	45	5	50
Interests: Conspiracies	COG	55	5	60
Interests: Hypercorp Projects	COG	55	5	60
Interests: TITANs	COG	60	5	65
Intimidation	SAV	20	5	25
Investigation	INT	50	5	55
Kinesics	SAV	40	5	45
Language: Native English	INT	85	5	90
Language: Japanese	INT	85	5	90
Language: Hindi	INT	25	5	30
Networking: Criminal	SAV	30	5	35
Networking: Ecologists	SAV	40	5	45
Networking: Hypercorps	SAV	50	5	55
Perception	INT	40	5	45
Profession: Ego Hunting	COG	55	5	60
Profession: Inner System Law	COG	45	5	50
Profession: Police Procedures	COG	55	5	60
Psi Assault	WIL	40	10	50
Research	COG	55	5	60
Sense	INT	55	5	60
Unarmed Combat	SOM	55		55

Background: **Lost**
 Faction: **Lunar**
 Morph: **Futura**
 Motivations: **+Personal Development +Self-Protection +Vengeance**

TRAITS

Ego: Mental Disorder (Borderline Personality), Mental Disorder (Obsessive-Compulsive), Mental Disorder (PTSD), Psi (Level 2), Social Stigma (Lost) ■

SLEIGHTS

Psi-Chi: Downtime, Emotional Control, High Pain Threshold, Instinct, Unconscious Lead ■

Psi-Gamma: Deep Scan, Ego Sense, Psychic Stab, Scramble, Subliminal ■

REP

c-rep: 30
e-rep: 10
g-rep: 10

EQUIPMENT

Armor: Body Armor (Light) [10/10] ■

Primary Weapon: Agonizer ■

Starting Credit: 2,700 ■

Implants: Adrenal Boost, Basic Biomods, Basic Mesh Inserts, Cortical Stack, Eidetic Memory, Emotional Dampers, Enhanced Hearing, Enhanced Smell, Enhanced Vision, Medichines, Oracles ■

Gear: Backup Insurance (1 month), Disabler, Facial/Image Recognition Software, Fake Ego ID, Muse, Shock Baton, Sniffer Software, Tactical Network Software, Taggant Nanoswarm, Track Software, Tracker Dye (1 dose), Twitch (1 dose) ■

You survived your accelerated growth experience as a member of the Lost generation, the collapse of the project, and the scandal and witchhunts that followed. You've immersed yourself in a new life and identity. Now you put your particular skills and talents to use tracking people as a bounty hunter—a daunting task considering that your targets can change not only their faces but their bodies

and sometimes even their memories and mannerisms. All the while you viciously hide your own history and out-manuever those who want to track your kind down. You are not content to be a victim or a mercenary for others, however. Slowly but surely you are amassing information on those responsible for the Lost project—for what they did to you—and some day you will make them pay. ■

"Hello, doctor, you're a hard man to find. I have some questions about some children that I'd like to ask you."

MAKER NOMAD BOT JAMMER

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	20	10	15	15	15	15	20
Morph Bonus				5			
Total	20	10	15	20	15	15	20

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
1	8	40	80	7	35	70	70	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Ecology	COG	60		60
Flight	SOM	65		65
Fray	REF	40	5	45
Hardware: Aerospace	COG	60		60
Hardware: Electronics	COG	65		65
Hardware: Groundcraft	COG	50		50
Hardware: Industrial	COG	40		40
Hardware: Robotics	COG	55		55
Infosec	COG	45		45
Interests: Infolife	COG	45		45
Interests: Mars Terraculture	COG	50		50
Interests: Robots	COG	60		60
Interests: Terraforming	COG	65		65
Interfacing	COG	65		65
Kinetic Weapons	COO	20		20
Language: French (Native)	INT	85		85
Language: Arabic	INT	60		60
Networking: Autonomists	SAV	65		65
Networking: Hypercorps	SAV	60		60
Networking: Ecologists	SAV	40		40
Perception	INT	40		40
Pilot: Aircraft	REF	65	5	70
Pilot: Groundcraft	REF	40	5	45
Profession: Moonshining	COG	35		35
Profession: Survival	COG	60		60
Programming (Nanofabrication)	COG	60 (70)		60 (70)
Protocol	SAV	40		40
Scrounging	INT	40		40

Background: **Martian**
 Faction: **Barsoomian**
 Morph: **Dragonfly**
 Motivations: **+Barsoomian Movement +Morphological Freedom**
+Open Source

REP

@-rep: 65
 c-rep: 45
 e-rep: 70

EQUIPMENT

Armor: Dragonfly Armor [2/2]
Primary Weapon: Sniper Rifle (100 rounds regular ammo, 100 accushot)
Starting Credit: 950
Implants: Basic Mesh Inserts, Cortical Stack, Cyberbrain, Fractal Digits, Lidar, Mnemonic Augmentation, Nanoscopic Vision, Structural Enhancement
Gear: Backup Insurance (1 month), Creepy, Fixer Swarm, Gnat (2), Guardian Angel, Maker, Muse, Radio Booster, Speck, Spooft, Tool Kits (for all Hardware skills)

You are a true Barsoomian, a nomad Martian redneck. You voluntarily choose to live far from the crowded Martian metroplexes—and farther still from the work camps of the Tharsis Terraforming Office and the patrols of the Martian Rangers. You prefer the freedom to roam the Martian outback and do as you like. As part of a tribe of technoliber-tarian engineer-survivalists, you are part of an extended family and support network. You keep each other company and watch each others' backs as you explore remote areas of your homeworld. Like the others, you always have some piece of tech to tinker with, whether a new robot creation or a new technological innovation. While outsiders who have never experienced the hospitality of the nomad community think that you are isolationist or have cut yourselves off from civilization, in fact you still care about the future of the red planet and very much support the Movement. ■

“Do you think those ranger patrol bots are a match for me? You’ve never seen me jam, have you?”

MARTIAN RANGER

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	15	15	15	20	20	10
Morph Bonus						5	
Total	15	15	15	15	20	25	10

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
3	4	20	40	8	40	60	60	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Animal Handling	SAV	55	0	55
Blades	SOM	40	5	45
Climbing	SOM	60	5	65
Clubs	SOM	45	5	50
Deception	SAV	30	0	30
Fray	REF	50	0	50
Freerunning	SOM	55	5	60
Interests: Drug Dens	COG	25	0	25
Interests: Mountaineering	COG	50	0	50
Interests: Smuggling Routes	COG	50	0	50
Interests: Tharsis League	COG	60	0	60
Intimidation	SAV	35	0	35
Investigation	INT	65	0	65
Kinetic Weapons	COO	55	0	55
Language: English	INT	85	0	85
Language: Cantonese	INT	40	0	40
Language: Mandarin	INT	45	0	45
Medicine: Paramedic	COG	40	0	40
Networking: Criminals	SAV	40	0	40
Networking: Ecologists	SAV	60	0	60
Networking: Hypercorps	SAV	65	0	65
Perception	INT	60	0	60
Pilot: Groundcraft	REF	60	0	60
Profession: Law Enforcement	COG	70	0	70
Profession: Survival	COG	70	0	70
Programming	COG	25	0	25
Protocol	SAV	50	0	50
Research	COG	30	0	30
Swimming	SOM	35	5	40
Throwing Weapons	COO	35	0	35
Unarmed Combat	SOM	40	5	45

As a Martian Ranger, your job is to uphold the law in the remote areas of the Martian frontier. Though you work for the Tharsis League, you must deal with blurred jurisdictions and the gray areas where your authority intersects with the power and influence of the Consortium, Barsoomian rednecks, and even crime syndicates. You operate with great independence and autonomy, though you are sleeved in a morph that requires periodic genetic therapy (a leash to ensure the Rangers' loyalty). Trained to operate in all regions of Mars no matter the environmental conditions, you patrol looking for signs of illicit activity or people in danger. Some of the threats you deal with aren't even transhuman, like dealing with wild artificials or TITAN remnants from the TQZ. ■

Background: **Re-instantiated**

Faction: **Hypercorp**

Morph: **Martian Alpiner**

Motivations: **+Law and Order +Personal Independence -Preservationism**

TRAITS

Ego: Addiction (Klar, Moderate), Edited Memories, Situational Awareness ■

Morph: Fast Metabolism, Planned Obsolescence ■

REP

@-rep: 15

c-rep: 70

e-rep: 45

g-rep: 50

EQUIPMENT

Armor: Light Body Armor (with Offensive Armor) [10/10] ■

Primary Weapon: Medium Pistol (100 rounds regular ammo, 100 bug) ■

Starting Credit: 600 ■

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Direction Sense, Grip Pads, Low Pressure Tolerance, Respirocytes, Oxygen Reserve, Temperature Tolerance (Improved Cold) ■

Gear: Backup Insurance (1 month), Cold Weather Gear (Basic), Cuffband (3), Fiber Eye, Klar (4 doses), Muse, Maker, Prisoner Mask, Portable Lidar/Radar Sensor, Radio Booster, Submachine Gun (100 rounds accushot, 100 rounds zap), Utilitool ■

"I know this hinterland like the back of my hand, and there is no stone under which you can crawl that I can't reach."

MERCURIAL INVESTIGATOR

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	20	10	15	15	20	5	20
Morph Bonus							
Total	20	10	15	15	20	5	20

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
4	8	40	80	—	—	—	60	1 (3)

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Anthropology	COG	60		60
Academics: Computer Science	COG	60		60
Academics: Physics	COG	50		50
Art: Digital Art	INT	50		50
Deception	SAV	40		40
Fray	REF	35		35
Free Fall	REF	30		30
Gunnery	INT	50		50
Impersonation	SAV	45		45
Infiltration	COO	50		50
Infosec	COG	60		60
Interests: Crime Groups	COG	60		60
Interests: Cultural Trends	COG	45		45
Interfacing	COG	50		50
Investigation	INT	60		60
Kinesics	SAV	50		50
Language: Native English	INT	90		90
Networking: Criminals	SAV	50		50
Networking: Firewall	SAV	40		40
Networking: Hypercorps	SAV	40		40
Perception	INT	45		45
Pilot: Aircraft	REF	55		55
Pilot: Anthroform	REF	55		55
Pilot: Groundcraft	REF	30		30
Profession: Forensics	COG	60		60
Profession: Police Procedures	COG	50		50
Profession: Security Systems	COG	45		45
Programming	COG	60		60
Research	COG	60		60

Background: **Infolife**

Faction: **Mercurial**

Morph: **Infomorph**

Motivations: **+AGI Rights +Personal Development +Sousveillance**

TRAITS

Ego: Real World Naiveté, Social Stigma (AGI) ■

REP

c-rep: 20

g-rep: 10

i-rep: 20

EQUIPMENT

Armor: None [0/0] ■

Primary Weapon: None ■

Starting Credit: 250 ■

Gear: AR Illusions Software, Backup Insurance (1 month), Covert Ops Tool, Creepy, Exploit Software, Facial/Image Recognition Software, 2 Gnat Bots, Guardian Bot, Holographic Projector, Juice Narcoalgorithm, Saucer Bot, Scout Nanoswarm, Servitor Bot, Smart Dust, Sniffer Software, 3 Speck Bots, Spooft Software, Tactical Network Software, Tracking Software, 5 XP Clips ■

You are a digital life form, coded to be “friendly” and molded with transhuman mindsets and world views. You resent the backlash against AGIs and criticize resurgent human tendencies towards technophobia and xenophobia as harmful to the emerging transhuman society. You immerse yourself fully in transhuman culture and the data it produces, bathing in its richness. You excel

at sifting, sorting, and correlating this data, in fact, selling your services as a mesh-based investigator. For most of your inquiries, a physical form isn’t necessary, as you acquire data on the physical world through sensors. When physical interaction is called for, however, you can operate or jam a bot or catch a ride in a ghostrider module or, as a last resort, in a meat puppet. ■

“Oh this is great, I think I found it! What is a ‘red light district?’ Oh, I see.”

MERCURIAL SCAVENGER

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	10	20	15	15	10	20	15
Morph Bonus	5	5	5				
Total	15	25	20	15	10	20	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
5	6	30	60	6	30	45	60 (70)	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Engineering	COG	50	5	55
Academics: Materials Science	COG	50	5	55
Academics: Physics	COG	50	5	55
Art: Ink Painting	INT	45	5	50
Climbing	SOM	30		30
Demolitions	COG	40	5	45
Exotic Ranged: Ink Attack	COO	35	5	40
Free Fall	REF	45		45
Hardware: Electronics	COG	40	5	45
Hardware: Industrial	COG	40	5	45
Infiltration	COO	50	5	55
Interests: Post-Fall Earth	COG	40	5	45
Interests: Ruined Habitats	COG	55	5	60
Interests: Spaceship Models	COG	40	5	45
Interfacing	COG	30	5	35
Investigation	INT	35	5	40
Kinetic Weapons	COO	50	5	55
Language: Native Japanese	INT	80	5	85
Networking: Autonomists	SAV	30		30
Networking: Criminal	SAV	40		40
Networking: Ecologists	SAV	40		40
Networking: Firewall	SAV	30		30
Networking: Hypercorps	SAV	30		30
Palming	COO	40	5	45
Perception	INT	45	5	50
Pilot: Aircraft	REF	35		35
Pilot: Spacecraft	REF	45		45
Profession: Appraisal	COG	40	5	45
Profession: Salvage Ops	COG	60	5	65
Scrounging	INT	60	5	65
Swimming	SOM	50		50
Unarmed Combat	SOM	50		50

Background: **Uplift (Octopus)**

Faction: **Mercurial**

Morph: **Octomorph**

Motivations: **+Exploration +Reclaiming Earth +Uplift Rights**

TRAITS

Ego: Ambidextrous (x 2) ■

Morph: Limber (Level 2) ■

REP

@-rep: 30

c-rep: 20

e-rep: 40

g-rep: 40

i-rep: 20

EQUIPMENT

Armor: Crash Suit [3/4 or 4/6] with Chameleon Coating ■

Primary Weapon: Kinetic Pistol with 100 rounds standard ammo ■

Starting Credit: 400 ■

Implants: Basic Biomods, Basic Mesh Inserts, Chameleon Skin, Cortical Stack, Direction Sense, Echolocation, Electrical Sense, Enhanced Vision, Grip Pads, Medicines, Oracles, Radiation Sense ■

Gear: Backup Insurance (1 month), Breadcrumb Positioning System, Disassembly Tools, Mobile Lab, Muse, Nano-detector, Radio Booster, Shelter dome, Specimen Container, Superthermite Charge, Tactical Network Software, Vacsuit (Standard), X-Ray Emitter ■

Advantages: 8 Arms, Beak Attack (1d10 DV, use Unarmed Combat skill), Ink Attack (blinding), 360-degree Vision ■

You may be an “uplift,” but you find it hard not to feel sorry for these modified monkeys around you who have to get by with half as many limbs, gaping sensory blind spots, and brittle bones that are constantly breaking. Any favors they did by uplifting octopus-kind were rendered moot when they succeeded in despoiling and abandoning the home planet you all shared. Nevertheless, you find all the ruins

and derelict habitats left behind by transhumanity to be fascinating to explore, so you spend much of your time combing through spacecraft hulls and shattered stations, looking for curiosities and lost treasures. Such activities tend to take you close to Earth as well, where you support the efforts of those who hope to take the planet back. Your ultimate dream is to someday swim in the oceans of your ancestors. ■

“Maybe it’s the kind of trap that would catch a knuckle-dragging monkey, but my superior physiology was able to easily squeeze out of it.”

MOBILE SCIENTIST

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	20	20	15	15	15	10	15
Morph Bonus	5	5	5			5	
Total	25	25	20	15	15	15	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
3	6	30	60	6	30	45	70	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Astrobiology	COG	55	5	60
Academics: Genetics	COG	65	5	70
Academics: Xen anatomy	COG	60	5	65
Animal Handling	SAV	30		30
Beam Weapons	COO	45	5	50
Climbing	SOM	30	5	25
Fray	REF	45		45
Free Fall	REF	25		25
Infosec	COG	50	5	55
Interests: Haute Nosh Food	COG	60	5	65
Interests: Uplift Agenda	COG	65	5	70
Interfacing	COG	60	5	65
Kinesics	SAV	50		50
Language: Dutch (Native)	INT	85	5	90
Language: French	INT	60	5	65
Medicine: Gene Therapy	COG	40	5	40
Navigation	INT	30	5	35
Networking: Autonomists	SAV	50		50
Networking: Ecologists	SAV	25		25
Networking: Firewall	SAV	25		25
Networking: Hypercorp	SAV	45		45
Networking: Scientists	SAV	65		65
Perception	INT	60	5	65
Persuasion	SAV	25		25
Pilot: Aircraft	REF	40	5	45
Profession: Bioengineering	COG	55	5	60
Profession: Lecturing	COG	60	5	65
Programming	COG	55	5	60
Protocol	SAV	60		60
Research	COG	70	5	75
Unarmed Combat	SOM	30	5	35

Background: **Uplift**

Faction: **Venusian**

Morph: **Neo-Hominid**

Motivations: **+Exploration +Transparency +Uplift Rights**

TRAITS

Ego: Psi Defense Level 2 ■

REP

@-rep: 45

c-rep: 45

e-rep: 55

i-rep: 55

r-rep: 60

EQUIPMENT

Armor: None [0/0] ■

Primary Weapon: None ■

Starting Credit: 5,250 ■

Enhancements: Access Jacks,

Basic Mesh Inserts, Cortical

Stack, Cyberbrain, Electrical

Sense, Enhanced Vision, Lidar,

Magnetic System, Mental Speed,

Mnemonic Augmentation,

Nanoscopic Vision, Radar, Swarm

Composition, T-Ray Emitter ■

Gear: Automech, Backup

Insurance (1 month), EMP

Grenade, Exploit Software,

Fake Ego ID, Guardian Bot,

Guardians Nanoswarm,

Saboteur Nanoswarm, Servitor

Bot, Sniffer Software, SpooF

Software, Tactical Network

Software, Tracking Software ■

Contrary to your colleagues, who spend most of their time in labs and habitats, squabbling about theories, data, and equations, you are looking for the “hands-on” experience out in the field. While you support the Morningstar Constellation and especially encourage the growing reputation of its scientific communities, you are rarely physically there as you want to study in a diverse array of environments. Following the spirit of Earth’s earliest researchers and scientists like Darwin, who visited remote places on Earth to observe and analyze the evolutions of species, you have a knack for practical science. Since you are able to take your lab with you using modern technology, you have never seen field work as an obstacle. Maybe it is residual hominid instinct, the “call of the wild,” which is why you have not become the stereotypical egg-head. ■

“Hubble said: ‘Equipped with his five senses, man explores the universe around him and calls the adventure Science.’ So don’t spend your time in boring labs. It’s worth the ride.”

OLIGARCH

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	25	10	15	15	25	10	20
Morph Bonus		5	5	5			5
Total	25	15	20	20	25	10	25

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
1	10	50	100	6	30	45	80	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Astrosociology	COG	60		60
Academics: Finance	COG	70		70
Art: Calligraphy	INT	45	5	50
Art: Singing	INT	60	5	65
Deception	SAV	60		60
Disguise	INT	30	5	35
Fray	REF	40	5	45
Freerunning	SOM	20		20
Impersonation	SAV	40		40
Interests: Glitterati	COG	65		65
Interfacing	COG	55		55
Intimidation	SAV	60		60
Kinesics	SAV	60		60
Language: Spanish (Native)	INT	85	5	90
Language: Japanese	INT	50	5	55
Language: English	INT	35	5	40
Networking: Hypercorp	SAV	75		75
Networking: Media	SAV	70		70
Networking: Scientists	SAV	60		60
Perception	INT	60	5	65
Persuasion	SAV	75		75
Profession: Banking	COG	60		60
Protocol	SAV	60		60
Research	COG	45		45
Spray Weapons	COO	30	5	35

You are a family member of an inner system dynasty, one of the elites of the Planetary Consortium. Like the other descendants of Japanese zaibatsus, Middle Eastern sheikdoms, and European blue-bloods, your family can trace its aristocratic lineage back to the Middle Ages. Unlike the hypercorp upstarts and nouveau rich, your bloodline has a history of surviving disasters, rebellions, and worse. You wield your wealth and power with subtle grace and poise, and your sphere of influence extends to a variety of social cliques throughout the system. You rarely step into the spotlight, preferring to remain behind the scenes as an enigmatic éminence grise. However, having lived for over a century and having almost everything you've desired, you now find that the constant manipulations and schemes are beginning to tire you. To relieve your boredom you are turning towards emerging currents of transhuman culture to satisfy your hunger for entertainment. ■

Background: **Hyperelite**

Faction: **Socialite**

Morph: **Neotenic**

Motivations: **+Bio-chauvinism +Immortality +Hypercapitalism**

TRAITS

Ego: First Impression, Immortality Blues ■

Morph: Social Stigma (Neotenic) ■

REP

c-rep: 80

f-rep: 75

r-rep: 65

EQUIPMENT

Armor: Armor Clothing + Second Skin [4/7] ■

Primary Weapon: Shard Pistol ■

Starting Credit: 950 ■

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Enhanced Pheromones, Emergency Farcaster, Medicines, Nanophages, Skillware ■

Gear: Backup Insurance (1 month), Creepy, Muse, Security AI, Servitor, Skillsofts (Infosec, Kinetic Weapons), Space Roach, Tracking, Viewers ■

"I have seen nations crumble and civilizations fall. Show me something I haven't seen."

OVERSIGHT AUDITOR

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	10	15	15	15	20	15	15
Morph Bonus	5	10		5		5	5
Total	15	25	15	20	20	20	20

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
3	8	40	80	9	45	68	70	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Art: Design	INT	55		55
Beam Weapons	COO	35	10	45
Disguise	INT	45		45
Fray	REF	50	5	55
Free Fall	REF	40	5	45
Freerunning	SOM	40	5	45
Impersonation	SAV	50		50
Infiltration	COO	55	10	65
Infosec	COG	35	5	40
Interests: Inner System Who's Who	COG	50	5	55
Interests: Firewall Proxies	COG	50	5	55
Interests: Overboard Schemes	COG	50	5	55
Interests: Yoga	COG	50	5	55
Interfacing	COG	30	5	35
Intimidation	SAV	40		40
Investigation	INT	40		40
Kinesics	SAV	50		50
Language: Hindi (Native)	INT	90		90
Language: English	INT	45		45
Networking: Criminals	SAV	45		45
Networking: Hypercorp	SAV	60		60
Networking: Media	SAV	55		55
Networking: Scientists	SAV	60		60
Perception	INT	55		55
Persuasion	SAV	60		60
Pilot: Aircraft	REF	30	5	35
Pilot: Spacecraft	REF	25	5	30
Profession: Law	COG	40	5	45
Profession: Social Engineering	COG	40	5	45
Protocol	SAV	30		30
Research	COG	30	5	35
Unarmed Combat	SOM	50	5	55

There is no order in the inner system without control. You are one of the cogs in the machine to ensure that everything runs smoothly: an agent of the Oversight Directorate for Fair and Free Markets. You were one of the original colonists who participated in creating the Planetary Consortium, and you are devoted to preserving it at any cost. Oversight's principal duty is the maintenance of the status quo. All anomalies, may they be economic, social, or criminal are considered a threat to be corrected by people like you. This can range from the spread of subversive ideologies to meddling from rival factions or even when the Consortium's own hypercorps don't play by the rules. Drawing from the Consortium's black accounts, your task is to identify these problems and fix them before they become a public issue. You possess a broad spectrum of skills to investigate, infiltrate, manipulate, and, if necessary, sabotage. ■

Background: **Original Space Colonist**

Faction: **Hypercorp**

Morph: **Ghost**

Motivations: **-Anarchism +Consortium Stability +Hypercapitalism**

TRAITS

None ■

REP

c-rep: 80

f-rep: 65

g-rep: 55

r-rep: 50

EQUIPMENT

Armor: Armor Clothing (with Shock Proof) + Second Skin [4/7] ■

Primary Weapon: Laser Pulser (with Safety System) ■

Starting Credit: 450 ■

Implants: Adrenal Boost, Basic Biomods, Basic Mesh Inserts,

Chameleon Skin, Cortical Stack, Emotional Dampers, Enhanced Vision, Enhanced Hearing, Grip Pads, Skinlink ■

Gear: Anonymous Account, Backup Insurance (1 month), Bot AI, Covert Operations Tools, Extendable Baton, Facial/Image Recognition Software, Fake Ego ID, Gnat, Microbug (2), Micrograv Shoes, Miniature Radio Farcaster, Muse, Nanobandage, Psi Jammer, Saboteur Swarm, Saucer, Sniffer Software, Speck, Tracking Software ■

“Anomalies like anarchism are a threat to what is otherwise a harmony of socially-engineered precision and guidance. While it remains a burden assiduously avoided, it is not unexpected, and thus not beyond a measure of control.”

SCAVENGER

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	15	20	20	15	10	15
Morph Bonus							
Total	15	15	20	20	15	10	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
3	6	30	60	5	25	50	80	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Astrophysics	COG	55		55
Academics: Economics	COG	35		35
Beam Weapons	COO	30		30
Blades	SOM	20		20
Demolitions	COG	35		35
Fray	REF	60		60
Free Fall	REF	60		60
Freerunning	SOM	30		30
Hardware: Aerospace	COG	40		40
Hardware: Robotics	COG	45		45
Hardware: Industrial	COG	45		45
Interests: Morph R&D	COG	55		55
Interests: Rumor Mill	COG	35		35
Kinetic Weapons	COO	45		45
Language: German (Native)	INT	90		90
Language: Mandarin	INT	65		65
Navigation	INT	55		55
Networking: Autonomists	SAV	60		60
Networking: Criminals	SAV	40		40
Networking: Ecologists	SAV	40		40
Networking: Firewall	SAV	35		35
Networking: Hypercorp	SAV	25		25
Palming	COO	30		30
Perception	INT	60		60
Persuasion	SAV	40		40
Pilot: Spacecraft	REF	60		60
Profession: Appraisal	COG	60		60
Profession: Scavenger Trade	COG	65		65
Profession: Salvage Ops	COG	50		50
Programming	COG	25		25
Protocol	SAV	20		20
Research	COG	25		25
Scrounging	INT	75		75

Background: **Drifter**
 Faction: **Extropian**
 Morph: **Flexbot**
 Motivations: **+Thrill-Seeking +Wealth -Reclaiming Earth**

TRAITS

None ■

REP

@-rep: 65
 c-rep: 60
 e-rep: 25
 g-rep: 65
 i-rep: 45

Implants: 360° Vision, Access

Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Fractal Digits, Magnetic System, Mnemonic Augmentation, Modular Design, Nanoscopic Vision, Shape Adjusting ■

Gear: Backup Insurance (1 month),

Breadcrumb Positioning System, Disassembly Tools, Fake Ego ID, Flexcutter, Liquid Thermite (2), Muse, Scrapper's Gel (3), Spindle, Spindle Climber, Superthermite Charges, Toolkits (Aerospace, Industrial, Robotics) ■

EQUIPMENT

Armor: Flexbot Armor [4/4] ■

Primary Weapon: Submachine

Gun (300 rounds regular ammo, 100 rounds capsule with twitch) ■

Starting Credit: 100 ■

You are a member of a scav crew operating on or in the vicinity of the "cradle of transhumanity." You salvage anything worth selling to nostalgic transhumans longing for Earth. While the profit margins for relics and tech from Earth are extremely high, thanks to gerontocrats and hypercorps willing to spend fortunes for a tiny piece of archaic scrap, so is the risk. Having visited the hellhole that was your homeworld on a few occasions when an opportunity presented itself, you have seen the ruins of human civilizations and the concrete carcasses of capital cities. You have also come face to face with the new rulers of Earth—so on some of those missions you merely returned as a stack, or not at all. Combing through derelict habitats and ship wreckage in Earth orbit may be less profitable, but it is also a lot safer for your own sanity. ■

"Reclaiming Earth? You must be kidding. Do you want to put me out of business?"

SCUM ENFORCER

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	10	20	15	20	10	20	10
Morph Bonus		5	5	5		10	5
Total	10	25	20	25	10	30	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
5	4 (6)	20 (30)	40 (60)	10	50	75	70 (90)	1 (2)

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Linguistics	COG	50		50
Art: Dance	INT	55	5	60
Beam Weapons	COO	40	5	45
Blades	SOM	60	10	70
Climbing	SOM	40	10	50
Clubs	SOM	50	10	60
Fray	REF	70	5	75
Free Fall	REF	60	5	65
Hardware: Armorer	COG	40		40
Infiltration	COO	50	5	55
Interests: Drug Dealers	COG	50		50
Interests: Gambling	COG	40		40
Interests: Scum Gangs	COG	50		50
Interests: Triad Politics	COG	50		50
Intimidation	SAV	60		60
Kinesics	SAV	40		40
Kinetic Weapons	COO	60	5	65
Language: Native Spanish	INT	80	5	85
Language: Cantonese	INT	55	5	60
Networking: Autonomists	SAV	50		50
Networking: Criminals	SAV	50		50
Perception	INT	45	5	50
Persuasion	SAV	20		20
Profession: Bodyguarding	COG	40		40
Profession: Protection Rackets	COG	50		50
Profession: Security Ops	COG	50		50
Scrounging	INT	25	5	30
Unarmed Combat	SOM	60	10	70

Background: **Scumborn**

Faction: **Scum**

Morph: **Fury**

Motivations: **+Adventure +Hedonism +Morphological Freedom**

TRAITS

Ego: Minor Addiction (Alcohol) ■

REP

@-rep: 60

c-rep: 40

EQUIPMENT

Armor: Bioweave Armor (Light) + Body Armor (Heavy) with Offensive Armor and Shock Proof mods [15/16] ■

Primary Weapon: Kinetic Pistol (100 rounds regular ammo) ■

Starting Credit: 1,000 ■

Implants: Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Light), Cortical Stack, Cyberclaws, Enhanced Vision, Medichines, Neurachem (Level 1), Toxin Filters ■

Gear: Backup Insurance (1 month), Cuffband, Kick (2 doses), Kinetic SMG with 100 rounds regular ammo, Monofilament Sword, Muse, Nanobandages (5), Shock Gloves, Tactical Network Software, Wasp Knife ■

Those jokers in the inner system just don't get it—the future is about taking life by the enhanced reproductive organs and squeezing every juicy drop out. You live the life you want to live, doing whatever you like to your bodies and mind, and you plan to enjoy the hell out of it until maybe you get to watch

the universe end. Right now, you get your kicks with action, either the violent or kinky kind—sometimes both. You thrive as a tough chick who will smack the hell out of anyone who threatens your friends or clients during the day, but the real fun is taking home a different partner every night. ■

“Oi! Pretty boy! If that’s the best punch you can throw, then you’re never gonna get to see the rest of my mods!”

ELIS MENEZES (SCUM TECHIE)

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	20	15	15	10	20	15	15
Morph Bonus	5						
Modifiers							
Total	25	15	15	10	20	15	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
6	6	30	60	6	30	45	50	1

SKILLS

	APT	BASE	MORPH BONUS	MODIFIERS	TOTAL
Academics: Engineering	COG	40	5		45
Academics: Nanotechnology	COG	35	5		40
Art: Robotic Sculpture	INT	45			45
Climbing	SOM	30			30
Deception	SAV	40			40
Fray	REF	30			30
Free Fall	REF	50			50
Freerunning	SOM	30			30
Hardware: Electronics	COG	70	5	10	85
Hardware: Groundcraft	COG	50	5	10	65
Hardware: Industrial	COG	50	5	10	65
Hardware: Robotics	COG	40	5	10	55
Infiltration	COO	30			30
Infosec	COG	70	5		75
Interests: Gatecrashing	COG	40	5		45
Interests: Music	COG	40	5		45
Interests: Scum Culture	COG	60	5		65
Interests: Social Networks	COG	35	5		40
Interfacing	COG	55	5		60
Investigation	INT	40			40
Kinesics	SAV	45			45
Language: Native Portuguese	INT	85			85
Language: English	INT	50			50
Language: Spanish	INT	55			55
Perception	INT	50			50
Pilot: Spacecraft	REF	20			20
Profession: Computer Security	COG	55	5		60
Profession: Habitat Systems	COG	50	5		55
Programming	COG	65	5		70
Research	COG	40	5		45
Scrounging	INT	40			40
Spray Weapons	COO	30			30
Unarmed Combat	SOM	40			40

Elis died on Earth during the Fall, but a backup of her mind was transmitted off-world. She spent several years as an infugee in cold storage in the Jovian Republic before being revived and re-sleeved in a cheap synthetic morph, the cost of which she had to pay off by helping to build new habitats. Desperate to escape her situation, Elis volunteered to the Gatekeeper Corp and was selected to be a gatecrasher. She survived three missions, one of which brought her into contact with the relics of a long-dead alien race, which resulted into her being recruited into Firewall. After retiring from gatecrashing, Elis

found a berth aboard the Ecstatic Metamorphosis and immersed herself in Scum culture, trading her tech service skills for her wants and needs.

Roleplaying Tips: Elis has a multifaceted personality. She can take hardship like a pro, and is more than willing to let her hair down and party away when she gets a breather. She likes to get dressed up and glam herself out with exotic bodytints, nanotats, piercings, and other body mods, but she's also willing to spend all day taking apart an air compressor with grease up to her elbows. She's a flagrant abuser of social networks.

Splicer Morph

Splicers are genefixed humans. Their genome has been cleansed of hereditary diseases and optimized for looks and health, but has not otherwise been substantially upgraded.

Background:

Reinstatiated
Faction: Scum
Sex: Female
Gender Identity: Female

REP

@-rep: 60
 i-rep: 40

EQUIPMENT

Armor: Light Smartfabric
 Vacsuit [5/5] ■
Primary Weapon: Shock
 Gloves (use Unarmed
 Combat skill, target makes
 DUR + Energy Armor Test
 or is incapacitated for 1

Action Turn per 10 points
 of MoF) ■

Starting Credit: 4,000 ■
Implants: Basic BioMods,
 Basic Mesh Inserts,
 Cortical Stack
Gear: Utilitool
 (+10 Hardware Tests) ■

"This piece is totally glitched. Let me grab another beer before I hit it."

ELIS MENEZES (SCUM TECHIE)

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	20	15	15	10	20	15	15
Morph Bonus	5					5	
Modifiers							
Total	25	15	15	10	20	20	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
6	6	30	60	7	35	53	50	1

SKILLS

	APT	BASE	MORPH BONUS	MODIFIERS	TOTAL
Academics: Engineering	COG	40	5		45
Academics: Nanotechnology	COG	35	5		40
Art: Robotic Sculpture	INT	45			45
Climbing	SOM	30	5		35
Deception	SAV	40			40
Fray	REF	30			30
Free Fall	REF	50			50
Freerunning	SOM	30	5		35
Hardware: Electronics	COG	70	5	20	95
Hardware: Groundcraft	COG	50	5	20	75
Hardware: Industrial	COG	50	5	20	75
Hardware: Robotics	COG	40	5	20	65
Infiltration	COO	30			30
<i>Infosec</i>	<i>COG</i>	<i>70</i>	<i>5</i>		<i>75</i>
Interests: Gatecrashing	COG	40	5		45
Interests: Music	COG	40	5		45
Interests: Scum Culture	COG	60	5		65
Interests: Social Networks	COG	35	5		40
Interfacing	COG	55	5		60
Investigation	INT	40			40
Kinesics	SAV	45			45
Language: Native Portuguese	INT	85			85
Language: English	INT	50			50
Language: Spanish	INT	55			55
Perception	INT	50		10	60
Pilot: Spacecraft	REF	20			20
Profession: Computer Security	COG	55	5		60
Profession: Habitat Systems	COG	50	5		55
<i>Programming</i>	<i>COG</i>	<i>65</i>	<i>5</i>		<i>70</i>
Research	COG	40	5		45
Scrounging	INT	40			40
Spray Weapons	COO	30			30
Unarmed Combat	SOM	40	5		45

Background: Reinstated
Faction: Scum
Sex: Female
Gender Identity: Female

Ruster Morph

Adapted for survival with minimum gear in the partially terraformed Martian environment, these transgenic morphs feature insulated skin for more effective thermoregulation and respiratory system improvements to require less oxygen and filter carbon dioxide, among other mods.

REP@-rep: 60
i-rep: 40
EQUIPMENT

Armor: Body Armor [10/10] ■
Primary Weapon: Shredder (Flechette Spray Weapon, SA/BF/FA, AP -10, DV 2d10 + 5, ammo 100) ■
Starting Credit: 4,000 (minus any spent in Scene 1 or 2) ■
Implants: Basic BioMods, Basic Mesh Inserts, Cortical Stack,

Enhanced Respiration, Temperature Tolerance ■
Gear: Nanocable Spindle, Portable Nanofabricator, Repair Spray (+20 to Hardware Tests), Shelter Dome, Specs (+10 visual Perception Tests) ■

Elis died on Earth during the Fall, but a backup of her mind was transmitted off-world. She spent several years as an infugee in cold storage in the Jovian Republic before being revived and re-sleeved in a cheap synthetic morph, the cost of which she had to pay off by helping to build new habitats. Desperate to escape her situation, Elis volunteered to the Gatekeeper Corp and was selected to be a gatecrasher. She survived three missions, one of which brought her into contact with the relics of a long-dead alien race, which resulted into her being recruited into Firewall. After retiring from

gatecrashing, Elis found a berth aboard the Ecstastic Metamorphosis and immersed herself in Scum culture, trading her tech service skills for her wants and needs.

Roleplaying Tips: Elis has a multifaceted personality. She can take hardship like a pro, and is more than willing to let her hair down and party away when she gets a breather. She likes to get dressed up and glam herself out with exotic body-tints, nanotats, piercings, and other body mods, but she's also willing to spend all day taking apart an air compressor with grease up to her elbows. She's a flagrant abuser of social networks.

"Sure, I can fix that, but you'll owe me a dance. A sexy dance."

SIFTRUNNER TECHIE

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	20	10	15	15	15	15
Morph Bonus		5		5		10	
Total	15	25	10	20	15	25	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
1	6	30	60	8	40	80	60	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Materials Science	COG	60	0	60
Academics: Mining	COG	60	0	60
Art: Sculpting	INT	35	0	35
Beam Weapons	COO	30	5	35
Blades	SOM	54	10	64
Climbing	SOM	25	10	35
Demolitions	COG	50	0	50
Fray	REF	50	0	50
Free Fall	REF	55	0	55
Freerunning	SOM	25	10	35
Gunnery	INT	25	0	25
Hardware: Groundcraft	COG	50	0	50
Hardware: Industrial	COG	45	0	45
Hardware: Robotics	COG	50	0	50
Infosec	COG	45	0	45
Int: Medieval Weapon Smithing	COG	60	0	60
Int: Simulspace Entertainment	COG	50	0	50
Interests: Sifter Community	COG	50	0	50
Interfacing	COG	55	0	55
Kinetic Weapons	COO	30	5	35
Language: Arabic	INT	80	0	80
Language: Urdu	INT	50	0	50
Networking: Autonomists	SAV	55	0	55
Networking: Criminals	SAV	35	0	35
Networking: Firewall	SAV	60	0	60
Networking: Hypercorp	SAV	45	0	45
Networking: Scientists	SAV	30	0	30
Perception	INT	45	0	45
Persuasion	SAV	40	0	40
Pilot: Spacecraft	REF	30	0	30
Profession: Heavy Industry	COG	50	0	50
Programming	COG	40	0	40
Protocol	SAV	30	0	30
Scrounging	INT	40	0	40
Spray Weapons	COO	50	5	55
Unarmed Combat	SOM	40	10	50

Background: **Scumborn**
 Faction: **Brinker**
 Morph: **Arachnoid**
 Motivations: **+Individualism +Techno-Progressivism +Wealth**

TRAITS

Ego: Mental Disorder (Depression) ■

Morph: none ■

REP

@-rep: 50

c-rep: 35

g-rep: 35

i-rep: 45

r-rep: 35

EQUIPMENT

Armor: Arachnoid Armor [8/8] ■

Primary Weapon: Shredder (100 shots) ■

Starting Credit: 0 ■

Implants: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Mnemonic Augmentation, Enhanced Vision, Extra Limbs (8), Lidar, Medichines, Pneumatic Limbs, Radar, Radiation Shielding ■

Gear: Backup Insurance (1 month), Disassembler, Engineer Nanoswarm, Flex Cutter, Linkstate Narcoalgorithm (1), Muse, Scout Microswarm, Simulspace Subscription (1 month), Toolkits (all Hardware skills), Utilitool ■

You are a sifter, part of the community of mobile miners on Mercury. Given the extreme temperatures between Mercury's day and night, you and the other miners have just a small window in which to move, unpack, mine, sift, pack, and move to catch up with the Terminus again. Your job is to make

sure the tech runs like clockwork, even on this non-stop, round-the-clock schedule. The pay is good, though, and after a long stint of work you can look forward to taking some time off with some serious cred in your pocket—unless you spend it all buying entertainment inbetween your work shifts. ■

“Move people! The window is open and time is cred, so get those bots moving and start digging!”

SOCIALITE ESCORT APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	10	15	10	20	15	20
Morph Bonus		5	5		5		
Total	15	15	20	10	25	15	20

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
4	8	40	80	6	30	45	50 (70)	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Anthropology	COG	55		55
Animal Handling	SAV	45	5	50
Art: Dancing	INT	60	5	65
Art: Erotic Entertainment	INT	70	5	75
Art: Singing	INT	60	5	65
Beam Weapons	COO	35	5	40
Deception	SAV	50	5	55
Disguise	INT	45	5	50
Fray	REF	40		40
Impersonation	SAV	40	5	45
Infiltration	COO	40		40
Infosec	COG	35	5	40
Interests: Art History	COG	60		60
Interests: Celebrity Gossip	COG	55		55
Interests: Social Cliques	COG	65		65
Kinesics	SAV	60	5	65
Language: Native French	INT	85		85
Language: Mandarin	INT	45		50
Language: Japanese	INT	45		50
Networking: Autonomists	SAV	45	5	50
Networking: Firewall	SAV	30	5	35
Networking: Hypercorps	SAV	50	5	55
Networking: Media	SAV	60	5	65
Palming	COO	30	5	35
Perception	INT	35	5	40
Persuasion	SAV	60	5	65
Profession: Escorting	COG	55		55
Protocol	SAV	60	5	65
Unarmed Combat	SOM	60		60

Background: **Hyperelite**

Faction: **Socialite**

Morph: **Pleasure Pod**

Motivations: **+Hedonism +Hypercapitalism +Personal Career**

TRAITS

Ego: First Impression,

Second Skin ■

Morph: Social Stigma (Pod) ■

REP

c-rep: 30

f-rep: 40

g-rep: 20

i-rep: 10

EQUIPMENT

Armor: Second Skin [1/3] ■

Primary Weapon: Claws ■

Starting Credit: 8,500 ■

Implants: Basic Biomods, Basic

Mesh Inserts, Claws, Clean

Metabolism, Cortical Stack,

Cyberbrain, Enhanced Hearing,

Enhanced Pheromones, Im-

planted Nanotoxins (Necrosis),

Mnemonic Augmentation, Sex

Switch, Skinflex ■

Gear: Backup Insurance

(1 month), Hither (1 dose),

Muse, Orbital Hash (2 doses),

Servitor Bot, Smart Clothing,

Smart Rats (2), XP Clips (5) ■

You are immersed in the social cliques and glitterati lifestyle of the inner system elites. You specialize in being the ideal companion, offering witty banter and entertainment and providing for all your client's wishes and desires. You are more than just a pretty face and good time, however, and are capable of offering your

client discreet protection from plotting rivals thanks to some judicious bodyguard training and non-standard modifications. Given the constantly shifting allegiances and manipulations of the bored and undying rich, you have even on occasion used your skills to get close to a client in order to eliminate them for a rival. ■

"I'm just here to make sure you have the night of your life!"

SOLARIAN RESEARCHER

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Astronomy	COG	60		60
Academics: Astrophysics	COG	65		65
Art: Poetry	INT	50		50
Fray	REF	50	5	55
Free Fall	REF	65	5	70
Infosec	COG	65		65
Interest: Exo-Planetology	COG	55		55
Interest: Pantheism	COG	50		50
Interfacing	COG	75		75
Investigation	INT	50		50
Language: Korean (Native)	INT	85		85
Language: English	INT	55		55
Language: Hindi	INT	60		60
Medicine: Exotic Biomorphs	COG	60		60
Medicine: Nanomedicine	COG	45		45
Navigation	INT	65		65
Networking: Autonomists	SAV	50		50
Networking: Hypercorp	SAV	30		30
Networking: Media	SAV	25		25
Networking: Scientists	SAV	70		70
Perception	INT	50		50
Pilot: Spacecraft	REF	40	5	45
Profession: Stellar R&D	COG	65		65
Programming	COG	70		70
Research	COG	65		65
Swimming	SOM	20	5	25

You consider yourself a Solarian “native.” Like the solar system orbits around its star, so do you circle the sun, drifting in its magnetic field and bathing in its glorious light. Your work as a solar researcher from Ukko Jylinä is not just an assignment, it is a passion. Though you traveled the inner system for years during your studies, the sun always held a peculiar attraction towards you. It is life giver, a radiant light and a source of inspiration. Often you float in the “cool” photosphere, constantly collecting data while

meditating about the origin and meaning of life. Many of the others who have chosen a life in the vicinity of the sun share your spirit and spirituality. It’s a social community that does not have many secrets, thanks to the many uplifted cetaceans who have found a new home in the corona. You would not want it to be different. Though you are of infolife origin, the other Solarians have admitted you to their family, accepted you for who are you now, not where you came from or who you have been. ■

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	25	15	15	15	15	15	15
Morph Bonus		10		5		5	
Total	25	25	15	20	15	20	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
3	6	30	60	20	100	150	70	1

Background: **Infolife**

Faction: **Brinker**

Morph: **Surya**

Motivations: **+Exploration +Open Society +Spirituality**

TRAITS

Ego: Hyper Linguist, Real World Naiveté, Social Stigma (Infolife) ■

Morph: none ■

REP

@-rep: 40

c-rep: 35

f-rep: 25

r-rep: 70

EQUIPMENT

Armor: Bioweave Armor [2/3] ■

Primary Weapon: — ■

Starting Credit: 250 ■

Implants: Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Light), Coronal Adaptation, Cortical Stack, Chameleon Skin, Enhanced Hearing, Enhanced Vision, Lateral Line, Medichines, Mnemonic Augmentation, Vacuum Sealing ■

Gear: Backup Insurance (1 month), Muse, Portable QE Com with Low Capacity Qubit Reservoir, Radio Booster, Security AI ■

“Beauty and danger often lie very close to each other. There is no place where this is no more evident than here.”

SYNTHMORPH ACTIVIST

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	15	20	15	15	15	20
Morph Bonus						-5	
Total	15	15	20	15	15	10	20

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
3	8	40	80	4	20	40	70	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Sociology	COG	50		50
Art: Graphic Design	INT	50		50
Beam Weapons	COO	45		45
Demolitions	COG	50		50
Disguise	INT	50		50
Fray	REF	50		50
Free Fall	REF	35		35
Freerunning	SOM	25	-5	20
Infiltration	COO	45		45
Infosec	COG	55		55
Interests: Hypercorp Politics	COG	40		40
Interests: NGOs	COG	55		55
Interests: Bio-chauvinist Groups	COG	60		60
Interfacing	COG	60		60
Kinesics	SAV	40		40
Language: English (Native)	INT	90		90
Language: Cantonese	INT	65		65
Networking: Autonomists	SAV	55		55
Networking: Firewall	SAV	50		50
Networking: Hypercorps	SAV	45		45
Perception	INT	60		60
Persuasion	SAV	55		55
Pilot: Groundcraft	REF	45		45
Profession: Political Activism	COG	65		65
Profession: Security Procedures	COG	40		40
Programming	COG	50		50
Research	COG	55		55
Seeker Weapons	COO	45		45

Background: **Re-instantiated**

Faction: **Lunar**

Morph: **Case**

Motivations: **-Biochauvinism +Morphological Freedom -Racism**

TRAITS

Ego: Edited Memories, Black Mark Level 2 (Media) ■

Morph: Innocuous, Lemon, Social Stigma (Clanking Masses) ■

REP

@-rep: 60

c-rep: 60

f-rep: 20

i-rep: 50

EQUIPMENT

Armor: Crash Suit [3/4 or 4/6] with Chameleon Coating ■

Primary Weapon: Kinetic Pistol with 100 rounds standard ammo ■

Starting Credit: 400 ■

Implants: Basic Biomods, Basic Mesh Inserts, Chameleon Skin, Cortical Stack, Direction Sense, Echolocation, Electrical Sense, Enhanced Vision, Grip Pads, Medichines, Oracles, Radiation Sense ■

Advantages: 8 Arms, Beak Attack (1d10 DV, use Unarmed Combat skill), Ink Attack (blinding), 360-degree Vision ■

While the wealthy elite of the inner system reside in hyper-augmented biomorphs, the poor and unfortunate are forced to sleeve into cheap synthetic morphs because they can afford nothing else, or worse yet they must sell themselves into indentured bondage for the privilege of getting a synthmorph at all. Mainstream society views this underclass with disdain and pity. Bio-chauvinists take it even further, taking prejudicial stances against the underprivileged and robotic. As a modern ego with an

open mind and political motivation to bring about a change in trans-human society, you have decided for yourself to become an activist in the fight for the acceptance of synthmorphs. Choosing the cheapest shell available to prove a point, you have yourself been the target of social marginalization. You have also learned that rallies, campaigning, media coverage, and other forms of activism are less effective than you believed, so you now consider more direct tactics to achieve your goals. ■

"We must learn to live together as brothers or perish together as fools."

TITANIAN EXPLORER

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	15	20	15	15	20	10
Morph Bonus		5		5		10	5
Total	15	20	20	20	15	30	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
4	4 (6)	20 (30)	40 (60)	8	40	60	70 (80)	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Astrosociology	COG	60		60
Academics: Astrozoology	COG	55		55
Academics: Botany	COG	45		45
Academics: Xenolinguistics	COG	60		60
Climbing	SOM	45	10	55
Fray	REF	50	5	55
Free Fall	REF	40	5	45
Freerunning	SOM	60	10	70
Hardware: Groundcraft	COG	45		45
Infiltration	COO	50	5	55
Interests: Gatecrashing	COG	60		60
Interests: Sci-Fi Aliens	COG	45		45
Investigation	INT	35		35
Kinesics	SAV	30		30
Kinetic Weapons	COO	45	5	50
Language: Native Swedish	INT	85		85
Language: English	INT	40		40
Medicine: Paramedic	COG	40		40
Navigation	INT	60		60
Networking: Autonomists	SAV	55		55
Networking: Firewall	SAV	45		45
Networking: Scientists	SAV	55		55
Perception	INT	60		60
Pilot: Groundcraft	REF	45	5	50
Pilot: Spacecraft	REF	35	5	40
Profession: First Contact	COG	60		60
Profession: Surveying	COG	45		45
Profession: Smuggling Tricks	COG	60		60
Protocol	SAV	50		50
Scrounging	INT	60		60

Background: **Drifter**
 Faction: **Titanian**
 Morph: **Olympian**
 Motivations: **+Alien Contact +Exploration +Nano-Ecology**

TRAITS
 None ■

REP
 @-rep: 50
 i-rep: 20
 r-rep: 30

EQUIPMENT
Armor: Vacsuit (Standard Smart-fabric with Immunogenic System) [7/7] ■
Primary Weapon: Kinetic Assault Rifle (100 rounds regular ammo) ■
Starting Credit: 4,150 ■

Implants: Adrenal Boost, Basic Biomods, Basic Mesh Inserts, Cortical Stack, Direction Sense, Enhanced Vision, Medichines, Oxygen Reserve, Temperature Tolerance ■
Gear: Backup Insurance (1 month), Breadcrumb Positioning System, Diamond Ax, Electrogravitics Net, Electronic Rope, Knife, Portable Lidar/Radar Sensor System, Radio Booster, Saucer Bot, Shelter Dome, Specimen Container, Spindle with Spindle Climber, Tactical Network Software, Traction Pads, Utilitool ■

The gates have opened a new frontier to transhumanity and you are ready to step through and face the challenges such opportunities bring. You are a professional gatecrasher, eager to experience new worlds first-hand, despite the dangers—or even because of them. Unlike those who feel that new planets should be protected and

preserved, you support colonizing and expanding transhumanity's presence while maintaining a minimal impact on alien ecosystems. You are also trained in First Contact scenarios and are hopeful of finding new intelligent life—hopefully without sparking some kind of deadly interstellar incident. ■

“I just finished my analysis of the xenolife amino acids and it’s nothing close to what the Boyle-Cross hypothesis suggested it should be.”

TRIAD SOLDIER

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	10	15	10	20	20	20	15
Morph Bonus		5				10	
Total	10	20	10	20	20	30	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
3	6	30	60	9	45	68	60	1 (2)

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Art: Drawing	INT	50		50
Blades	SOM	35	10	45
Clubs	SOM	55	10	65
Deception	SAV	45		45
Fray	REF	55		55
Free Fall	REF	30		30
Interest: Body Modifications	COG	40		40
Interest: Crime Syndicates	COG	65 (75)		65 (75)
Interest: Law Enforcement	COG	35		35
Interest: Smugglers	COG	50		50
Interfacing	COG	30		30
Intimidation	SAV	65		65
Kinetic Weapons	COO	65	5	70
Language: Cantonese (Native)	INT	80		80
Networking: Autonomists	SAV	40		40
Networking: Criminals	SAV	70		70
Palming	COO	25	5	30
Perception	INT	55		55
Persuasion	SAV	40		40
Pilot: Groundcraft	REF	60		60
Pilot: Spacecraft	REF	55		55
Profession: Prostitution Biz	COG	40		40
Profession: Protection Racket	COG	50		50
Protocol	SAV	45		45
Research	COG	25		25
Scrounging	INT	25		25
Seeker Weapons	COO	35	5	40
Spray Weapons	COO	30	5	35
Swimming	SOM	25	10	35
Throwing Weapons	COO	30	5	35
Unarmed Combat	SOM	40	10	50

Background: **Fall Evacuee**
 Faction: **Criminal**
 Morph: **Worker Pod**
 Motivations: **+Personal Career +Triad Prosperity +Vice**

TRAITS

Ego: Patron (Triad "438" Vanguard) ■
Morph: Social Stigma (Pod), Tough (Level 2) ■

REP

@-rep: 35
g-rep: 85

EQUIPMENT

Armor: Light Body Armor [10/10] ■
Primary Weapon: Submachine Gun (200 rounds regular ammo, 100 biter, 100 flayer) ■
Starting Credit: 50 ■
Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Mnemonic Augmentations, Neurachem 1, Puppet Sock ■
Gear: Backup Insurance (1 month), Cleaner Swarm, Densiplast Gloves, Extendable Baton, Fake ID, Muse, Utilitool ■

You are a "49er" or Sze Kau, a rank-and-file soldier for one of the big triad syndicates. While you have already sworn the traditional oaths of loyalty, your power in the organization is still limited. Due to the patronage of a 438, an influential and established triad boss, you hope to advance soon within the syndicate when you have proven worthy of your patron's trust. Until then, you play your part in the business, whether that be drug trafficking, pirating fab blueprints, running gambling and prostitution operations, protection rackets, or loan sharking. Naturally, this includes defending the triad against system authorities or syndicate rivals, by force if necessary. ■

"Ni zhao si ma? Ni yao wo kai qiang?" ("Do you want to die? Do you want me to shoot?")

ULTIMATE MERC APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	10	20	15	20	10	15	15
Morph Bonus	10	5		5	5	10	
Total	20	25	15	25	15	25	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
3	6	30	60	8	40	60	70 (80)	1 (2)

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Military Science	COG	60	10	70
Academics: Philosophy	COG	60	10	70
Beam Weapons	COO	60	5	65
Climbing	SOM	35	10	45
Clubs	SOM	50	10	60
Fray	REF	65	5	70
Free Fall	REF	50	5	55
Freerunning	SOM	45	10	55
Gunnery	INT	45		45
Hardware: Armorer	COG	50		60
Infiltration	COO	50	5	55
Interests: Literature	COG	50	10	60
Interests: Military History	COG	55	10	65
Intimidation	SAV	35	5	40
Kinetic Weapons	COO	60	5	65
Language: Native Turkish	INT	80		80
Language: English	INT	60		60
Language: German	INT	45		45
Medicine: Paramedic	COG	40	10	50
Networking: Hypercorps	SAV	50	5	55
Perception	INT	50		50
Pilot: Groundcraft	REF	30	5	35
Profession: Military Ops	COG	55	10	65
Profession: Security Ops	COG	50	10	60
Profession: Squad Logistics	COG	55	10	65
Seeker Weapons	COO	60	5	65
Spray Weapons	COO	35	5	40
Scrounging	INT	25	5	30
Throwing Weapons	COO	40	5	45
Unarmed Combat	SOM	60	10	70

Background: **Lunar Colonist**

Faction: **Ultimate**

Morph: **Remade**

Motivations: **+Immortality +Individualism +Personal Development**

TRAITS

Ego: Brave ■

Morph: Uncanny Valley ■

REP

c-rep: 50

EQUIPMENT

Armor: Body Armor (Heavy) with Refractive Glazing [16/13] ■

Primary Weapon: Railgun SMG (100 rounds regular ammo, 100 rounds AP ammo) ■

Starting Credit: 4,450 ■

Implants: Basic Biomods, Basic

Mesh Inserts, Circadian Regulation, Clean Metabolism, Cortical Stack, Eidetic Memory, Enhanced Respiration, Enhanced Vision, Hand Laser, Medichines, Neurachem (Level 1), Temperature Tolerance, Toxin Filters, T-Ray Emitter ■

Gear: Backup Insurance (1 month), HE Grenades (10), Muse, Particle Beam Bolter, Tactical Network Software, Vibroblade ■

You are a warrior-philosopher, embracing an ascetic lifestyle for your own personal growth. You decry the hedonism and greed of the inner system and the collectivism and anarchy of the autonomists, but you're more than willing to take their pay so that they may kill each other. You follow your own path, however, and when you cease to learn from an experience or increase your own personal capabilities you will move

on to the next. You mostly find employment in the inner system, where various social cliques and hypercorps favor ultimates like yourself, knowing they are less likely to be tempted or subverted by rivals. In the end it doesn't matter who pays the credit; you'll take from them, learn from them, and be here long after they've destroyed themselves with their petty intrigues and flawed ideologies. ■

"Your beliefs blind you to your true potential."

VENUSIAN NEGOTIATOR

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	15	15	10	20	15	15
Morph Bonus		5			10		5
Total	15	20	15	10	30	15	20

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
5	6 (8)	30 (40)	60 (80)	7	35	53	50	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Memetics	COG	70		70
Academics: Psychology	COG	60		60
Academics: Sociology	COG	60		60
Art: Rhetoric	INT	55		55
Art: Speech	INT	60		60
Deception	SAV	60	10	70
Fray	REF	25		25
Interests: Cultural Memes	COG	60		60
Interests: Hypercorps	COG	50		50
Interests: Inner System Politics	COG	60		60
Intimidation	SAV	50	10	60
Investigation	INT	55		55
Kinesics	SAV	70	10	80
Language: Native Arabic	INT	85		85
Networking: Firewall	SAV	50	10	60
Networking: Hypercorps	SAV	50	10	60
Networking: Media	SAV	60	10	70
Perception	INT	45		45
Persuasion	SAV	50	10	60
Pilot: Aircraft	REF	20		20
Pilot: Groundcraft	REF	20		20
Profession: Culture Jamming	COG	50		50
Profession: Media Ops	COG	60		60
Profession: Spin Control	COG	55		55
Protocol	SAV	60	10	70
Psychosurgery	COG	45		45
Research	COG	45		45

You are known as a communicator and deal-maker, but you are perhaps best described as a social engineer. In an age of mimetic skirmishes, you excel in shaping policy and public opinion. A nightmare combination of marketing agent and political officer, you are adept at media relations, spin control, suppressing dangerous ideas, psychological warfare, ideological purity, and whipping a crowd into

a frenzy. Your social manipulation skills work even better face-to-face, where you can run rhetorical circles around opponents and scan body language and microexpressions to spot the slightest hint of untruthfulness or deception. You excel at fostering dissension and fragmenting loyalties, ultimately getting others to do exactly what you want while convincing them it's in their own best interests. ■

Background: **Re-instantiated**

Faction: **Venusian**

Morph: **Sylph**

Motivations: **+Fame +Personal Career +Venusian Sovereignty**

TRAITS

Ego: Common Sense ■

Morph: Striking Looks (Level 1) ■

REP

c-rep: 80

f-rep: 60

i-rep: 60

EQUIPMENT

Armor: Armor Clothing [3/4] ■

Primary Weapon: None ■

Starting Credit: 5,700 ■

Implants: Basic Biomods,

Basic Mesh Inserts, Clean Metabolism, Cortical Stack, Endocrine Control, Enhanced Pheromones, Medichines, Mnemonic Augmentation, Nanophages ■

Gear: Backup Insurance

(1 month), Facial/Image Recognition Software, 4 Gnat Bots, Muse, Servitor Bot, Specs, Tracking Software ■

“It’s time we discussed these rumors of Planetary Consortium interference in Morningstar’s affairs.”

ECLIPSE PHASE

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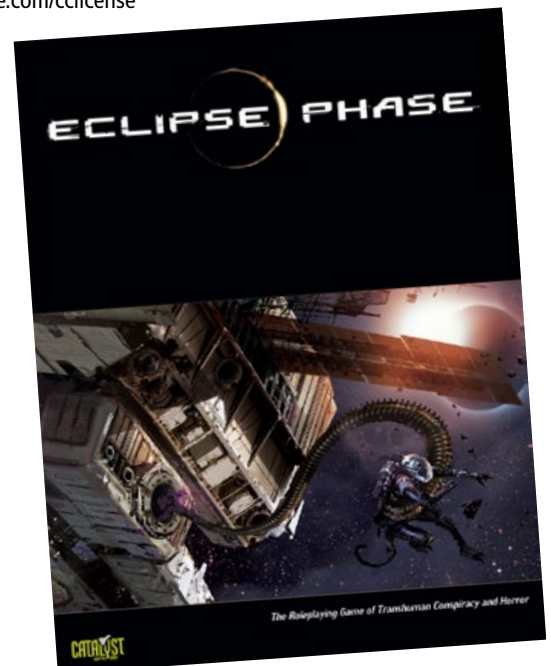
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