

EGO HUNTER

PREP NOTES BY JUSTIN ALEXANDER



[HTTP://WWW.THEALEXANDRIAN.NET](http://www.thealexandrian.net)

PREP NOTES

This file contains my prep notes for *Ego Hunter*, a scenario for the *Eclipse Phase* roleplaying game published by Posthuman Studios. In order to fully understand the concept and background for this scenario, you will need a copy of the [original adventure](#).

COLD OPEN

WAKING UP ON THE EGO BRIDGE

- Hao Shencai clinic AI informs them that they're being sleeved.
- During the ego bridge, they receive a private message from their "sponsor".
- Process takes 1 hour as their consciousness shifts from ego bridge to the morph.

INTRODUCTIONS

- Creeped out medtech introduces them to each other.
- Provide the basic description of the morph from rulebook; have each provide a customized description of that morph.
- Medtech plays the alpha's sponsor message to the group: "SC-D378. Find it. St-- ... st-- ... stop me."
 - o The message is why the medtechs here have been creeped out by the whole thing.
 - o Alpha is in the ruster morph with Eurasian features they're all familiar with as their own face.
- Medtech tells them they have two visitors waiting: Roque Vera and Park Soon-Ok.

CODE: SC-D378

- **RESEARCH TEST:** Matches the range of numbers used by the Mos Dal Storage Lockers.

ALPHA'S MESSAGE

“SC-D378. Find it. ... St--... St--... stop me.”

PRIVATE MESSAGES

ACHJIMA YAI (B1)

“Go ... go to ... Deville. Deville for supplies. Talk ... talk bartender.”

ACHJIMA YAI (B2)

“Someone ... someone is after us. Be careful. They may have ... they may have fr-fr-friends. Trust no-no-no one.”

ACHJIMA YAI (B3)

“H-h-had to shut shut down Nonny. N-n-n ... Nonny knows.” You remember that Nonny is your muse.

ACHJIMA YAI (B4)

“A-a-avoid the ... the t-t-triad. At all ... all c-c-costs.”

ACHJIMA YAI (B5)

“Br-brrr ... Bringing R-r-roque was a ... a mist-mistake. Watch-wat ... watch out for h-h-him. Do not be afraid to k-k-k-kill him.”

NKEKA ADESOJI

Message from Firewall: Kjell Hoff has been murdered – seemingly by Achjima (alpha).

FOOTAGE: Kjell seen emerging from a local pub called Bar D’Ville and heading down the street. Achjima emerges from the shadows between buildings, coming up on Kjell from behind, and putting a bullet through the back of his head.

BRIEFING: Kjell left behind some equipment in his hotel room at the Jinsedei Helix Hotel. They squirt you the access codes. Your mission goals remain unchanged, but you should use extreme caution.

ACHJIMA ALPHA – TIMELINE

8 MONTHS AGO: Achjima is forced to relocate to Anyang in order to work off some of her debt to the Triad.

14 DAYS AGO: Received sample of xenobiological fungoid from Arman Usupov.

12 DAYS AGO: The smart monkey Stella is infected.

10 DAYS AGO: Achjima sends the first set of beta forks (PCs) to research various facets of the fungus. Achjima is infected on this day (but doesn't realize it).

7 DAYS AGO: Achjima discovers that she's been infected, but it's too late: She is no longer in control of her own actions.

6 DAYS AGO: Achjima borrows money from the Triads and makes arrangements for the first set of beta forks to be resleeved when they return.

5 DAYS AGO: Achjima drops off a bundle of equipment at the Bar D'Ville.

3 DAYS AGO: Achjima has Dolma Gope sleeve the B6, B7, and B8 forks. She specifically infects their morphs with the xenofungus. This is the final straw for Achjima's muse, Nonny, but Achjima shuts her off before she can contact the authorities.

2 DAYS AGO: B6 rents a flying car. Storage locker D378 is rented and Stella's corpse placed in it as a booby trap.

1 DAY AGO: The beta forks kidnap Scott Wai and hire T-Faktor to infiltrate the air processing plant.

6 HOURS AGO: Achjima (alpha) died at the air processing plant.

3 HOURS AGO: The B6 beta fork murders Kjell Hoff. He returns to the air processing plant and takes over guarding Achjima (alpha)'s corpse. B7 and B8 leave the air processing plant. B7 parks the flying car in a centertown alley (preprogrammed to fly up above the city and open its doors when B7 is due to spore). B8 goes to the top of an apartment building in centertown (planning to die and spore there).

1 HOUR AGO: The first set of beta forks begin their resleeving at the Hao Shencai clinic.

XENOFUNGAL INFECTION

BASIC PROPERTIES

- An alien life form most similar to the terrestrial Cordyceps fungus. Cordyceps is a parasitic fungus that (usually) preys on insects and sometimes has the ability to affect the host's behavior by directly infiltrating the brain and neurological system.
- This fungus has been tailored for transhumans: When biomorphs breathe in the spores, they attach to the inside of the throat, lungs, and sinus cavities. From their germination points, they grow thin tendrils in the victim's body.
- Once these tendrils penetrate into the brain, they begin releasing mind-altering chemicals that affect the victim's perceptions and behaviors.
- Certain markers in its makeup strongly imply that it is alien in origin: The DNA helix has been inverted and the production of one of the chemicals requires an amino acid only found on exoplanets.

ENVIRONMENTAL PREFERENCES

- Likely to thrive in damp, warm environments. Probably feeds off host bodies or decomposing matter (in this case living bodies or corpses).
- It's ideal sporing location would be warm, moist, and subject to high winds.

EFFECT ON VICTIM

- Victim becomes slightly dazed, highly-sensitive to odors, and concerned primarily with finding an ideal location from which the fungus can spread its spores.
- Fungus prevents the victim from contemplating suicide or pursuing similarly self-destructive measures.
- After death, the fungus replaces the host's tissue, sprouts on long purple-blue stalks from the body, and fruits into maturity.

TIMELINE OF INFECTION

- **2 or 3 DAYS:** Fungus reaches the victim's brain.
- **3 to 5 DAYS:** Fungus takes complete control of victim's behavior. -5 COG, -5 WIL, +20 bonus on olfactory-based Perception tests.
- **6 to 9 DAYS:** Victim dies and begins sprouting. Within 24-48 hours the fruiting bodies will release their spores.

DETECTION:

- **INITIAL INFECTION:** Only advanced medical testing (deep tissue scans, nanoswarm diagnosing, respiratory tract tissue samples, etc.) can detect it.
- **AFTER 2 DAYS:** Any medical examination will detect the fungus.
- **AFTER 4 DAYS:** Fungus is clearly visible in throat and sinus cavity.
- **FINAL STAGE/DEATH:** Victim's brain, lungs, and significant portions of their digestive and nervous systems will have been eaten away and replaced by the fungus.

TREATMENT

- Medicines make characters automatically immune. (Nanobots quickly find and eliminate the infection.)
- Healing vats (2 hours per day of infection) will remove the infection.

RESEARCHING ACHJIMA

C-REP/R-REP (LOW): Achjima was inquiring an air plant engineer named Scott Wai.

C-REP (MODERATE): To find out what the Anyang People's Militia investigation has discovered.

G-REP (LOW): Achjima worked for the local triad. He was seen around Dolma Golpe's black market resleeving clinic.

G-REP (MODERATE): Achjima's triad contact was Yao Zie.

G-REP (MODERATE): Achjima was looking to hire a local hacker named T-Faktor.

R-REP (LOW): Achjima recently purchased bio-accelerants and bio-plasms tailored for fungal growths.

ACHJIMA'S CREDIT HISTORY

(can be accessed by any fork)

- His credit balance has been reduced to nearly nothing due to the cost of multiple resleeving.
- There's a large cash infusion 6 days ago, but it's almost immediately spent. (This is the payment to the Hao Shencai clinic to get the PCs resleeved.)
- There's a payment two days ago to "Martian Hop". (This is the flying car rental.)
- There's also a payment two days ago to "Mos Dal Storage". (This is the monkey locker rental.)
- There are also large withdrawals 3 days ago and 1 day ago, but these appear to have been laundered through triad connections to make the transactions discreet.
 - o **RESEARCH (-30, 3 HOURS):** These payments were made to Dolma Gope's black clinic (for the three recent beta fork resleeving) and to a local hacker named T-Faktor.

ACHJIMA'S FORKS

B6 – Biosculpted to look like alpha (Eurasian ruster morph). Currently at the air processing plant.

B7 – Splicer morph sculpted to look like a famous XP icon. (Dozens of others have the same face.) Currently in the flying car (parked in centertown alley).

B8 – Sleeved in male flat. Currently on top of an 80-storey apartment building in centertown.

REVELATION LIST

THINGS TO INVESTIGATE

ACHJIMA'S RESIDENCE/LAB

- B3's private message.
- Need lab to study monkey from storage.
- News report of Kjell's murder.

NONNY

- o B3's private message
- o Park's message

AIR PLANT

- T-Faktor
- Investigating Scott Wai
- Flying car locations

BAR D'VILLE

- B1's private message.
- Nkeka's briefing.
- Newscast of Kjell's murder.

DOLMA GOPE'S BLACK CLINIC

- Nonny
- Kjell's cortical stack
- Bar D'Ville (Asking Questions)
- Credit history

FLYING CAR

- Credit Check
- B7 Mesh ID (still active in parked car)
- Scott Kai
- Kjell's hotel room/cortical stack.

KJELL'S ROOM/CORTICAL STACK

- Nkeka's briefing.
- ID given in news report.

THE MONKEY LOCKER

- Alpha's Message (Serial Number)
- Credit Check
- Flying car locations
- Kjell's hotel room/cortical stack.

SCOTT WAI

- Communication logs at Achjima's residence
- T-Faktor
- Flying car locations

T-FAKTOR

- Kjell's hotel room/cortical stack.
- Nonny
- Bar D'Ville (Asking Questions)
- Credit history

CONCEPTS/BACKGROUND

B6/B7/B8 FORKS

- Nonny
- Dolma Gope
- Scott Kai

KARTIKA

- B3's briefing on Arman Usupov.
- Roque Vera's briefing.
- Nkeka's briefing.

THE TRIAD

- B4's private message.
- Dolma Gope
- Character briefings.

XENOFUNGUS

- Researching samples at lab.
- Kartika background info.
- Research file from Achjima's lab.

PROACTIVE NODES

BREAKING NEWS – MURDER OF KJELL

ACHJIMA B8 COMES CALLING

MILITIA COMES CALLING

NONNY GETS ACTIVE

TRIADS COME CALLING

PROACTIVE NODES

BREAKING NEWS – THE MURDER OF KJELL

- Captured by various spimes and visual sensors.

VISUAL RECORD: K'Jell emerges from a local pub called the Bar D'Ville and heads down the street. Achjima (in the familiar ruster morph) emerges from the shadows between two buildings, walks up behind Kjell, and puts a bullet through his head. Then runs off.

- **INTERFACING TEST:** Enhance and sharpen footage. Achjima has same blank expression throughout the incident, just as the message avatar had. Pauses for a second over the body with a confused look on her face.
 - o **PERCEPTION TEST:** Certain small features of the morph don't match the morph they're familiar with their alpha inhabiting. (A similar morph may have been biosculpted to match.)
 - o **INVESTIGATION TEST:** Achjima's morph has unusual orange patterns showing in its eyes and even subdermally on its face. Some sort of subdermal tattooing?
- Anyang People's Militia are seeking Achjima for questioning. Reports indicate that they have sealed off a garage lab reportedly leased by the suspect.

ACHJIMA B8 COMES CALLING

TRIGGERS: Monitoring newsfeeds, Bar D'Ville, alarm on monkey locker, spimes surrounding Achjima residence, etc. If B8 becomes aware of the other beta forks, it will try to hinder their investigation.

CURRENT LOCATION: On the top of an 80-storey apartment building.

- **RESEARCH TEST:** Excellent success sees B8 entering the apartment building. Exceptional success finds a live feed of B8 on the roof.

REACTIONS:

- Call the PCs with a red herring.
- Warn B6.
- Notify the militia or triad where the PCs are.
- Rent a guardian angel to spy on the PCs.

MILITIA COMES CALLING

The militia will become aware of the beta forks' existence and send officers to the Hao Shencai resleeving clinic. Once that happens, they'll be seeking the forks for questioning.

MILITIA TROOPER

COG	COO	INT	REF	SAV	SOM	WIL	MOX
15	25	15	25	10	15	10	1

INIT	SPD	LUC	TT	IR	DUR	WT	DR
80	1	20	4	40	35	7	53

Morph: Exalt

Skills: Beam Weapons 50, Clubs 40, Fray 40, Intimidation 40, Investigation 30, Kinesics 35, Kinetic Weapons 50, Networking: Hypercorp 20, Perception 40, Profession: Security Ops 40, Protocol 40, Unarmed Combat 40

Rep: c-rep 15

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack

Gear: Cuffband, Prisoner Mask, Specs, Tactical Network Software, X-Ray Emitter

Armor: 11/12 Armor Clothing with Armor Vest and Light Helmet

MELEE Shock Baton 40 (DV 1d10 + 3 + shock)

RANGED Agonizer 50 (Pain or AP -5, DV 2d10, Ammo 50)

RANGED Medium Pistol 50 (AP -5, DV 2d10 + 4, Mode SA/BF/FA, Ammo 12)

NONNY GETS ACTIVE

If Nonny is reactivated, she'll start working for the Achjima forks. She can also proactively start monitoring newsfeeds and social networks for them. In addition to reacting to what they're experiencing (tracking the flying car once they know it exists, figuring out how to contact T-Faktor, etc.), she could also:

- Perform a credit check on Achjima's accounts.
- Alert the PCs that their existence has hit the newsfeeds and they're being sought by the militia for questioning.
- Receive research information from one of the beta forks who hasn't returned yet (if any).
- Do a background check on Kjell Hoff (finding his hotel room, for example).
- Backcheck the xenofungus samples and find the information on Kartika.

NONNY – See her character sheet.

TRIADS COME CALLING

Six days ago, Achjima (alpha) borrowed a lot of credits from the local triad, promising to pay them back within 48 hours. She didn't pay them back. Yao Xie, the local triad lieutenant, has sent out the word that he wants to speak to Achjima. If he becomes aware of the beta forks, he'll send a group of triad enforcers to pick them up and bring them back to his card club for questioning.

TRIAD ENFORCER

COG	COO	INT	REF	SAV	SOM	WIL	MOX
15	20	20	20	20	25	15	1

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

Morph: Olympian

Skills: Beam Weapons 45, Clubs 45, Fray 55,
Intimidation 60, Kinesics 40, Kinetic Weapons 50,
Networking: Criminal 60, Palming 50, Perception 45,
Profession: Police Procedures 30, Protocol 55,
Unarmed Combat 50

Rep: g-rep 25

Traits: Pain Tolerance (Level 1)

Implants: Basic Biomods, Basic Mesh Inserts,
Bioweave Armor (Heavy), Cortical Stack,
Enhanced Hearing, Skin Pocket

Armor: 3/4 (Armored Clothing)

MELEE Extendable Baton 45 (DV 1d10 + 4)

RANGED Agonizer 50 (Pain or AP -5, DV 2d10, Ammo 50)

RANGED Medium Pistol 50 with hollow point ammo
(DV 3d10 + 2, Mode SA/BF/FA, Ammo 12)

YAO XIE – See his character sheet.

NODES

ACHJIMA'S LAB

- Medium-size converted garage in a light industrial district.
- **MILITIA**: Restricted access while a forensics team investigates.
- **FORENSICS TEAM**: 2 sentry bots outside. 2 investigators and a forensic bot inside.
 - o Work for two hours before leaving. (They seal the building with militia token locks.)
 - o They'll remove the original specimen container and take it with them (see below).
- **INVESTIGATIONS CHECK (30 minutes)**: The original specimen container lies in a small, sealed clean room at the back of the lab. Inside is a xenofungal specimen, still sporing.
 - o The container contains records that it once belonged to Arman Usupov and was transported from his residence in Noctis 16 days ago; arriving in Anyang 14 days ago.
- **HOME NETWORK**: All the forks have access. A Research test reveals three things.
 - o **XENOFUNGAL RESEARCH**: Encrypted file. Forks can guess the password on successful COG test. If successful, they gain access to all of the alpha's xenofungal research (give them a full briefing on its properties).
 - o **ACHJIMA'S MUSE**: Achjima's muse, Nonny, has been deactivated. She can be reactivated easily. (See her character information.) Nonny also knows the password for the xenofungal research.
 - o **SENSOR FOOTAGE**: Yesterday afternoon, someone wiped the sensor logs clean. No one else came to the apartment until the militia arrived (about 30 minutes after Kjell's murder). The initial militia find the lab and then abruptly leave. Shortly thereafter, the forensics team arrives.

INVESTIGATORS (x2): Aptitudes 10. Relevant Skills: 40.

Heavy Pistol Firearm: AP -4, 2d10+4, SA, BF, FA, 10 ammo

Shock Baton: 1d10 + 2 + (SOM ÷ 2) + shock

SENTRY AI: Aptitudes: 10, REF 20. Skills: Hardware: Electronics 20, Infosec 20, Interests: Bot Specs 80, Interface 40, Research 20, Perception 40, Pilot: Groundcraft 40.

SENTRY BOTS (x2): Movement 4/16, Max Velocity 35, Armor 14/12, DUR 75, WT 15, Tracked +5 REF, 360-Degree Vision, Access Jacks, Anti-Glare, Eelware, Enhanced Hearing, Enhanced Vision, Headlights, Image Recognition Software, LIDAR, Light Combat Armor, T-Ray Emitter

FORENSIC BOT: Movement 4/16, Max Velocity 16, Armor --, DUR 40, WT 8, Wheeled Access Jacks, Electrical Sense, Enhanced Hearing, Enhanced Smell, Enhanced Vision, Nanoscopic Vision, LIDAR, RADAR, Radiation Sense, Skillsofts: Investigation 40, Perception 40, T-Ray Emitter, Utilitool

MILITIA TOKEN LOCK: Requires militia badge to open. (Monitored by Sentry AI.)

BAR D'VILLE

- Frequent hangout for Achjima (alpha), Park, and some acquaintances in triad employ.
- **BARTENDER:** Gives an Achjima fork a sealed bag (medium pistol firearm, 100 rounds of ammo, microwave agonizer, utilitool, and a gardener nanoswarm capsule).
- **NETWORKING: CRIMINAL TEST:**
 - o **G-REP (TRIVIAL):** Achjima worked at Dolma Gope's black clinic.
 - o **G-REP (LOW):** Achjima (alpha) was trying to contact a hacker named T-Faktor.

DOLMA GOPE'S BLACK CLINIC

- Offers a range of illegal and gray market services, including resleeving.
- **G-REP (MODERATE):** To find the location of the clinic.
- **TRIADS:** Dolma is partly indebted to them. Clinic is used for their resleeving, psychosurgery, bio-mod, and darknet needs. Achjima was using labs here to work as part of a team on bioengineering gene-customized drugs for triad clients.
- **DOLMA GOPE:** See her character sheet.

FLYING CAR

- **LOCATION:** Parked in a centertown alley. B7 is inside (and can be tracked by his mesh ID, which is known to Dolma Gope).
- **MARTIAN HOP:** Rented from Martian Hop rentals two days ago. Martian Hop can ping the vehicle's tracker and access its driving log, which will also give its current location.
- **TRACKING:** If they have some ID on the car (a spime record from outside Achjima's lab, for example), a Research test will turn up images of the car all around town, but gives no locations of interest or indication of where it might be. With an excellent success, there's a spime visual of the flying car arriving at a random location (see "Driving Log"). With an exceptional success, they essentially duplicate the driving log through visual tracking of the car (although with some gaps when the beta forks deliberately blocked out local sensors).
- **DRIVING LOG:**
 - o Car rented at Martian Hop rentals by B6. (Looks like Achjima (alpha).)
 - o Car was brought back to Achjima's home. (Stella is brought out and loaded in the trunk.)
 - o Car drives into Mos Dal Storage Lockers. (Stella is loaded into storage locker D378.)
 - o Car returns to Achjima's home.
 - o Car is taken by B6 and B7 to visit several air processing plants around the perimeter of the city.
 - o Car returns to Achjima's home.
 - o B6, B7, and B8 take the car to Scott Wai's house and kidnap him.
 - o They take the car to Air Processing Plant 13 and infiltrate the plant.
 - o B6 takes the car and parks it a few blocks from the Bar D'Ville. (He murders Kjell.)
 - o B6 takes the car back to Air Processing Planet 13.
 - o B7 and B8 leave the air processing plant. B8 is dropped off at an apartment complex in centertown.
 - o B7 parks the car in an alley on the opposite side of centertown.

KARTIKA

- **RESEARCH TEST:** Kartika was believed to have been overcome by a TITAN-created biological warfare attack.
 - o **RESEARCH (-30) / NETWORKING TEST (1 HOUR):** Uncover long-range sensor scans taken of the settlement before military forces carpet-bombed it. These photos show large, strange, biological growths growing from what appear to be corpses on rooftops – or, in some cases, dangling from the spars of the overhead dome and radio towers. (These growths look similar to the xenofungus sprouting from the smart monkey or found in the specimen container.) (**C-REP/I-REP (LOW)**)

KJELL HOFF

- **RESEARCH TEST:** Kjell recently egocast to Anyang from Progress Station, where he had been working as a freelance security consultant. Although he seems to have been involved in one or two sketchy security incidents over the past three years, there's nothing connecting him to Achjima, the triads, or the xenofungus.
 - o He was staying at the Jinsedai Helix hotel.
- **CORTICAL STACK:** Recoverable, but it's currently in militia custody (pending the backup insurance claim). If it's somehow obtained and run as an infomorph, Kjell will willingly talk to Nkeka (but no one else):
 - o Achjima's work for the triad involved a black resleeving clinic operated by Dolma Gope. He was on his way to this clinic when Achjima killed him.
 - o Achjima had interest in potentially hiring a local hacker named T-Faktor.
 - o Achjima had recently rented a flying car from Martian Hop rentals and a storage locker from Mos Dal Storage Lockers.

KJELL HOFF'S HOTEL ROOM

JINSEDAI HELIX: One of the helix shaped buildings that were popular about fifteen years ago. Twists up into the sky in majestic double curves which have become completely generic.

- **LOBBY:** AR display of a swirling purple-and-red sandstorm. An elegant fashion statement seven years ago, now it just looks cheap and outdated.
- **ELEVATORS:** Require room access key. Visual log of anyone using them.

KJELL'S ROOM: The room has been privacy-shielded, which means any mesh activity within the room has to pass through the hotel-controlled squirter.

- **PERCEPTION CHECK:** To find a metal box strapped under the bed containing a heavy pistol firearm, 100 rounds of ammo, a utilitool, an armor vest, specs, a specimen container, a guardian nanoswarm, and a speck robot.
- **INFOSEC CHECK:** To hack the hotel-controlled squirter's logs and check out what Kjell was doing mesh-searches on. This turns up three things waiting to be purged from a memory buffer: A chat log with a hacker named T-Faktor, a receipt showing that Achjima rented a flying car from Martian Hop rentals 2 days ago, and another receipt indicating that she rented a locker at Mos Dal Storage Lockers on the same day.

MONKEY LOCKER

- Mos Dal Storage Lockers is a block of synthcrete located in the industrial outskirts of town.
- **HACKING:** security AI (EP, pg. 332), guardian angel bot (EP, pg. 346) on call
- **ENTRANCE:** AI greets them through an AR hologram. It will open for anyone who can provide bio-recognition as being a renter here; or an authorized access code.
 - o Entrance itself is a slab of EM-neutral smart-material that will fold back portions of itself to create variable-sized openings depending on who/what needs access to the facility.
 - o A cavernous hall beyond with large garages opening off of it. The locker they're looking for is in a maze-like warren of passages on the third floor.
- **LOCKER D378:** Door is the same, EM-neutral smart material.
 - o **LOCK:** hooded keypad access, monitored by facility's AI
- **SMART MONKEY CORPSE:**
 - o **BOOBY TRAP:** Contained in sealed plastic bag, rigged to tear open when the locker is opened.
 - o **SPORE CLOUD:** Envelopes anyone within 3 meters of the locker. Those who were poised to leap away can make Fray ÷ 2 test to avoid it. Expands to 6 meters. Infects any breathing biomorph.
 - o **STELLA:** COG x 3 test to recognize the smart monkey as Stella, one of their pets. (On success, they will also know that they own two other monkeys.)
 - o **MEDICINE TEST:** Reveals that monkey died two days ago due to the fungal infection. (Additional research into the fungal mass would require a lab.)

SECURITY AI: Aptitudes: 10. Skills: Hardware: Clubs 40, Electronics 30, Infosec 40, Interface 40, Professional: Security Systems 80, Programming 40, Research 20, Perception 30.

GUARDIAN ANGEL: Movement 8/40, Max Velocity 80, Armor 14/12, DUR 40, WT 8, Rotor +5 REF, 360-Degree Vision, Access Jacks, Chameleon Skin, Eelware, Enhanced Hearing, Enhanced Smell, Enhanced Vision, LIDAR, Light Combat Armor, Neurachem, T-Ray Emitter
Shock Baton: 1d10 + 2 + (SOM ÷ 2) + shock

SCOTT WAI

- Scott is currently unconscious and bound in Air Processing Plant 13.
- **C-REP/R-REP (TRIVIAL)**: Scott Wai hasn't been seen in over a day. Some friends and co-workers are growing concerned.
- **RESEARCH (+10) or C-REP/R-REP (TRIVIAL)**: Scott Wai works at Air Processing Plant 13.
- **RESEARCH (1 MINUTE)**: His mesh ID pinpoints his last known location as just outside of his house.
 - o **RESEARCH (1 HOUR)**: To locate local spime footage showing Scott being shocked into unconsciousness and then dragged into Achjima's rented car.

T-FAKTOR

- **@-REP/G-REP (LOW)**: To contact T-Faktor.
- Will generally refuse to meet in person.
- See his character sheet.

AIR PROCESSING PLANT 13

Huge vents suck in Martian atmosphere from the outside, filter it, and combine it with hydrogen inside the catalytic converter to produce methane gas and water. Some of the methane is held in storage tanks for industrial use, but most is vented back into the Martian atmosphere (where it helps with the terraforming process).

The inside of the plant consists of the huge catalytic converter, which is surrounded by water and hydrogen tanks; methane tanks; large fans; huge vents and ductworks; a control center; banks of machinery; and the like.

MAP KEY

1. Entrance
2. Airlock
3. Elevator to the Catwalk
4. Catalytic Converter
5. Control Center
6. Drone Station
7. Air Flow Pipe (Achjima (alpha) and Scott Wai)
8. Roof Access

1. ENTRANCE: Electronic lock (biometric + physical token; hardwired to internal system).

2. AIRLOCK: Provides access to the exterior of the dome. Electronic lock (wireless code).

3. ELEVATOR TO CATWALK: Takes 20 seconds to ride from floor to catwalk or vice versa.

4. CATALYTIC CONVERTER: The heart of the air processing plant. This mammoth piece of machinery thrusts out through the side of the dome. Inside the plant, it's held above the floor by a number of support struts. (It's above the floor and under the catwalks.)

5. CONTROL CENTER: Manual overrides for most of the machinery in the plant (including the sentry bots). A server core holds the Air Plant AI.

6. DRONE STATION: Recharging stations for the sentry bots and maintenance drones.

7. AIR FLOW PIPE: A large number of air flow pipes and filtration systems pump air out of the plant and into the dome. Inside one of these pipes Achjima (alpha)'s corpse and Scott Wai have been placed.

-30 to Perception checks hearing-based Perception checks due to the roar of the air in this area.

8. ROOF ACCESS: Hatch in the ceiling (Perception check to see it from inside the plant). Electronic lock (biometric + physical token; hardwired to internal system).

T-Faktor has hacked into this e-lock and routed a radio receiver through it to gain remote access to the internal system.

AIR PLANT OPPOSITION

ACHJIMA'S FORCES

- The creepies are moving around the plant to warn Achjima B6 of any intruders.
- Achjima B6 will prefer to stay on the catwalks and attack with the sniper rifle.
- Smart monkeys lurk on cat-walk / ductwork, waiting to drop down on the unwary.

ACHJIMA B6: Use stats for B5.

Densiplast Gloves: 1d10 + 2 + (SOM / 10)

Sniper Rifle: AP -12, DV 2d10+10, SA, ammo 12.

CREEPY (PLUSH MILLIPEDE): Aptitude: 10, Movement 4/12, Max Velocity 12, Armor 2/2, DUR 25, WT 5, Walker.

+5 COO, Access Jacks, Chameleon Skin, Extra Limbs (8), Grip Pads

Chameleon Skin: Infiltration +10; +20 when stationary or walking slow.

Hypodermic Needle – Twitch (2 doses): Convulsive agent. SOM test (+30 with medicines) or become incapacitated with severe muscle tremors. On success, -20 penalty on all actions. 10 minutes (5 minutes with medicines).

SMART MONKEYS: COG 5, COO 15, INT 15, REF 15, SAV 5, SOM 10, WIL 5, INIT 6, SPD 1, DUR 20, WT 4, Skills: Blades 20, Climbing 50, Fray 30, Freerunning 30, Infiltration 30, Perception 30, Scrounging 30, Unarmed Combat 30

Vibroblade: AP -2, DV 2d10 + (SOM / 10). When carefully sawing, AP -5, DV 4d10 + (SOM / 10).

AIR PLANT SECURITY

AIR PLANT AI: Aptitudes: 10, Skills: Hardware: Industrial 40, Infosec 30, Interface 20, Perception 20, Professional: Air Plant Maintenance 40, Professional: Security Systems 20, Programming 20, Research 20.

GUARDIAN ANGEL: Movement 8/40, Max Velocity 80, Armor 14/12, DUR 40, WT 8, Rotor.

+5 REF, 360-Degree Vision, Access Jacks, Chameleon Skin, Eelware, Enhanced Hearing, Enhanced Smell, Enhanced Vision, LIDAR, Light Combat Armor, Neurachem, T-Ray Emitter

Heavy Pistol: AP -4, DV 2d10+4, SA, BF, FA, ammo 10

Chameleon Skin: Infiltration +10; +20 when stationary or walking slow.

Eelware: On touch, shock attack.

Neurachem: Speed +1.

SENTRY BOTS (x2): Movement 4/16, Max Velocity 35, Armor 14/12, DUR 75, WT 15, Tracked
+5 REF, 360-Degree Vision, Access Jacks, Anti-Glare, Eelware, Enhanced Hearing, Enhanced Vision, Headlights, Image Recognition Software, LIDAR, Light Combat Armor, T-Ray Emitter, 4 Weapon Mounts

Microwave Agonizer (Fixed): Setting 1 (burning sensation): -20 penalty on target's actions; WIL test or move away from beam. Setting 2 (roasting): Same plus AP -5, DV 2d10, SS, ammo 50.

Seeker Rifle (Fixed): 12 seeker micromissiles. 6 concussion (1d10 / 2, Armor E, blast radius 10 meters, -10 penalty to actions, SOM x 2 test or knocked down, MoF 30+ stunned until end of next turn). 2 gas/smoke. 2 overload (10 meter blast, SOM + WIL test or immediately leave area; MoF 30+ incapacitated for 3 turns). 2 high explosives (3d10+10, Armor E).

Laser Pulser (Swivel): DV 2d10, SA, ammo 100

Shredder (Swivel): AP -10, DV 2d10+5, SA, BF, FA, ammo 100.

CHARACTER: DOLMA GOPE

APPEARANCE: Sleeved in a fierce-looking exalt morph with customized biosculpting. She stands a good seven-feet tall, with enlarged eyes and orange skin with shifting red and gold nanotats. A pattern of slowly-wiggling, reddish, tendril-like frills circle her head like a sea anemone crown.

ROLEPLAYING: Speaks with a soft and kindly voice, but naturally commands the attention of a room through her flashy self-confidence. Her anemone crown turns bright crimson and flares if she becomes angry.

BACKGROUND: Dolma got into medicine to help people. After running into problems on Luna, she came to Mars hoping to start afresh. Instead, she found herself bogged down yet again in hypercorp politics.

She doesn't feel guilty or burdened by her debt to the triads: Although she doesn't want to be involved in their dirtier business, they're just people helping people as far as she's concerned.

NOTES:

- Achjima stopped showing up for a triad project she was working on about two weeks ago – apparently she was too engrossed in personal research.
- Three days ago, she contacted Dolma and asked her to resleeve a trio of beta forks on the side, without the triad knowing – and at a discount. Dolma reluctantly agreed and hasn't heard from Achjima since.
- Can provide detailed information on the morphs she provided for the beta forks (including looks, biometrics, brain scans, and mesh IDs).
- Knows that Yao Xie is looking for Achjima.

CHARACTER: NONNY

APPEARANCE: Nonny's avatar is a blue-haired anime loli.

ROLEPLAYING: Energetic and eager to please. Will scold Achjima for irresponsibility or foolishness.

BACKGROUND: Achjima became aware that she had been infected 8 days ago, but she convinced Nonny that she had it under control. Over the next few days, however, Achjima became more and more secretive.

When Achjima resleeved B6, B7, and B8 three days ago she specifically infected the morphs with the xenofungus before waking them up. That was the final straw for Nonny, but Achjima shut her off before she could contact the authorities.

NOTES: Nonny can fill them in on the events in Achjima's timeline from 8 months ago until 3 days ago. This includes:

- That she's working off a debt to the triads at Dolma Gope's black clinic. (Nonny also knows where the clinic is.)
- 14 days ago, Achjima received a sample of the xenobiological fungoid from Arman Usupov. It was shipped from Noctis.
- Right around the time she got shut-off, Nonny was aware that Achjima was trying to make contact with someone named "T-Faktor". But Nonny doesn't know what that was about.

Nonny (Standard Muse): Aptitudes: 10, INT 20. Skills: Academics: Biochemistry 40, Academics: Psychology 60, Hardware: Electronics 30, Infosec 30, Interest: Science 40, Interface 40, Professional: Accounting 60, Profession: Lab Technician 40, Programming 20, Research 30, Perception 30.

CHARACTER: T-FAKTOR

(use Criminal Hacker from core rulebook)

APPEARANCE (MESH): A digital avatar depicting a three-headed version of the Egyptian god Anubis. Uses automated software to speak three different languages simultaneously from the heads.

APPEARANCE (REALITY): T-Faktor currently inhabits a swarmanoid.

ROLEPLAYING: Tries to wow his would-be clients with a Wizard of Oz schtick from inside the three-headed version of Anubis. Once he's hired, he'll drop two of the heads and get more casual.

BACKGROUND: T-Faktor is the handle of one of Anyang's most accomplished hackers.

- Generally won't sell out old clients, but Achjima never paid him, so a bribe might work.
- The beta forks might be able to work something out if they can confirm their identity.
- T-Faktor doesn't want to be part of TITAN-related terrorism, so if they can establish the threat for him he'll probably help out. (Although he'll also try haggling for payment.)

NOTES:

- B6 recently hired him to assist in accessing Air Processing Plant 13.
- Helped deactivate certain security elements, but knows that Achjima used a coerced engineer to bypass some of the other safeguards.

CHARACTER: YAO XIE

APPEARANCE: An exalt custom-sculpted with handsome Asian features and silver hair that flares up into a wolverine curve.

ROLEPLAYING: Yao Xie is the soul of reasonability; drumming his fingers together while waiting to hear everything you have to say. (He'll stop and stare until he's sure you're not going to babble anything else out.) But if pushed, his anger will erupt like a volcano; he will smash his hands down on a convenient table.

BACKGROUND: Yao Xie is the local triad lieutenant. He likes Achjima personally, but the events of the past couple weeks have left him completely pissed off. However, he suspects that she's in trouble and he's willing to get both her and her forks the benefit of the doubt and a (very short) leash.

Yao Xie has an untainted Achjima backup from 4 weeks ago.

NOTES:

- Achjima (alpha) borrowed a very large sum of money 6 days ago. Promised to pay it back within 48 hours.
- Knows that money was paid to fork the PC betas. ("Which basically means you belong to me.")
- Wants to know what Achjima was up to. If the PCs are candid, they may find an ally: Xao Yie lost family members during the Fall and also doesn't want his business disrupted. He'll give them two triad enforcers, but has three conditions:
 - o Must report all new developments to him.
 - o They must keep the affair private (no militia, no publicity).
 - o They must accept responsibility for Achjima's debts.
- If the PCs don't cooperate, he has no compunctions about torturing them; subjecting them to psychosurgery; etc.

YAO XIE

COG	COO	INT	REF	SAV	SOM	WIL	MOX
20	15	20	15	20	20	20	1

INIT	SPD	LUC	TT	IR	DUR	WT	DR
35	1	30	6	60	40	8	60

Morph: Exalt

Skills: Clubs 40, Deception 50, Fray 55, Intimidation 60, Kinesics 50, Kinetic Weapons 50, Networking: Criminal 65, Perception 50, Persuasion 55, Profession: Triad Procedures 50, Protocol 60, Unarmed Combat 50

Rep: g-rep 55

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Eidetic Memory, Medichines

Armor: 4/3 (Armored Clothing)

MELEE Extendable Baton 45 (DV 1d10 + 4)

RANGED Medium Pistol 50 with hollow point ammo (DV 3d10 + 2, Mode SA/BF/FA, Ammo 12)

ACHJIMA YAI (B1)

You are a beta fork of Achjima Yai (alpha). This means you are a mind-clone with edited memories and slightly diminished capabilities. You are aware of this fact. You were recently sent on a research mission. Upon returning, you expected to be merged back with your alpha ego. Strangely, you have woken up, unmerged, in a new morph instead.

PERSONALITY

You are a technophile and consider yourself a visionary. You long for a day when you will be freed from these transhuman constraints and will transcend to a new level of being. You are sometimes so overcome with your enthusiasm for shiny new things that you can be a bit naïve and even gullible. You are hard-working to the point of obsession, and you dislike disruptions in your work. You have a bit of a superiority complex when it comes to others—particularly those who rely on strength or brawn over their wits. You can't wait to leave some of transhumanity's genetic defects behind.

ACHJIMA'S BACKGROUND

You are a "singularity seeker." Even before the Fall, you were obsessed with the idea that one day transhumanity might expand its abilities and become god-like in capabilities. When the Fall occurred, you became convinced with the idea that the TITANs were given a bad rap—if transhumanity hadn't attacked them first, hadn't feared them and tried to wipe them out, you and the rest could be expanding your intellect and reach across the galaxy right now. The fact that the TITANs didn't wipe us out, when surely they had the capability to do so, proves to you that they were not malicious or evil, just misunderstood. It saddens you that they have left the solar system, leaving transhumanity behind to rot in squalor.

Since the Fall, you have joined up with a small but growing movement of singularity seekers, hoping to find some new path to super-intelligence. You are fascinated with relics and technologies left behind by the TITANs, hoping to find something that can boost transhumanity (or at least yourself) to the next level. You engage in genetics research that others find distasteful and that is in some cases illegal. As a result, you have been ostracized and occasionally been under investigation, forcing you to hide your activities and move frequently. All of this research and moving is expensive, and in the past you have turned to criminal contacts for funding. You are now indebted to a triad, who recently forced you to move to the Martian habitat of Anyang to assist some of their operations (usually involving illegal morph mods, black genetics, psychosurgery, etc). You dislike being here, as it is far from any sites of interest, but you have to pay your bills.

MEMORIES

Many of your personal memories were excised when you were created, as they were irrelevant to the mission at hand. As a result, you remember next to nothing about your past. Your childhood, your youth, and even much of your adult life are just gaping holes. Even much of your current life is a mystery—you couldn't say what you've been up to lately, because you simply don't know.

YOUR RECENT MISSION

You sent yourself to an argonaut research station in Lunar orbit, called Mitre. The argonauts are a group of scientists that promote open access to knowledge for the benefit of everyone. You consider them a bit starry-eyed, but appreciate that they make such things available.

Your mission there was to research various xenobotanical samples that were recovered from exoplanets accessed via Pandora gates. You don't recall why you went to investigate these samples, but you were looking for specimens with particular traits. Specifically, ones that might be capable of living in a Martian environment. You were also attempting to match the samples against a collection of scans and test results you had (though you don't recall where these originated from). Though nothing matched your scans exactly, there were some specimens that exhibited similar properties.

Most of these were similar to fungi and some also had parasitic properties.

ACHJIMA YAI (B2)

You are a beta fork of Achjima Yai (alpha). This means you are a mind-clone with edited memories and slightly diminished capabilities. You are aware of this fact. You were recently sent on a research mission. Upon returning, you expected to be merged back with your alpha ego. Strangely, you have woken up, unmerged, in a new morph instead.

PERSONALITY

You are a technophile and consider yourself a visionary. You long for a day when you will be freed from these transhuman constraints and will transcend to a new level of being. You are sometimes so overcome with your enthusiasm for shiny new things that you can be a bit naïve and even gullible. You are hard-working to the point of obsession, and you dislike disruptions in your work. You have a bit of a superiority complex when it comes to others—particularly those who rely on strength or brawn over their wits. You can't wait to leave some of transhumanity's genetic defects behind.

ACHJIMA'S BACKGROUND

You are a "singularity seeker." Even before the Fall, you were obsessed with the idea that one day transhumanity might expand its abilities and become god-like in capabilities. When the Fall occurred, you became convinced with the idea that the TITANs were given a bad rap—if transhumanity hadn't attacked them first, hadn't feared them and tried to wipe them out, you and the rest could be expanding your intellect and reach across the galaxy right now. The fact that the TITANs didn't wipe us out, when surely they had the capability to do so, proves to you that they were not malicious or evil, just misunderstood. It saddens you that they have left the solar system, leaving transhumanity behind to rot in squalor.

Since the Fall, you have joined up with a small but growing movement of singularity seekers, hoping to find some new path to super-intelligence. You are fascinated with relics and technologies left behind by the TITANs, hoping to find something that can boost transhumanity (or at least yourself) to the next level. You engage in genetics research that others find distasteful and that is in some cases illegal. As a result, you have been ostracized and occasionally been under investigation, forcing you to hide your activities and move frequently. All of this research and moving is expensive, and in the past you have turned to criminal contacts for funding. You are now indebted to a triad, who recently forced you to move to the Martian habitat of Anyang to assist some of their operations (usually involving illegal morph mods, black genetics, psychosurgery, etc). You dislike being here, as it is far from any sites of interest, but you have to pay your bills.

MEMORIES

Many of your personal memories were excised when you were created, as they were irrelevant to the mission at hand. As a result, you remember next to nothing about your past. Your childhood, your youth, and even much of your adult life are just gaping holes. Even much of your current life is a mystery—you couldn't say what you've been up to lately, because you simply don't know.

YOUR RECENT MISSION

You sent yourself to Arcadia, a Venusian aerostat habitat. There you had an online meeting with Credeiki, an expert in uplift genetics. You had some questions regarding the effects of certain chemicals on smart monkey brains. You do not recall where you got the information on these chemicals, but you are aware that you desired to keep these questions confidential.

What you learned was that the chemicals are likely to increase olfactory sensitivity but would also inhibit certain brain functions and impulses. Though the exact mechanisms and effect of the chemicals would take weeks of study to deduce, there is no question that they are in fact mind-altering and mind-controlling chemicals. And, yes, these chemicals are likely to have the exact same effect on transhuman brains.

ACHJIMA YAI (B3)

You are a beta fork of Achjima Yai (alpha). This means you are a mind-clone with edited memories and slightly diminished capabilities. You are aware of this fact. You were recently sent on a research mission. Upon returning, you expected to be merged back with your alpha ego. Strangely, you have woken up, unmerged, in a new morph instead.

PERSONALITY

You are a technophile and consider yourself a visionary. You long for a day when you will be freed from these transhuman constraints and will transcend to a new level of being. You are sometimes so overcome with your enthusiasm for shiny new things that you can be a bit naïve and even gullible. You are hard-working to the point of obsession, and you dislike disruptions in your work. You have a bit of a superiority complex when it comes to others—particularly those who rely on strength or brawn over their wits. You can't wait to leave some of transhumanity's genetic defects behind.

ACHJIMA'S BACKGROUND

You are a "singularity seeker." Even before the Fall, you were obsessed with the idea that one day transhumanity might expand its abilities and become god-like in capabilities. When the Fall occurred, you became convinced with the idea that the TITANs were given a bad rap—if transhumanity hadn't attacked them first, hadn't feared them and tried to wipe them out, you and the rest could be expanding your intellect and reach across the galaxy right now. The fact that the TITANs didn't wipe us out, when surely they had the capability to do so, proves to you that they were not malicious or evil, just misunderstood. It saddens you that they have left the solar system, leaving transhumanity behind to rot in squalor.

Since the Fall, you have joined up with a small but growing movement of singularity seekers, hoping to find some new path to super-intelligence. You are fascinated with relics and technologies left behind by the TITANs, hoping to find something that can boost transhumanity (or at least yourself) to the next level. You engage in genetics research that others find distasteful and that is in some cases illegal. As a result, you have been ostracized and occasionally been under investigation, forcing you to hide your activities and move frequently. All of this research and moving is expensive, and in the past you have turned to criminal contacts for funding. You are now indebted to a triad, who recently forced you to move to the Martian habitat of Anyang to assist some of their operations (usually involving illegal morph mods, black genetics, psychosurgery, etc) . You dislike being here, as it is far from any sites of interest, but you have to pay your bills.

MEMORIES

Many of your personal memories were excised when you were created, as they were irrelevant to the mission at hand. As a result, you remember next to nothing about your past. Your childhood, your youth, and even much of your adult life are just gaping holes. Even much of your current life is a mystery—you couldn't say what you've been up to lately, because you simply don't know.

YOUR RECENT MISSION

You sent yourself to the Martian habitat of Noctis to visit an old singularity seeker friend named Arman Usupov. You had been having trouble reaching him and were concerned about his well being. As it turns out, he has been missing for about 3 weeks. He was last known to have left Noctis by rocket buggy, heading west (the direction of the TITAN Quarantine Zone). Checking with contacts in various social networks, you made acquaintance with another singularity seeker named Roque. Roque tells you that Arman has been spending a lot of time in recent months sniffing around the TQZ hoping to find TITAN artifacts. She is equally disturbed at his absence. Aside from Arman mentioning a settlement known as Kartika to a few contacts, there are no other leads. Kartika was within the TQZ and was destroyed during the Fall.

Roque opted to egocast back with you, in order to discuss the matter with your alpha self.

ACHJIMA YAI (B4)

You are a beta fork of Achjima Yai (alpha). This means you are a mind-clone with edited memories and slightly diminished capabilities. You are aware of this fact. You were recently sent on a research mission. Upon returning, you expected to be merged back with your alpha ego. Strangely, you have woken up, unmerged, in a new morph instead.

PERSONALITY

You are a technophile and consider yourself a visionary. You long for a day when you will be freed from these transhuman constraints and will transcend to a new level of being. You are sometimes so overcome with your enthusiasm for shiny new things that you can be a bit naïve and even gullible. You are hard-working to the point of obsession, and you dislike disruptions in your work. You have a bit of a superiority complex when it comes to others—particularly those who rely on strength or brawn over their wits. You can't wait to leave some of transhumanity's genetic defects behind.

ACHJIMA'S BACKGROUND

You are a "singularity seeker." Even before the Fall, you were obsessed with the idea that one day transhumanity might expand its abilities and become god-like in capabilities. When the Fall occurred, you became convinced with the idea that the TITANs were given a bad rap—if transhumanity hadn't attacked them first, hadn't feared them and tried to wipe them out, you and the rest could be expanding your intellect and reach across the galaxy right now. The fact that the TITANs didn't wipe us out, when surely they had the capability to do so, proves to you that they were not malicious or evil, just misunderstood. It saddens you that they have left the solar system, leaving transhumanity behind to rot in squalor.

Since the Fall, you have joined up with a small but growing movement of singularity seekers, hoping to find some new path to super-intelligence. You are fascinated with relics and technologies left behind by the TITANs, hoping to find something that can boost transhumanity (or at least yourself) to the next level. You engage in genetics research that others find distasteful and that is in some cases illegal. As a result, you have been ostracized and occasionally been under investigation, forcing you to hide your activities and move frequently. All of this research and moving is expensive, and in the past you have turned to criminal contacts for funding. You are now indebted to a triad, who recently forced you to move to the Martian habitat of Anyang to assist some of their operations (usually involving illegal morph mods, black genetics, psychosurgery, etc) . You dislike being here, as it is far from any sites of interest, but you have to pay your bills.

MEMORIES

Many of your personal memories were excised when you were created, as they were irrelevant to the mission at hand. As a result, you remember next to nothing about your past. Your childhood, your youth, and even much of your adult life are just gaping holes. Even much of your current life is a mystery—you couldn't say what you've been up to lately, because you simply don't know.

YOUR RECENT MISSION

You sent yourself to a Martian settlement called Ashoka, one of the primary hotspots in the terraforming effort. There you sought out some experts in Martian botany. You had some questions regarding the success and survival possibilities for various mycological (fungal) strains. You don't recall why you were pursuing these questions, but you know you were attempting to keep this line of questioning confidential for some reason. What you discovered is that for the strains you were most interested in, wind is an important factor for dispersing spores. The cold Martian weather and dry environment are inhibitive to many known fungi. The strains you were interested are likely to go dormant on the Martian surface, perhaps even surviving for many years. In fact, they might even survive decades until the terraforming improves the environment, allowing them to revive and grow.

ACHJIMA YAI (B5)

You are a beta fork of Achjima Yai (alpha). This means you are a mind-clone with edited memories and slightly diminished capabilities. You are aware of this fact. You were recently sent on a research mission. Upon returning, you expected to be merged back with your alpha ego. Strangely, you have woken up, unmerged, in a new morph instead.

PERSONALITY

You are a technophile and consider yourself a visionary. You long for a day when you will be freed from these transhuman constraints and will transcend to a new level of being. You are sometimes so overcome with your enthusiasm for shiny new things that you can be a bit naïve and even gullible. You are hard-working to the point of obsession, and you dislike disruptions in your work. You have a bit of a superiority complex when it comes to others—particularly those who rely on strength or brawn over their wits. You can't wait to leave some of transhumanity's genetic defects behind.

ACHJIMA'S BACKGROUND

You are a “singularity seeker.” Even before the Fall, you were obsessed with the idea that one day transhumanity might expand its abilities and become god-like in capabilities. When the Fall occurred, you became convinced with the idea that the TITANs were given a bad rap—if transhumanity hadn't attacked them first, hadn't feared them and tried to wipe them out, you and the rest could be expanding your intellect and reach across the galaxy right now. The fact that the TITANs didn't wipe us out, when surely they had the capability to do so, proves to you that they were not malicious or evil, just misunderstood. It saddens you that they have left the solar system, leaving transhumanity behind to rot in squalor.

Since the Fall, you have joined up with a small but growing movement of singularity seekers, hoping to find some new path to super-intelligence. You are fascinated with relics and technologies left behind by the TITANs, hoping to find something that can boost transhumanity (or at least yourself) to the next level. You engage in genetics research that others find distasteful and that is in some cases illegal. As a result, you have been ostracized and occasionally been under investigation, forcing you to hide your activities and move frequently. All of this research and moving is expensive, and in the past you have turned to criminal contacts for funding. You are now indebted to a triad, who recently forced you to move to the Martian habitat of Anyang to assist some of their operations (usually involving illegal morph mods, black genetics, psychosurgery, etc) . You dislike being here, as it is far from any sites of interest, but you have to pay your bills.

MEMORIES

Many of your personal memories were excised when you were created, as they were irrelevant to the mission at hand. As a result, you remember next to nothing about your past. Your childhood, your youth, and even much of your adult life are just gaping holes. Even much of your current life is a mystery—you couldn't say what you've been up to lately, because you simply don't know.

YOUR RECENT MISSION

You sent yourself to Extropia, an autonomist habitat in the Main Belt. There you had an online meeting with a group of renegade genehackers. Your mission was to gather information on and evaluate a set of experimental cognitive enhancements they were offering. You don't recall why you went to investigate these samples, but you assume you were interested in enhancing your own mind. Though the options looked interesting to you, there were some potential side effects that make you think you'll wait until the new mods are out of beta.

ACHJIMA YAI (B6)

You are *not* a beta fork of Achjima Yai (alpha). You are an agent of Firewall, a clandestine group that seeks to protect transhumanity from extinction. You discovered that Achjima Yai was resleeving several beta forks and decided to infiltrate the forks by posing as one of them. This sheet has been formatted to look as much like their briefing sheets as possible in order to protect your cover.

PERSONALITY

You are a xenoarcheologist. You have several gatecrashing missions to alien worlds under your belt, and you hope someday to undertake more. On your last gatecrash, your team discovered an alien artifact and brought it back for study. You had qualms about the relic that were ignored by your superiors. That “alien artifact” turned out to be a TITAN machine in disguise, and it ripped through the lab, killing dozens of scientists. In fact, it threatened the entire habitat before it was neutralized. Shortly after this incident, you were approached about joining Firewall. After deciding to take a break from gatecrashing, you have been helping Firewall on the side whenever they needed assistance evaluating potential alien or TITAN objects.

ACHJIMA’S BACKGROUND

While taking some R&R in the Martian habitat of Noctis, Firewall called you up and asked you to look into a local singularity seeker by the name of Arman Usupov. Firewall provided a cover identity for you to pose as another seeker. Through contact with Arman and some other seekers, you have learned that Arman has been making illegal forays into the TITAN Quarantine Zone on Mars, hoping to score something easier. He’d been showing particular interest in an old colony city named Kartika. After a recent foray, he returned and implied that he had discovered something interesting. He refused to share what it was, however, saying that it needed more research. Shortly afterwards, he suddenly disappeared. Your research indicates that Arman left Noctis again, most likely back on another TQZ mission.

By this time, you had also established that Arman’s circle of singularity seekers included someone named Achjima Yai in Anyang. Your partner, Kjell Hoff, went to Anyang to investigate. He reported that Achjima was acting suspiciously and was making arrangements to resleeve five beta forks of herself. You decided to infiltrate the fork resleeving by posing as one of them. The body bank was bribed and you’ve been placed into an Exalt morph. Your goal is to learn as much as possible about Achjima, her goals, and her circle of associates. You also hope to learn more about Arman Usupov’s true goals. You also need to make contact with Kjell if possible so that you can coordinate your actions, but getting away from the legitimate Achjima forks without rousing suspicion may be difficult.

MEMORIES

Your briefing packet on Achjima is slight: You know that she’s a singularity seeker – obsessed with the idea that one day transhumanity might expand its abilities and become god-like in capabilities. You’ve read several darkcast social feeds from Achjima arguing that the TITANs were given a bad rap. You also suspect that she’s part of a small but growing movement of singularity seekers on Mars. Firewall has also flagged her accounts for suspected connections with the Triads.

YOUR RECENT MISSION

Firewall exists to identify, analyze, and counter the risks posed to transhumanity and its future. Some of these risks are self-created; others are born of alien intellects whose motivations we cannot yet fathom. Firewall is a private network for two reasons: First, their operational abilities are protected by secrecy. Second, it allows them to operate in areas where local authorities might be hostile to the organization. As such, it has no official recognition (and may even be considered criminal).

You won’t be able to call up the local militia in Anyang and get assistance. But as a Firewall sentinel you do have an i-rep score which represents your connections within Firewall. You can use you i-rep with any Networking skill. If a situation gets truly dire, you can also attempt to make a Priority Call (gaining a +30 modifier to your Networking test and reducing favors by 2 levels). Abusing the Priority Call, though, is a bad idea.

ROQUE VERA

You are a collector and dealer of unusual things – usually illegal and sometimes dangerous.

BACKGROUND

You were recently contacted by a singularity seeker named Arman Usupov. You'd had dealings with him before: He's been sniffing around the TITAN Quarantine Zone on Mars, scavenging a lot of interesting tech. Now he was telling you that he had found "something interesting in Kartika" that you'd be interested in.

By the time you arrived in the martian colony of Noctis, however, Usupov had disappeared. He left behind a note for you, offering his apologies but saying that he wanted some "xenobiological experts" to investigate his find before he did anything else with it.

You were about to leave, when a beta fork of someone named Achjima Yai showed up in Noctis and started asking questions about Usupov. Suspecting that Yai might know something about Usupov's find, you posed as a fellow singularity seeker and offered to egocast back to Anyang, the Martian habitat where Achjima makes her home, and speak with her alpha regarding the matter.

But now things have gone strange: Achjima has sleeved the beta fork you spoke with along with several others. Why would the forks resleeve instead of just merging with Achjima? And where is Achjima?

GOALS

Your goal on this trip is acquire some xenobiologicals to sell on the black market. You are not above stealing or even killing for these goods, if you think they are worth it and you can get away with it.

PARK SOON-OK

You are a friend of Achjima Yai – one of her only friends, in fact.

BACKGROUND

Achjima is part outcast and part criminal. You are aware that she is a singularity seeker, and that she takes a keen interest in the TITANs and ideas of achieving super-intelligence. You think she's a bit nerdy and naïve, but mostly harmless. She doesn't want to bring about another Fall, she just wants to find a way to become a god. As a bit of an outsider yourself, you can relate to her and some of the issues she's faced.

Yesterday received a message from Achjima's muse (Nonny) that Achjima was in some sort of trouble. You're not sure what it's about, but she asked you to meet some of Achjima's forks at the body bank. You're a bit confused at why her forks would be getting resleeved— it implies that something bad has happened to Achjima.

GOALS

Your goal is simply to help your friend out of what seems to be a bad situation.