

ECLIPSE PHASE

SECOND EDITION CHARACTER PACK



DANTE

MONTGOMERY SHELLEY ♦ VENUSIAN GENEHACKER

MOTIVATIONS: +Enjoy Life • +Science • +Venusian Interests

LANGUAGES: English • Mandarin • Spanish

EGO TRAITS: Adaptability (Level 1) • Psi Defense (Level 2) • Resources (Level 2)

BACKGROUND: Freelancer

CAREER: Genehacker

INTEREST: Forensic Specialist

FACTION: Venusian

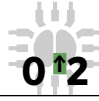
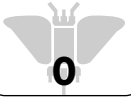


GENDER: Male

SEX: Male

MUSE: Zaius






ARMOR
4/10
ENERGY / KINETIC
RATING

DAMAGE TAKEN	WOUNDS TAKEN	RECHARGE [Per 24 hrs]	
[SPENT]	[SPENT]	[SPENT]	[SPENT]
 0 12	 0	 3	 3
INSIGHT [COG, INT]	MOXIE [SAV, WIL, REP]	VIGOR [REF, SOM]	FLEX
9	45	68	2
WOUND THRESHOLD	DURABILITY	DEATH RATING	EGO FLEX

Movement Rate: Walker 4/12

Ware: Biomods, Cortical Stack, Enhanced Smell,

 Medichines, Mesh Inserts,  Mind Amp,

 Nanophages, Prehensile Feet

Morph Traits: Exotic Morphology (Level 1),

Non-Human Biochemistry (Level 1)

NEO-GORILLA

UPLIFT

APTITUDES & DERIVED STATS

COG	INT	REF	SAV	SOM	WIL
25 75	15 45	15 45	10 30	10 30	15 45

Initiative: 5 • Lucidity: 30 • Trauma Threshold: 6 • Insanity Rating: 60

REPUTATION

c-rep 25	i-rep 25	r-rep 50
∞ □ □ □ □ □ □	∞ □ □ □ □ □ □	∞ □ □ □ □ □ □

GEAR

Firewall Pack	Comp/GP
Anonymizer	Min/1
Armor Vest (Light)	Min/1
AV 4/10, Concealable	
Fake Ego ID	Maj/R/3
Medium Pistol Firearm	Min/R/1
DV 2d10, SA/BF/FA,	
Ammo 15 + 1, Range 30	
Smart Clothing	Min/1
TacNet App	Mod/2
VPN App	Min/1

Genehacker Pack	Comp/GP
Archive	Min/1
Dino Pet	Min/1
Fokus (5 doses)	Min/1
Medichines	Maj/3
Pusher Swarm	
Min/R/1 + disease or toxin	
Specimen Container	Min/1
Tools (Kit)	Min/1
Twitch (5 doses)	Min/R/1

SKILLS

Skill	Total
Athletics	50
Fray	50
Guns	40
Interface	50
Kinesics	35
Know: Biology	80
Know: Exsurgent Virus	75
Know: Genetics	80
Know: Morph Design	55
Know:	55
Neogenetic Creations	

Skill	Total
Know: Venusians	55
Medicine: Biotech	80
Medicine: Forensics	65
Medicine: Pharmacology	65
Melee	40
Perceive	70
Persuade	50
Program	50
Research	60

We're going to need some extra sets of arms to help us with this project. Good thing I just finished growing some!

You were born human and raised in the canals of New York. In between freelance gigs and med student classes, you worked with a biohacking group that pursued various weird homebrew genetic experiments, but also made cheap drugs accessible to people that couldn't afford for-profit healthcare. When the conflict with the TITANS started, your group isolated and identified one of the first

known exsurgent strains. Before you knew it, you were recruited and working with a global ad-hoc network of researchers and exiled spooks who were trying to prevent transhumanity's extinction. You lost that war, but escaped off-world thanks to what would eventually form into Firewall. You weren't born uplift, you just like the morph.

DANTE

MONTGOMERY SHELLEY ♦ VENUSIAN GENEHACKER



TRAITS

Adaptability	Easier resleeving. +10 to Integration and Resleeving Stress Tests.
Exotic Morphology	–10 on Integration Tests.
Non-Human Biochemistry	–10 to Medicine Tests. Biomorphs only.
Psi Defense (Level 2)	+20 to resist psi. Bio-brained morphs only.
Resources (Level 2)	Wealth to acquire gear; up to 3 GP/week on Minor or Moderate items

WARE

Biomods	Standard genetic tweaks for health, faster healing, immunities, and more.
Cortical Stack	Memory diamond storage unit for ego backups.
Mesh Inserts	Cranial computer with wireless transceiver, muse home, and medical sensors.
Enhanced Smell	+10 smell-based Perceive, +10 Kinesics with biomorphs point-blank.
Medichines	Ignore 1 wound, heal faster, drug/toxin effect/duration halved.
Mind Amp	Accelerates mind. +2 ¹ Insight.
Nanophages	SOM Check negates nanodrugs/toxins, failure halves effects.
Prehensile Feet	Can use feet as hands. –8 full move.

GEAR

Anonymizer	Masks your mesh ID.
Archive	+10 Research Tests related to one Know skill.
Armor Vest (Light)	AV 4/10 ¹ . Concealable.
Dino Pet	Genehacked dinosaur pet. (Fray 30, Melee 40, Provoke 30.)
Fake Ego ID	Forged ID and back history, with its own rep scores.
Fokus (5 doses)	Cognitive drug. Enhanced Behavior: Obsessive (2), reduce timeframes 25%.
Pusher Swarm	Exposes biomorphs to drug/toxin.
Smart Clothing	Can change color, texture, and cut. +10 Infiltrate, +30 covered and stationary.
Specimen Container	Holds samples in stasis conditions.
TacNet App	Share tactical data in real-time.
Tools (Kit)	Portable, applies to specific skill.
Twitch (5 doses)	Toxin. –20 actions, SOM Check vs. incapacitation.
VPN App	Creates virtual private network for secure communication.

ATTACKS

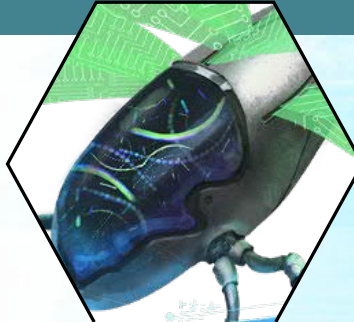
Medium Pistol	DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	Use Skill: Guns 40
Unarmed	DV 1d6	Use Skill: Melee 40

FIREWALL SUNWARD OPS

Hex ► Lunar Async Fixer ► Impervious to your infectious humor, but she's trustworthy, for a criminal.

Qi ► Barsoomian Hacktivist ► A riot, but you wish she wouldn't poke at you quite so much.

Sava ► Freelance Spec Ops ► Takes the blunt-instrument approach a bit too much, but they let you do your job without too much shit.



DAMAGE TAKEN

WOUNDS TAKEN

RECHARGE [Per 24 hrs]

[SPENT]

[SPENT]

[SPENT]

[SPENT]

2

INSIGHT
[COG, INT]

7

WOUND THRESHOLD

4

5

MOXIE
[SAV, WIL, REP]

35

DURABILITY

1

VIGOR
[REF, SOM]

53

DEATH RATING

1

FLEX

1

EGO FLEX

2

MOVEMENT RATE: Walker 4/20

Ware: Biomods, Cortical Stack,

Enhanced Hearing,

Enhanced Vision, Mesh Inserts,

Neuromodulation,

Skinflex

FUTURA

BIOMORPH

FUTURA

BIOMORPH

COG	INT	REF	SAV	SOM	WIL
15 ⁴⁵	10 ³⁰	15 ⁴⁵	20 ⁶⁰	10 ³⁰	20 ⁶⁰
Initiative: 5 • Lucidity: 40 • Trauma Threshold: 8 • Insanity Rating: 80 Infection Rating: 20					

REPUTATION		
@-rep 45	c-rep 60	g-rep 50
∞ □ □ □ □ □	∞ □ □ □ □ □	∞ □ □ □ □ □

Firewall Pack	Comp/GP
Anonymizer	Min/1
Armor Vest (Light)	Min/1
AV 4/10, Concealable	
Fake Ego ID	Maj/R/3
Medium Pistol Firearm	Min/R/1
DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	
Smart Clothing	Min/1
TacNet App	Mod/2
VPN App	Min/1

Skill	Total
Athletics	30
Deceive	80 110
Fray	50
Guns	45
Infiltrate	45
Kinesics	70
Know: Black Markets	75
Know: Drugs	45
Know: Lunars/Orbitals	45

Face Pack	Comp/GP
Enhanced Hearing	Min/1
Guardian Angel	Mod/2
Medium Fabber	Mod/2
Nanodetector	Min/1
Neuromodulation	Mod/2
Smart Hawk	Min/1
Stiff (5 doses)	Min/1

ARMOR RATING

4/10

ENERGY / KINETIC

Skill	Total
Know: Smuggling	55
Know: Mind Hacks	45
Know: Psychology	75
Perceive	40 50
Persuade	80
Provoke	50
Psi	75
Research	35

HEX

FUMIKO BOGDANOV

LUNAR ASYNC FIXER

MOTIVATIONS: +Expand Influence • +Independence • +Thrill-Seeking

LANGUAGES: Korean • Russian

EGO TRAITS: Enemy (Cognite) • Enhanced Behavior: Curiosity (Level 2)
Mental Disorder (Paramnesia) • Psi (Level 2) • Resources (Level 2)

PSI SUB-STRAIN: Stranger

BACKGROUND: Lost

CAREER: Face

INTEREST: Async

FACTION: Lunar

GENDER: Female

SEX: Female

MUSE: Mirror Mirror

Basilisk Stare

Browse Thoughts

Cloud Memory

Control Behavior

Short Circuit

Subliminal

We both know you're going to make this deal.

Cut me in for 25%, and I'll make sure neither of the other parties find out about your indiscretions last week.

You're from the Lost Generation. Your objective age is only five, but subjectively you're in your mid 20s. Around the time others in your crèche started exhibiting psychotic behaviors, you "convinced" a Cognite technician to help you escape. You've been on the run since, using your async talents to carve out a small domain as a black-market fixer.

So far only Firewall's gotten close to you. Instead of hunting you down like a rabid animal, they approached you with respect for your talents. You're not as invested in the cause as other sentinels, but the ops are wicked fun, and you've established a quid-pro-quo that you feel preserves your independence.

HEX

FUMIKO BOGDANOV

LUNAR ASYNC FIXER



TRAITS

Enemy (Cognite)	Enemy NPC haunts you.
Enhanced Behavior (Curiosity)	Psychosurgically enhanced behavior, -10 to all actions when resisting.
Mental Disorder (Paramnesia)	You recall memories that are not real or not your own, or you may be confused about who, what, or where you are. Any superior fail on a skill test will result in you confusing important details. Triggered by Alienation, immersion in water/vacuum, sex, the unknown.
Psi (Level 2)	Use Psi Chi and Gamma sleights. (See Psi sheet.)
Resources (Level 2)	Wealth to acquire gear; up to 3 GP/week on Minor or Moderate items.

WARE

Biomods	Standard genetic tweaks for health, faster healing, immunities, and more.
Cortical Stack	Memory diamond storage unit for ego backups.
Enhanced Hearing	Hear high, low frequencies. +10 hearing-based Perceive.
Mesh Inserts	Cranial computer with wireless transceiver, muse home, and medical sensors.
Neuromodulation	Control over neurotransmitters and emotions. +1 Moxie.
Skinflex	Disguise face, skin, hair. +30 to related Deceive Tests.

GEAR

Anonymizer	Masks your mesh ID.
Armor Vest (Light)	AV 4/10 Concealable.
Fake Ego ID	Forged ID and back history, with its own rep scores.
Guardian Angel	Personal defense rotorcraft. Small size.
Medium Fabber	Fab medium items.
Nanodetector	Detects nanobots, Exotic Skill: Nanobot Detection 40 (70 w/active swarm).
Smart Clothing	Can change color, texture, and cut. +10 Infiltrate, +30 covered and stationary.
Smart Hawk	Used for surveillance and tracking. (Perceive 50, Fray 50, Melee 40)
Stiff (5 doses)	Social drug. +10 to oppose Persuade/Provoke, Enhanced Behavior: Stubborn.
TacNet App	Share tactical data in real-time.
VPN App	Creates virtual private network for secure communication.

ATTACKS

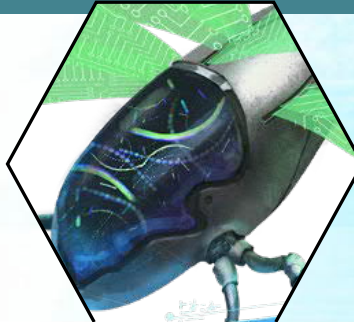
Medium Pistol	DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	Use Skill: Guns 45
Unarmed	DV 1d6	Use Skill: Melee 10

FIREWALL SUNWARD OPS

Dante ▶ Venusian Genehacker
Qi ▶ Barsoomian Hactivist

▶ They're both a bit flippant for your tastes, but they know their stuff and are reliable.

Sava ▶ Freelance Spec Ops ▶ The type of grim hardass you know to keep your eye on, but you admire their tenacity.



HEX WATTS-MCLEOD INFECTION

In *Eclipse Phase*, psi abilities are the result of infection by the mutant Watts-MacLeod strain of the exsurgent virus. This plague physically modifies your async's brain architecture and functions. These alterations are copied when you upload, fork, and resleeve, meaning the infection and psi abilities stay with you when you switch from morph to morph. Async abilities are inherent to the ego and not a biological or genetic predisposition of the morph.

- Async abilities — *Sleights* — only function when you're in a biomorph.
- Sleights can only target biological life, and suffer a -30 modifier against Pods and cyberbrain-equipped biomorphs.
- Sleights fall into two categories: **psi-chi** (passive, always-on abilities) and **psi-gamma** (activated abilities, requiring an action and a Psi skill test).
- Range affects the difficulty of using your sleights. Touch range gives you a +20 modifier to your Psi Test, Point Blank (2m or less) gives you a +10 to the test, and every 2m beyond 10m applies a -10 modifier to the test.
- Using a sleight against another entity requires an opposed test, pitting your Psi skill against their WIL Check.
- If the defender wins with a critical success, the async is temporarily "locked out" of their mind and may not target them again until they take a recharge action.
- If the async fails, the sleight is unsuccessful. Critical failure inflicts 1d6 DV. If the async wins the opposed test, the defender is unaware of the sleight.
- If the async wins with a critical success, double the potency of the sleight's effect. In the case of psi attacks, the DV is doubled.

YOUR ASYNC SUBSTRAIN: THE STRANGER

Your infection is the shadow at your side, the whispering chant of its unusual desires echoing just below the limits of your perception. It is omnipresent but patient, waiting for moments of vulnerability to steer you towards its inscrutable ends. Though its motivations are hazy, it seems to enjoy testing your limits—and those of transhumanity at large.

Infection Test

The target number for your Infection Test equals your current Infection Rating (including the modifier from the sleight you are using). If this test fails, nothing happens, and you pull off the sleight without any negative effects. If it succeeds, you suffer an influence effect appropriate to the sub-strain (*Influence Effects* ▶?).

You may not spend pool to affect the Infection Test, but you may spend Moxie to avoid making the Infection Test altogether, powering through the sleight with sheer willpower. However, your Infection Rating still increases.

Critical Failure: If you roll a critical failure, the exovirus temporarily loses its grip on you. You are immune to influence effects until your next recharge.

Superior Success: Apply a +1 modifier to the influence effect roll per superior success.

Critical Success: On a critical success, an influence effect is chosen and the GM also picks one of the following:

- **Checkout Time:** The infection is awakened, but bides its time. The next time you take a long recharge or are rendered unconscious, you may awaken to discover that the infection has been active while your mind was under — literally taking control of your body. What the exovirus does during this time is up to the GM and may not be immediately apparent to your character. You may awaken to a corpse in your bed or strange symbols meticulously etched with bloody fingernails over every inch of your wall, or you may discover a half-completed alien device secreted away in a locker weeks later. More than one async has stilled themselves awake for days, afraid to fall asleep and let the presence inside them take control.
- **Interference:** The exovirus actively impedes you at a critical point. At some point in the future, when you are about to make a test, you must make an opposed test pitting your WIL Check against your Infection Rating +30. If the infection wins, your test will automatically suffer a critical failure (pools may not be applied). GMs are encouraged to select situations that will have dramatic and dire results.

Stranger Sub-Strain

D6 Roll Influence Effect

- | | |
|----|--|
| 1 | Physical Damage. Take DV 1d6. |
| 2 | Enhanced Behavior: Deceit. Truth becomes uninteresting, you lie just to get the thrill of manipulating others, no matter the consequences. You avoid blatant mis-truths, but take pleasure in misleading others, even with trivial details. The rush when seeding doubt and uncertainty, even if it casts aspersions on others, is intoxicating. |
| 3 | Enhanced Behavior: Self-Sabotage. You are your own worst enemy. You choose the worst options for yourself and always take the wrong path. |
| 4 | Motivation: +Foil Plans. You delight in spoiling the designs of others. You go out of your way to ensure that people fail their obligations, agendas self-destruct, and things do not go as planned. |
| 5 | Motivation: +Manipulation. You get a thrill at steering people into actions and behaviors that fit your plans. |
| 6+ | Motivation: +Test Limits. You like to see how far you can get things to go. You might bypass an opportunity to quickly resolve a conflict, ignore fast solutions in order to drag an emergency out, or intentionally spread misinformation that you know will aggravate tensions between already near-hostile parties. You will press buttons, fan the flames, exploit vulnerabilities, reveal horrible truths, push boundaries, and stir things up, even if it puts you and your comrades at risk. |

Other Potential Enhanced Behaviors: Cruelty, Spite.

Other Potential Restricted Behaviors: Empathy, Remorse, Take Responsibility.

Other Potential Motivations: +Betrayal, +Convert Opponent, W+Execute Grand Scheme, +Mislead Others, +Twist Truth.

HEX

PSI SLEIGHTS

PUSHING SLEIGHTS

You may boost your sleight's effectiveness, at the cost of increasing the infection's influence. You may choose to push a psi-gamma sleight when you activate it, but before any test is made. Your Infection Modifier doubles and you automatically suffer DV 1d6 in addition to making an Infection Test per normal.

Choose one of the following effects for your pushed sleight:

- **Increased Range:** Range doubles; Point-Blank extends to 4 meters, Close extends to 20 meters. This effect is cumulative with the range increase against other asyncs (Point-Blank becomes 6, Close 30).
- **Increased Effect:** Any modifiers provided by the sleight are doubled. For example, +10 becomes +20; +1 pool becomes +2; and so on.
- **Increased Power:** The sleight is resisted by WIL Check ÷ 2.
- **Increased Penetration:** Psi Shield armor is reduced by half.
- **Increased Duration:** Double the sleight's Duration (temporary sleights only).
- **Extra Target:** You may affect one extra target with the sleight, with the same action, as long as each of them can be targeted via the rules above. You only roll once, with each of the defending characters making their opposed tests against that roll.

You may also push already active psi-chi sleights. In this case, increase your Infection Rating by 5 and make an Infection Test. Psi-chi pushes are temporary, lasting only WIL ÷ 5 minutes.

Moxie pool may be used when pushing to negate the physical damage, but you must still make an Infection Test as normal. If 2 points of Moxie pool are spent, however, the test is negated entirely.

Pushing a sleight is not necessarily obvious, though the mental effort and pain/damage may be apparent with a Kinesics Test.

Basilisk Stare

[Psi-gamma • Task Action • Sustained • +6 Infection]

You make eye contact with the target and immobilize them. As long as you keep your gaze locked on them (minor blinking aside), they cannot move, avert their eyes, or undertake any action (including mesh and mental actions). You must also limit your movement, though you may move at half your base move and/or take quick physical actions, but you must make a REF Check to keep your eyes locked, and actions requiring a test and visual coordination suffer a -30 modifier. Likewise, if the target is attacked, moved, or otherwise jostled, eye contact is lost.

You may not affect extra targets with this sleight, unless you have more than one set of eyes.

Browse Thoughts

[Psi-gamma • Complex Action • Sustained • +4 Infection]

You scan the target's surface thoughts, gaining a general sense of what is currently running through their mind. Superior successes provide deeper detail. This is not an invasive delve into the target's mind for specific information like Deep Scan ▶283 EP2; instead, you simply get a read on what the target is currently thinking.

Cloud Memory

[Psi-gamma • Complex Action • Minutes • +6 Infection]

You temporarily disrupt the target's ability to form long-term memories. The target will retain short-term memories during the duration (WIL ÷ 5 minutes), but will soon (after d6 + 4 action turns) forget anything that occurred while this sleight was in effect.

Control Behavior

[Psi-chi]

You can fine-tune your emotional state. Apply an Enhanced Behavior or Restricted Behavior (Level 2) trait ▶80 EP2 of your choice at will. You may not change it again until you have taken a recharge action. At the GM's discretion, this trait may apply a +/-10 modifier in some situations. Alternatively, use this to reduce an Enhanced/Restricted Behavior trait imposed on you by up to two levels. You can push this sleight to raise the effect to Level 3 (or three levels of reduction).

Short Circuit

[Psi-gamma • Complex Action • Instant • +6 Infection]

You force the target's synapses to misfire. This functions like a shock attack; the target **loses neuromuscular control, falls down, and is incapacitated** for 1 action turn (+2 turns per superior success) and stunned for 3 minutes.

Subliminal

[Psi-gamma • Complex Action • Hours • +10 Infection]

You implant a single post-hypnotic suggestion into the target's mind which they will carry out as if it was their own idea. Implanted suggestions must be short and simple; the GM may require suggestions be encompassed in a short sentence (for example: "open the airlock" or "hand over the weapon"). Suggestions may include a short trigger condition ("when the alarm goes off, ignore it"). The target receives a WIL Check to resist any suggestion that is immediately life threatening ("jump off the bridge") or that violates their motivations or personal strictures.

Q1

MAGGIE LI CHAN

BARSOOMIAN HACKTIVIST

MOTIVATIONS: -Authoritarianism • +Creative Expression • +Martian Liberation

LANGUAGES: English • Japanese • Mandarin

BACKGROUND: Indenture

CAREER: Hacker

INTEREST: Artist/Icon

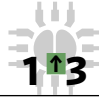
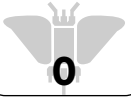


FACTION: Barsoomian

GENDER: Female

SEX: —

MUSE: Null


ARMOR
 12/8
 ENERGY / KINETIC
RATING

DAMAGE TAKEN	WOUNDS TAKEN	RECHARGE [Per 24 hrs]	
[SPENT]	[SPENT]	[SPENT]	[SPENT]
 1 3	 0	 1	 1
INSIGHT [COG, INT]	MOXIE [SAV, WIL, REP]	VIGOR [REF, SOM]	FLEX
5 ↑6	25 ↑30	50 ↑60	1
WOUND THRESHOLD	DURABILITY	DEATH RATING	EGO FLEX

Movement Rate: Walker 2/8 • Winged 8/32

 Ware: Access Jacks, **RGF** Anti-Glare, Cortical Stack, Cyberbrain,
RGF Industrial Armor, Mesh Inserts, **TMP** Mind Amp,
 Mnemonics, Puppet Sock, Prehensile Tail, Radar, Wings

 Morph Traits: Exotic Morphology (Level 3),
TMP Toughness (Level 1)

Notes: Light Frame (Armor 6/4), Small size ▶227

DRAGONFLY

SYNTHMORPH

APTITUDES & DERIVED STATS

COG	INT	REF	SAV	SOM	WIL
20 60	15 45	15 45	20 60	10 30	15 45

Initiative: 6 • Lucidity: 30 • Trauma Threshold: 6 • Insanity Rating: 60

REPUTATION











@-rep 50	f-rep 35	i-rep 20
∞ □□□□□	∞ □□□□□	∞ □□□□□










GEAR

Firewall Pack	Comp/GP
Anonymizer	Min/1
Anti-Glare	Min/1
Fake Ego ID	Maj/R/3
Industrial Armor	Min/1
AV +6/+4	
Medium Pistol Firearm	Min/R/1
DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	
TacNet App	Mod/2
VPN App	Min/1

Hacker Pack	Comp/GP
Exploit App	Mod/R/2
Gray Box	Min/1
Radio Booster	Min/1
Sniffer App	Mod/2
Spoofing App	Mod/R/2
Tracker App	Mod/2

SKILLS

Skill	Total
Athletics	 40
Deceive	 60
Fray	 50
Guns	 50
Hardware: Electronics	 50
Hardware: Robotics	 40
Infiltrate	 50
Infosec	 80
Interface	 60
Know: Barsoomians	 50

Skill	Total
Know: Computer Science	 80
Know: Cryptography	 80
Know: Mars Rumors	 50
Know: Music	 60
Know: System Administration	 50
Perceive	 50
Program	 70
Provoke	 60
Research	 65

Not only did I leak the complete financial history of Director Wang's corruption,

I hacked his sex robot to only scream his rival's name. OK, OK... we can get back to Firewall stuff now.

Your family sold itself into corporate bondage on Mars to escape Earth's climate catastrophe. Despite their skills your parents struggled to eke out a bare-bones existence in the overtaxed economy of post-Fall Mars. As hypercorps built their wealth, League officials got fat off corruption, and friends and family languished as indentures—you got

involved with hacktivist groups tied to the Barsoomian movement. On one data liberation project, you smelled a rat; suspecting infiltration, you checked into the backers. It turned out you'd been working indirectly for Firewall, and soon you were working for them in earnest.

Your name is pronounced like "chee."

TRAITS & NOTES

Exotic Morphology (Level 3)	-30 on Integration Tests.
Light Frame	Armor 6/4 ¹ .
Small Size	-10 ¹ to hit, -50% melee damage.
Toughness	+5 DUR ¹ , also impacts WT and DR.



WARE

Access Jacks	External Sockets For Direct Interface With Mesh Inserts/Cyberbrains.
Cortical Stack	Memory diamond storage unit for ego backups.
Cyberbrain	Synthetic brain, runs infomorph mind-state. -30 to mind hacking attacks.
Mesh Inserts	Cranial computer with wireless transceiver, muse home, and medical sensors.
Mind Amp	Accelerates mind. +2 ¹ Insight.
Mnemonics	Enhanced Memory; +20 Memory-Related COG Checks.
Prehensile Tail	Can grip with tail. +10 balanced-based Athletics.
Puppet Sock	Allows morph to be remote controlled.
Radar	Motion detector, can also judge size and composition.
Wings	Enable flight if small or in low gravities.

GEAR

Anonymizer	Masks your mesh ID.
Exploit App	Hacking library tool; required for hacking.
Fake Ego ID	Forged ID and back history, with its own rep scores.
Gray Box	Establishes a wireless mesh link to an air gapped device.
Industrial Armor	AV +6/+4 ¹ .
Radio Booster	Extends radio ranges, 25/250km range.

Smart Clothing	Can change color, texture, and cut. +10 Infiltrate, +30 covered and stationary.
Sniffer App	Collect/view traffic between two systems.
Spoofing App	Fake transmissions and mesh IDs.
TacNet App	Share tactical data in real-time.
Tracker App	Trace mesh connections to source server.
VPN App	Creates virtual private network for secure communication.

ATTACKS

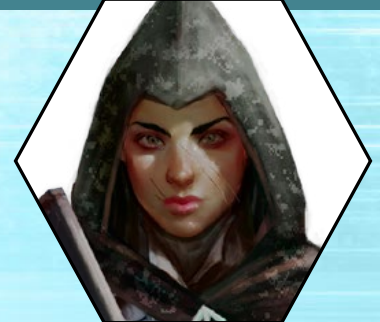
Medium Pistol	DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	Use Skill: Guns 50
Unarmed	DV 1d6	Use Skill: Melee 10 (defaulting to SOM)

FIREWALL
SUNWARD OPS

Dante ► Venusian Genehacker ► Too smart for his own good, with an infectious sense of humor.

Hex ► Lunar Async Fixer ► The cutest accent and can talk an oligarch out of their fortune, but her spooky vibe can creep you out.

Sava ► Freelance Spec Ops ► Has a long history as a corp agent, making you strange allies, but they're a Firewall vet and their allegiance is to themselves.



DAMAGE TAKEN

[SPENT]

WOUNDS TAKEN

[SPENT]

RECHARGE [Per 24 hrs]

[SPENT]

[SPENT]

2

INSIGHT
[COG, INT]

9

WOUND THRESHOLD

1

MOXIE
[SAV, WIL, REP]

45

DURABILITY

3

VIGOR
[REF, SOM]

68

DEATH RATING

3

FLEX

1

EGO FLEX

Movement Rate: Walker 4/20

Ware: Biomods, Chameleon Skin, Cortical Stack, Grip Pads, 1MPMedichines, Mesh Inserts, 1GPSkinflex

Morph Traits: 1MPAddiction Grin, Level 2), Enhanced Behavior (Patience, Level 2), 1MPIndifference (Level 1)

GHOST

BIOMORPH

APTITUDES & DERIVED STATS

COG	INT	REF	SAV	SOM	WIL
15 45	15 45	20 60	15 45 40	15 45	15 45

Initiative: 7 • Lucidity: 30 • Trauma Threshold: 6 • Insanity Rating: 60

REPUTATION

g-rep 20	c-rep 25	i-rep 60
∞ □□□ □ □	∞ □□□ □ □	∞ □□□ □ □

GEAR

Firewall Pack	Comp/GP
Anonymizer	Min/1
Armor Vest (Light)	Min/1
AV 4/10, Concealable	
Fake Ego ID	Maj/R/3
Medium Pistol Firearm	Min/R/1
DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	
Smart Clothing	Min/1
TacNet App	Mod/2
VPN App	Min/1

Covert Op Pack	Comp/GP
Chameleon Cloak	Mod/2
Cleaner Swarm	Min/1
Covert Operations Tool	Maj/R/3
Microbug	Min/1
Skinflex	Mod/2
Spy Nanoswarm	Min/1

ARMOR RATING

4/10

ENERGY / KINETIC

SKILLS

Skill	Total
Athletics	55
Deceive	55 85
Fray	80
Free Fall	55
Guns	80
Hardware: Electronics	55
Infiltrate	70
Infosec	50
Interface	45

Skill	Total
Know: Black Markets	50
Know: Hypercorps	45
Know: Investigation	50
Know: Mercenary Groups	45
Know: Security Ops	75
Know: TITANS	75
Melee	55
Perceive	60
Pilot: Air	50

SAVA
KALO SANCHARI ◆ FREELANCE SPEC OPS

MOTIVATIONS: +Locate Rati • +Self-Reliance • -TITANS
LANGUAGES: English • Romani
EGO TRAITS: Edited Memories
BACKGROUND: Colonist
CAREER: Covert Operative
INTEREST: Fighter
FACTION: Hypercorp
GENDER: Undefined
SEX: Female
MUSE: Careza

You can spend your whole life searching for answers, searching for meaning. You know what's meaningful right now? The gun I'm holding to your head.

Pre-Fall, you joined the military to escape poverty. After several years of advanced training and horrific violence, your contract was bought by an off-world hypercorp. When you weren't protecting hyperelite assholes in their orbital habitats, you were running black ops against their rivals. When a TITAN uploaded everyone on your hab—including your partner and lover, Rati—you were one of the few to escape. You spent years tracking that TITAN, uncovering an active fork of it on Mars. Rati was there too—or something using her persona. That situation went sideways fast, but Firewall pulled you out. You've worked with them since, though your previous proxy went a bit far with the memory editing on some ops.

SAVA

KALO SANCHARI

FREELANCE SPEC OPS



TRAITS

Addiction, Grin (Level 2)	-20 without daily fix; see text for additional effects. Biomorphs only.
Edited Memories	You have lost some memories, deliberately or not.
Enhanced Patience (Level 2)	Psychosurgically enhanced behavior. WIL Check to resist, -10 to all actions.
Indifference	-5 to SAV Checks.

WARE

Biomods	Standard genetic tweaks for health, faster healing, immunities, and more.
Chameleon Skin	Change skin color. +10 Infiltrate, +30 still and covered.
Cortical Stack	Memory diamond storage unit for ego backups.
Grip Pads	+30 climbing Athletics Tests.
Medichines	Ignore 1 wound, heal faster, drug/toxin effect/duration halved.
Mesh Inserts	Cranial computer with wireless transceiver, muse home, and medical sensors.
Skinflex	Disguise face, skin, hair. +30 to related Deceive Tests.

GEAR

Anonymizer	Masks your mesh ID.
Armor Vest (Light)	AV 4/10. Concealable.
Chameleon Cloak	Camouflage, +10 Infiltrate, +30 stationary.
Cleaner Swarm	Cleans, eliminates forensic evidence.
Covert Operations Tool	Bypasses locks, cuts/fixes holes, Hardware: Electronics 60 vs. electronic locks, ect.
Fake Ego ID	Forged ID and back history, with its own rep scores.
Microbug	Micro-sized camera/audio recorder.
Smart Clothing	Can change color, texture, and cut. +10 Infiltrate, +30 covered and stationary.
Spy Nanoswarm	Surveillance, Perceive 60.
TacNet App	Share tactical data in real-time.
VPN App	Creates virtual private network for secure communication.

ATTACKS

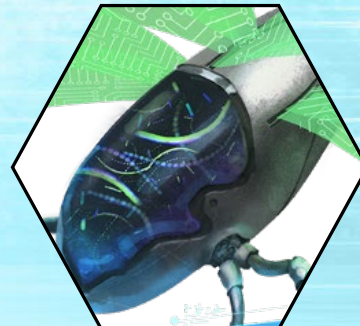
Medium Pistol	DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	Use Skill: Guns 80
Unarmed	DV 1d6	Use Skill: Melee 55

FIREWALL SUNWARD OPS

Dante ► Venusian Genehacker ► Brilliant if a bit goofy, but his optimism keeps your cynicism in check.

Hex ► Lunar Async Fixer ► A fellow traveler, but the demons haunting her seem more intense than yours.

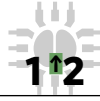



Qi ► Barsoomian Hacktivist ► A firebrand, but her hacker-fu is top notch.



CHI

ROKUZAWA CHI ◆ MINDHACKER & NETWORKER

MOTIVATIONS: **+Multiplicity** • **+Science** • **+Singularity Seeking**LANGUAGES: **Japanese** • **Mandarin** • **Skandinaviska**EGO TRAITS: **Adaptability (Level 1)** • **Edited Memories** • **Resources (Level 3)**BACKGROUND: **Hyperelite**CAREER: **Mindhacker**INTEREST: **Networker**FACTION: **Socialite**GENDER: **Non-Binary**SEX: **Intersex**MUSE: **Yesterday**
ARMOR
4/10
 ENERGY / KINETIC
RATING

DAMAGE TAKEN	WOUNDS TAKEN	RECHARGE [Per 24 hrs]	
[SPENT]	[SPENT]	[SPENT]	[SPENT]
 12	 3	 1	 1
INSIGHT [COG, INT]	MOXIE [SAV, WIL, REP]	VIGOR [REF, SOM]	FLEX
6	30	45	1
WOUND THRESHOLD	DURABILITY	DEATH RATING	EGO FLEX

Movement Rate: Walker 4/20

 Ware: **TMP** Access Jacks, Biomods, Clean Metabolism, Cortical Stack, **TMP** Cyberbrain, **TGP** Eelware, Enhanced Pheromones, **TMP** Medichines, Mesh Inserts, **TMP** Mnemonics, **TGP** Multi-Tasking, **TMP** Puppet Sock
Morph Traits: **TMP** Striking Looks (Level 1)

SYLPH

BIOMORPH

APTITUDES & DERIVED STATS

COG	INT	REF	SAV	SOM	WIL
20 ⁶⁰	15 ⁴⁵	10 ³⁰	20 ⁶⁰	10 ³⁰	20 ⁶⁰

Initiative: **5** • Lucidity: **40** • Trauma Threshold: **8** • Insanity Rating: **80**

REPUTATION

c-rep 40	f-rep 50	i-rep 10	r-rep 40
∞ □ □ □ □ □ ∞	□ □ □ □ □ □ ∞	□ □ □ □ □ □ ∞	□ □ □ □ □ □ ∞

GEAR

Firewall Pack	Comp/GP
Anonymizer	Min/1
Armor Vest (Light)	Min/1
AV 4/10, Concealable	
Fake Ego ID	Maj/R/3
Medium Pistol Firearm	Min/R/1
DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	
Smart Clothing	Min/1
TacNet App	Mod/2
VPN App	Min/1

Mindhacker Pack	Comp/GP
Comfort (5 doses)	Min/1
Eelware	Min/1
Ego Bridge	Mod/2
Multi-Tasking	Mod/2
Private Server	Mod/2
Psychosurgery App	Mod/2

SKILLS

Skill	Total
Deceive	70
Fray	40
Free Fall	40
Guns	30
Infosec	50
Kinesics	70
Know: Art Scene	80
Know: Body Bank Ops	50
Know: Neuroscience	60

Skill	Total
Know: Psychology	80
Know: Rep Nets	50
Know: Socialites	50
Medicine: Pharmacology	55
Medicine: Psychosurgery	80
Perceive	40
Persuade	70 ⁸⁰
Provoke	65 ⁷⁵

Fascinating. I would love to spend an hour inside your mind.

A native Martian, you were born in pre-Fall Noctis to the Rokuzawa family of industrialists—part of the Martian hyperelite. Your interest in psychosurgery started with hedonistic thrill-forking to anger your parents (embarrassingly). When you later studied neuropsychology, your limit-pushing forking became serious—and borderline illegal. After finishing your degree, you found no support for your proposed research, so you relocated to the outer solar system, using your inheritance to fund yourself.

You were recruited to Firewall to help track a rogue singularity seeker whose forking research was getting out of hand. You're socially perceptive, with a gift for ingratiating yourself to potential contacts. Everyone needs a psychologist—even if they don't know it.

Your name "Chi" is from the Greek letter, pronounced "kai." Rokuzawa is your surname.

CHI

ROKUZAWA CHI

MINDHACKER & NETWORKER



TRAITS

Adaptability	Easier resleeving. +10 to Integration and Resleeving Stress Tests.
Edited Memories	You have lost some memories, deliberately or not.
Fork Cooperation (Level 2)	Psychosurgically enhanced behavior. WIL Check to resist, -10 to all actions.
Resources (Level 3)	Wealth to acquire gear; up to 5 GP/week on items of any complexity
Striking Looks	+10 on Persuade and Provoke Tests where looks matter.

WARE

Access Jacks	External Sockets For Direct Interface With Mesh Inserts/Cyberbrains.
Biomods	Standard genetic tweaks for health, faster healing, immunities, and more.
Clean Metabolism	Symbiotic bacteria, gut flora, and glands keep you clean and fresh.
Cortical Stack	Memory diamond storage unit for ego backups.
Cyberbrain	Synthetic brain, runs infomorph mind-state. -30 to mind hacking attacks.
Enhanced Pheromones	+10 ¹ Persuade and Provoke w/biomorphs of same species.
Mesh Inserts	Cranial computer with wireless transceiver, muse home, and medical sensors.
Mnemonics	Enhanced Memory; +20 Memory-Related COG Checks.
Multi-Tasking	Focus on 2 things at once. +1 ¹ Insight.
Puppet Sock	Allows morph to be remote controlled.

GEAR

Anonymizer	Masks your mesh ID.
Armor Vest (Light)	AV 4/10 ¹ . Concealable.
Comfort (5 doses)	Cognitive drug. +5 LUC, +1 TT, +5 IR.
Ego Bridge	Upload from/download to biological brains.
Fake Ego ID	Forged ID and back history, with its own rep scores.
Fokus (5 doses)	Cognitive drug. Enhanced Behavior: Obsessive (2), reduce timeframes 25%.

Private Server	Private server, managed by others.
Servitor	Common helper/cook/janitor bot.
Smart Clothing	Can change color, texture, and cut. +10 Infiltrate, +30 covered and stationary.
TacNet App	Share tactical data in real-time.
VPN App	Creates virtual private network for secure communication.

ATTACKS

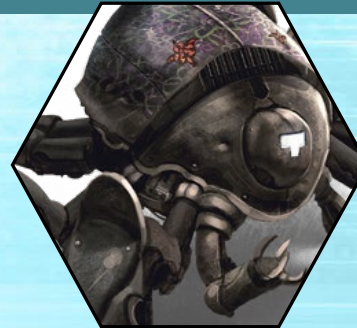
Medium Pistol	DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	Use Skill: Guns 30
Eelware	DV 1d6, Shock effect, touch-only (forego damage for +30)	Use Skill: Melee 10 (Defaulting to SOM)
Unarmed	DV 1d6	Use Skill: Melee 10 (Defaulting to SOM)

FIREWALL RIMWARD OPS

Killjoy ► Anarchist Troubleshooter ► Killjoy is exceptionally talented, but haunted by something.

Njál ► Titanian Hacker ► Njál's wit amuses you, and his hacking skills are second to none.

Zahiri ► Brinker Security Specialist ► One of the most well-integrated personalities you've ever met.



DAMAGE TAKEN

WOUNDS TAKEN

RECHARGE [Per 24 hrs]

[SPENT]

[SPENT]

[SPENT]

[SPENT]

1

INSIGHT
[COG, INT]

7

WOUND THRESHOLD

0

MOXIE
[SAV, WIL, REP]

35

DURABILITY

1

VIGOR
[REF, SOM]

53

DEATH RATING

3

FLEX

1

EGO FLEX

Movement Rate: Walker 4/12

Ware: **TMP**Access Jacks, Biomods, Cold Tolerance, Cortical Stack, **TMP**Cyberbrain, Grip Pads, Mesh Inserts, **TMP**Mnemonics, **TGP**Oracles, Oxygen Reserve, Prehensile Feet, **TMP**Prehensile Tail, **TMP**Puppet Sock, **TMP**Stress Control

Morph Traits:
Limberness (Level 1), **TMP**Memory Artifact, Obtuseness

BOUNCER

BIOMORPH

APTITUDES & DERIVED STATS

COG	INT	REF	SAV	SOM	WIL
20 60 55	15 45	20 60	15 45	15 45	10 30 40
Initiative: 7 • Lucidity: 20 • Trauma Threshold: 4 5 • Insanity Rating: 40					

REPUTATION

@-rep 60	g-rep 30	i-rep 30
∞ □ □ □ □ □	∞ □ □ □ □ □	∞ □ □ □ □ □

GEAR

Firewall Pack	Comp/GP
Anonymizer	Min/1
Armor Vest (Light)	Min/1
AV 4/10, Concealable	
Fake Ego ID	Maj/R/3
Medium Pistol Firearm	Min/R/1
DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	
Smart Clothing	Min/1
TacNet App	Mod/2
VPN App	Min/1

Investigator Pack	Comp/GP
Enhanced Hearing	Min/1
Mind Amp	Maj/3
Mission Recorder	Min/1
Pocket Lab	Mod/2
Servitor	Min/1
Specimen Container	Min/1

ARMOR RATING

4/10
ENERGY / KINETIC

SKILLS

Skill	Total
Deceive	50
Fray	60
Free Fall	50
Guns	60
Hardware: Electronics	40
Infiltrate	50
Infosec	55
Kinesics	70
Know: Anarchists	50

Skill	Total
Know: Cartels	60
Know: Current Events	50
Know: Drugs	80
Know: Investigation	80
Know: Security Ops	50
Medicine: Forensics	60
Perceive	70 80
Persuade	60
Research	65

KILLJOY

GRETA BRAND

ANARCHIST TROUBLESHOOTER

MOTIVATIONS: +Anarchism • +Personal Improvement • -X-Risks

LANGUAGES: English • German • Skandinaviska

EGO TRAITS: Danger Sense • Mental Disorder (PTSD) • Pain Tolerance (Level 1)

BACKGROUND: Underclass

CAREER: Investigator

INTEREST: Jack-of-All-Trades

FACTION: Anarchist

GENDER: Female

SEX: Male

MUSE: Ursula

Weird as it sounds, it looks like our comrade here programmed a nanoswarm to eat their own cortical stack.

Now we need to find out why.

Scrabbling with the other poor wretches under the crushing misery of Europe's climate-change food crisis left you scarred, doing whatever it took to survive. Berlin's squatter scene was your first experience of actual community and mutual aid. You threw yourself into a variety of self-organized projects. When the Fall hit, you joined a darkcast tech collective, helping people

abandoned by corporations and governments egocast off-world. You found a role in the anarchist habs of the outer system using your eclectic skills to resolve situations beyond the local community's scope: investigations, tracking bad actors, resolving conflicts with neighbors. After derailing an exsurgent outbreak, you were recruited by Firewall.

KILLJOY

GRETA BRAND

MINDHACKER & NETWORKER



TRAITS

Danger Sense	+10 ¹ to Perceive Tests to avoid surprise.
Limberness	+10 to escape bonds, fit into small spaces, contort, etc.
Memory Artifact	Recall other ego's memory once per session; COG Check or SV 1d6.
Mental Disorder (PTSD)	WIL Check to avoid responding to imagined threats based on traumatic experience with violence. Otherwise treat as anxiety, depression, or phobia as appropriate. Triggered by frustration, helplessness, pain, specific memories, the unknown, violence
Obtuseness	-5 to COG Checks.
Pain Tolerance	Ignore 1 wound modifier.

WARE

Access Jacks	External sockets for direct interface with Mesh Inserts/Cyberbrains.
Biomods	Standard genetic tweaks for health, faster healing, immunities, and more.
Cold Tolerance	Handle temps as low as -80 C/-112 F.
Cortical Stack	Memory diamond storage unit for ego backups.
Cyberbrain	Synthetic brain, runs infomorph mind-state. -30 to mind hacking, Psi attacks.
Enhanced Hearing	Hear high, low frequencies. +10 ¹ hearing-based Perceive.
Grip Pads	+30 climbing Athletics Tests.

Mesh Inserts	Cranial computer with wireless transceiver, muse home, and medical sensors.
Mind Amp	Accelerates mind. +2 ¹ Insight.
Mnemonics	Enhanced Memory; +20 Memory-Related COG Checks.
Oracles	+10 Perceive, negate distraction modifiers.
Oxygen Reserve	Oxygen tank/rebreather with 3 hours of air.
Prehensile Feet	Can use feet as hands. -8 full move.
Prehensile Tail	Can grip with tail. +10 balanced-based Athletics.
Puppet Sock	Allows morph to be remote controlled.
Stress Control	+10 ¹ WIL Checks vs. stress, +1 ¹ Trauma Threshold.

GEAR

Anonymizer	Masks your mesh ID.
Armor Vest (Light)	AV 4/10. Concealable.
Fake Ego ID	Forged ID and back history, with its own rep scores.
Mission Recorder	Backs up all mission data.
Pocket Lab	Analyze gases, liquids, materials, Know: Chemistry 60.

Servitor	Common helper/cook/janitor bot.
Smart Clothing	Can change color, texture, and cut. +10 Infiltrate, +30 covered and stationary.
Specimen Container	Holds samples in stasis conditions.
TacNet App	Share tactical data in real-time.
VPN App	Creates virtual private network for secure comms.

ATTACKS

Medium Pistol	DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30
Unarmed	DV 1d6

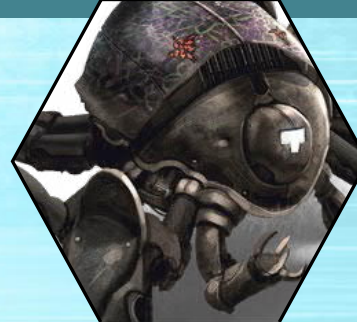
Use Skill: Guns 60
Use Skill: Melee 15 (Defaulting to SOM)

FIREWALL RIMWARD OPS

Chi ► Mindhacker & Networker ► Wafts a cloud of inner-system privilege and walks an ethical line, but their heart is true and you can't slight their curiosity.

Njál ► Titanian Hacker ► Is a delight to watch run amok, but whoever taught him to talk using viking poetry was an asshole.

Zahiri ► Brinker Security Specialist ► Is solid, though they take themselves too seriously.





NJÁL

NJÁLL HRAFNSSON ♦ TITANIAN HACKER

MOTIVATIONS: **+Adventure** • **+Open Source** • **+Titanian Interests**

LANGUAGES: **English** • **Japanese** • **Mandarin** • **Skandinaviska**

EGO TRAITS: **Hyper Linguistics (Level 2)**

BACKGROUND: **Uplift**

CAREER: **Hacker**

INTEREST: **Rogue**


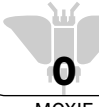
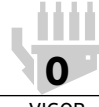
FACTION: **Titanian**

GENDER: **Male**

SEX: —

MUSE: **Sarcastic Halli**

ARMOR
0/0
ENERGY / KINETIC
RATING

DAMAGE TAKEN		WOUNDS TAKEN		RECHARGE [Per 24 hrs]	
[SPENT]		[SPENT]		[SPENT]	[SPENT]
 4	INSIGHT [COG, INT]	 0	MOXIE [SAV, WIL, REP]	 0	VIGOR [REF, SOM]
8	WOUND THRESHOLD	40	DURABILITY	80	DEATH RATING
				1	EGO FLEX

Ware: **↑MP** Drone Rig, Enhanced Security, E-Veil, Mnemonics
Morph Traits: Digital Speed, Exotic Morphology (Level 3)

AGENT

INFOMORPH

APTITUDES & DERIVED STATS

COG	INT	REF	SAV	SOM	WIL
25 ⁷⁵	20 ⁶⁰	20 ⁶⁰	10 ³⁰	10 ³⁰	10 ³⁰
Initiative: 8 • Lucidity: 20 • Trauma Threshold: 4 • Insanity Rating: 40					

REPUTATION












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

GEAR

Firewall Pack	Comp/GP
Anonymizer	Min/1
Fake Ego ID	Maj/R/3
Medium Pistol Firearm DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	Min/R/1
TacNet App	Mod/2
VPN App	Min/1
Firewall Pack Mods	Comp/GP
Guardian Angel	Mod/2

Hacker Pack	Comp/GP
Exploit App	Mod/R/2
Gray Box	Min/1
Radio Booster	Min/1
Sniffer App	Mod/2
Spoofing App	Mod/R/2
Tracker App	Mod/2
Additional Gear ↑MP	Comp/GP
AR Illusion App	Mod/2

SKILLS

Skill	Total
Athletics	 30
Deceive	 50
Fray	 50
Guns	 50
Hardware: Robotics	 45
Infiltrate	 50
Infosec	 80
Interface	 65
Kinesics	 40
Know: Computer Science	 65
Know: Cryptography	 80

Skill	Total
Know: Raven Mythology	 55
Know: System Administration	 60
Know: Titanians	 60
Know: Uplift Rights	 80
Perceive	 60
Pilot: Space	 60
Program	 65
Provoke	 50
Research	 50
Survival	 30

Your security AI can't find me; your gun-flies can't catch me.

I'll pluck your eye out, shiftless sysop; you can't outfly a bird who's all-thought.

You were hatched in a Titanian aviary, part of a Science Ministry uplift project. On adulthood, you ditched your body for virtual space. With your skills flying ships and running infosec, someone always gives you server space. You like the human myths of trickster ravens and prefer misdirection to brute force. Firewall recruited you through Magnus Ming, your

favorite professor at Titan Autonomous University before you got bored and left. When he offered membership in “a society that tackles challenging puzzles,” you jumped at the chance. Firewall hasn't disappointed. It's weird, dangerous, and best of all, a challenge.

NJÁL

NJÁL HRAFNSSON ◆ TITANIAN HACKER



TRAITS

Digital Speed	Mesh task timeframes reduced 25%. Infomorphs only.
Exotic Morphology (Level 3)	−30 on Integration Tests.
Hyper Linguistics (Level 2)	+20 to INT Checks to understand languages you don't know.

WARE

Drone Rig	Ignore the −10 modifier when jamming.
E-Veil	Obfuscates apps, opposes Interface w/Program 80.
Enhanced Security	−10 Infosec to hack, −30 in defensive mode but no Insight pool and −3 INIT.
Mnemonics	Enhanced Memory; +20 Memory-Related COG Checks.

GEAR

Anonymizer	Masks your mesh ID.
AR Illusion App	Create realistic entoptic illusions.
Exploit App	Hacking library tool; required for hacking.
Fake Ego ID	Forged ID and back history, with its own rep scores.
Gray Box	Establishes a wireless mesh link to an air gapped device.
Guardian Angel	Personal defense rotorcraft. Small size.
Radio Booster	Extends radio ranges, 25/250km range.

Smart Clothing	Can change color, texture, and cut. +10 Infiltrate, +30 covered and stationary.
Sniffer App	Collect/view traffic between two systems.
Spoofing App	Fake transmissions and mesh IDs.
TacNet App	Share tactical data in real-time.
Tracker App	Trace mesh connections to source server.
VPN App	Creates virtual private network for secure communication.

ATTACKS

Guardian Angel	DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	Use Skill: Guns 50 (Njal) • Guns 30 (ALI)
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FIREWALL RIMWARD OPS

- Zahiri** ► Brinker Security Specialist ► Is poetry in a fight, and you admire their quest for self-improvement.
- Killjoy** ► Anarchist Troubleshooter ► Her eye is sharper than yours, but the scars from her youth are palpable.
- Chi** ► Mindhacker & Networker ► Is clever, too clever, and you hope it doesn't undo them.



DAMAGE TAKEN

[SPENT]

WOUNDS TAKEN

[SPENT]

RECHARGE [Per 24 hrs]

[SPENT]

[SPENT]

1

INSIGHT

[COG, INT]

0

MOXIE

[SAV, WIL, REP]

35

VIGOR

[REF, SOM]

1

FLEX

11

WOUND THRESHOLD

55

DURABILITY

110

DEATH RATING

1

EGO FLEX

Movement Rate: Hopper 4/12 • Thrust Vector 8/40 • Walker 4/20 • Wheeled 8/40

Ware: Access Jacks,

Anti-Glare

, Cortical Stack, Cyberbrain,

Enhanced Vision

,

Industrial Armor

, Lidar, Magnetic System, Mesh Inserts, Mnemonics,

Neurachem

, Pneumatics, Puppet Sock, Retracting Limbs

Morph Traits: Exotic Morphology (Level 3)

Notes: Medium Frame (Armor 8/6)

ARACHNOID

SYNTHMORPH

APTITUDES & DERIVED STATS

COG	INT	REF	SAV	SOM	WIL
15 ⁴⁵	15 ⁴⁵	20 ⁶⁰	10 ³⁰	20 ⁶⁰	15 ⁴⁵
Initiative: 7 • Lucidity: 30 • Trauma Threshold: 6 • Insanity Rating: 60					

REPUTATION

@-rep 40

c-rep 40

i-rep 20

GEAR

Firewall Pack

Comp/GP

Anti-Glare

Min/1

Anonymizer

Min/1

Fake Ego ID

Maj/R/3

Industrial Armor

Min/1

AV +6/+4

Medium Pistol Firearm

Min/R/1

DV 2d10, SA/BF/FA,

Ammo 15 + 1, Range 30

TacNet App

Mod/2

VPN App

Min/1

Soldier Pack

Comp/GP

Assault Rifle Railgun

Mod/R/2

Enhanced Vision

Mod/2

Fixer Swarm

Mod/2

Neurachem

Maj/3

Weapon Mount

Min/R/1

Soldier Pack Mods

Comp/GP

Weapon Mount

Min/R/1

ARMOR RATING

14/10

ENERGY / KINETIC

SKILLS

Skill

Total

Athletics

60

Fray

70

Free Fall

60

Guns

80

Hardware: Demolitions

55

Infiltrate

40

Kinesics

50

Know: Brinker Interests

45

Skill

Total

Know: Conflict Zones

45

Know: Habitat Ops

65

Know: Emergency Services

45

Know: Religion

65

Know: Security Ops

75

Medicine: Paramedic

65

Melee

50

Perceive

50 60

Persuade

50

Pilot: Space

40

Survival

45

ZAHIRI

AHMIR SEKTIQUI

BRINKER SECURITY SPECIALIST

MOTIVATIONS: +Asceticism • +Brinker Interests • +Protect Transhumanity

LANGUAGES: Arabic • English

EGO TRAITS: Pain Tolerance (Level 1) • Stalwart (Level 1)

BACKGROUND: Isolate

CAREER: Soldier


INTEREST: Paramedic

FACTION: Brinker

GENDER: Neuter

SEX: —

MUSE: Nasr



I'm a seeker. I've given myself 1,001 days to practice turning inner excellence into righteous deeds.

Firewall seems a good place to study.

Your family took work as indentured labor in space before the Fall to escape poverty on Earth. When one of the asteroids they'd mined was exhausted, the company, trying to cut costs, offered to let indentures remain on the dug-out rock. Many chose freedom with an uncertain future over

indenture. Survival was difficult, and young people like you were sent out to freelance. You've specialized in security work. You were recruited by Firewall as an extra gun for an assault on an exhuman Kuiper Belt outpost. You're asexual and a bit of an ascetic.

ZAHIRI

AHMIR SEKTIOUI

BRINKER SECURITY SPECIALIST



TRAITS

Exotic Morphology (Level 3)	–30 on Integration Tests.
Medium Frame	Armor 8/6
Pain Tolerance	Ignore 1 wound modifier.
Stalwart	+10 to WIL Checks vs. fear.

WARE

Access Jacks	External Sockets For Direct Interface With Mesh Inserts/Cyberbrains.
Cortical Stack	Memory diamond storage unit for ego backups.
Cyberbrain	Synthetic brain, runs infomorph mind-state. –30 to mind hacking attacks.
Enhanced Vision	Tetrachromatic vision, better focus. +10 vision Perceive.
Lidar	Use reflected laser light to image and judge range and speed.
Magnetic System	+30 SOM Checks to cling to ferrous materials and objects.
Mesh Inserts	Cranial computer with wireless transceiver, muse home, and medical sensors.
Mnemonics	Enhanced Memory; +20 Memory-Related COG Checks.
Neurachem	Enhanced synapses and neurotransmitters. +2 Vigor.
Pneumatics	Soft actuators. +10 Athletics, +1d6 DV melee.
Puppet Sock	Allows morph to be remote controlled.
Retracting Limbs	Limb retracts, can hold 1 small item.

GEAR

Anonymizer	Masks your mesh ID.
Fake Ego ID	Forged ID and back history, with its own rep scores.
Fixer Swarm	Repairs 1d10 damage per hour or 1 wound per day for 4 days.
Industrial Armor	AV +6/+4.

Smart Clothing	Can change color, texture, and cut. +10 Infiltrate, +30 covered and stationary.
TacNet App	Share tactical data in real-time.
VPN App	Creates virtual private network for secure communication.
Weapon Mount	Hardpoint holds one static/swiveling/articulated weapon. Concealable.

ATTACKS

Medium Pistol	DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	Use Skill: Guns 80
Rail Assault Rifle	DV 2d10 + 2, SA/BF/FA, Ammo 90 + 1, Range 150, armor-piercing, no point-blank, two-handed	Use Skill: Guns 80
Unarmed	DV 3d6	Use Skill: Melee 50

FIREWALL RIMWARD OPS

Killjoy ► Anarchist Troubleshooters ► An investigator of rare talent, but you wish you could help her with her inner turmoil.

Njá ► Titanian Hacker ► A trickster—and a strangely entertaining one.

Chi ► Mindhacker & Networker ► Self-centered and reckless with their mental hacks, but maybe they just need to find their true self.



ASTIKA

MUKESH GRIGORPOLOUS

SURVIVAL ENGINEER & XENO-ARCHEOLOGIST

MOTIVATIONS: +Hypercorp Interests +Independence +Survival

LANGUAGES: English • Greek • Hindi

EGO TRAITS: Common Sense • Resources (Level 2)

BACKGROUND: Isolate

CAREER: Scientist

INTEREST: Pilot

FACTION: Hypercorp





GENDER: Male

SEX: —





MUSE: Mucalinda



ARMOR
14/10
ENERGY / KINETIC
RATING

DAMAGE TAKEN	WOUNDS TAKEN	RECHARGE [Per 24 hrs]	
[SPENT]	[SPENT]	[SPENT]	[SPENT]
 0 12	 1	 3	 1
INSIGHT [COG, INT]	MOXIE [SAV, WIL, REP]	VIGOR [REF, SOM]	FLEX
9	45	90	1
WOUND THRESHOLD	DURABILITY	DEATH RATING	EGO FLEX

Movement Rate: Roller 8/32 • Snake 4/12

Ware: Access Jacks,  Anti-Glare, Cortical Stack, Cyberbrain,  Enhanced Hearing, Enhanced Vision,  Industrial Armor, Mesh Inserts,  Mind Amp, Mnemonics, Puppet Sock, Retracting Limbs

Morph Traits: Exotic Morphology (Level 2),

Notes: Medium Frame (Armor 8/6)

SLITHEROID

SYNTHMORPH

APTITUDES & DERIVED STATS

COG	INT	REF	SAV	SOM	WIL
25 75	10 30	20 60	10 30	20 60	10 30

Initiative: 6 • Lucidity: 20 • Trauma Threshold: 4 • Insanity Rating: 40

REPUTATION

c-rep 60	i-rep 15	x-rep 30
∞ □ □ □ □ □	∞ □ □ □ □ □	∞ □ □ □ □ □

GEAR

Gatecrashing Pack	Comp/GP
Anti-Glare	Min/1
Electronic Rope	Min/1
Industrial Armor	Min/1
AV +6/+4	
Medium Pistol Firearm	Min/R/1
DV 2d10, SA/BF/FA,	
Ammo 15 + 1, Range 30	
Medichines	Maj/3
Portable Solararchive	Min/1
TacNet App	Mod/2

Scientist Pack	Comp/GP
Mind Amp	Maj/3
Mission Recorder	Min/1
Pocket Lab	Mod/2
Servitor	Min/1
Specimen Container	Min/1

Scientist Pack Mods	Comp/GP
Enhanced Hearing	Min/1

Additional Gear 	Comp/GP
Dwarf Bot	Maj/3

SKILLS

Skill	Total
Athletics	40
Fray	40
Free Fall	40
Guns	50
Hardware: Aerospace	65
Hardware: Industrial	65
Hardware: Robotics	55
Know: Asteroid Mining	60
Know: Engineering	70
Know: Flight Crew Ops	50
Know: Hypercorps	55

Skill	Total
Know: Nanofactoring	55
Know: Physics	65
Know: Xeno-Archeology	70
Medicine: Paramedic	45
Perceive	50 60
Pilot: Air	55
Pilot: Ground	40
Pilot: Space	65
Program	55
Research	40
Survival	50

Sure, we can drill into that radioactive alien burial mound. But if we don't stabilize those upper earthworks first, she's gonna shoot a 20-meter plume of fissile particulate. No skin off me, I've got a synth.

You were born into a clan of doomsday preppers in the Main Belt, mining asteroids and comets. When the Fall came, you couldn't hide away while your species went extinct. So you left your family behind, egocast to Mars, and volunteered to help refugees. You put yourself through school at CalTech-Mars with corporate sponsorships, majoring in archeology

and engineering, then freelanced for various hypercorps exploring through the Martian Gate. Your broad scientific background makes you an invaluable asset whether you are erecting a new colony, surveying alien ruins, or troubleshooting a mission's gear. You're also a decent pilot. Your handle is the name of a naga sage from Hindu myth.

MUKESH GRIGORPOLOUS

ASTIKA

SURVIVAL ENGINEER & XENO-ARCHEOLOGIST



TRAITS

Common Sense	Once per session, may ask GM for best advice.
Exotic Morphology (Level 2)	-20 on Integration Tests.
Medium Frame	Armor 8/6
Resources (Level 2)	Wealth to acquire gear; up to 3 GP/week on Minor or Moderate items.

WARE

Access Jacks	External sockets for direct interface with mesh inserts/cyberbrains.
Anti-Glare	No glare modifiers.
Cortical Stack	Memory diamond storage unit for ego backups.
Cyberbrain	Synthetic brain, runs infomorph mind-state. -30 to mind hacking, Psi attacks.
Enhanced Hearing	Hear high, low frequencies. +10 hearing-based Perceive.
Enhanced Vision	Tetrachromatic vision, better focus. +10 vision Perceive.
Medicines	Ignore 1 wound, heal faster, drug/toxin effect/duration halved.
Mesh Inserts	Cranial computer with wireless transceiver, muse home, and medical sensors.
Mind Amp	Accelerates mind. +2 Insight.
Mnemonics	Enhanced Memory; +20 Memory-Related COG Checks.
Puppet Sock	Allows morph to be remote controlled.
Retracting Limbs	Limb retracts, can hold 1 small item.

GEAR

Dwarf Bot	Large quadruped equipped for excavation, tunneling, and construction.
Electronic Rope	Controllable rope.
Industrial Armor	AV +6/+4
Mission Recorder	Backs up all mission data.
Pocket Lab	Analyze gases, liquids, materials, Know: Chemistry 60.
Portable SolArchive	Enable Research Tests related to one Know skill while isolated from mesh.
Servitor	Common helper/cook/janitor bot.
Specimen Container	Holds samples in stasis conditions.
TacNet App	Share tactical data in real-time.

ATTACKS

Medium Pistol	DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	Use Skill: Guns 50
Unarmed	DV 2d6	Use Skill: Melee 20 (defaulting to SOM)

GATECRASHING OPS

Your team is competent and easy to work with.

- Jinx** ▶ Uplift Recon Specialist
 - Whisper** ▶ Async Scientist Explorer
 - Shrike** ▶ Security Contractor & Drone Operator
- ▶ Talented pros who saw the value in your skill set and recruited you into Firewall.
- ▶ A badass right out of an action sim; you're glad she's on your side, even if she's not the easiest to relate to.



DAMAGE TAKEN

WOUNDS TAKEN

[SPENT]

[SPENT]

[SPENT]

[SPENT]

2

INSIGHT

[COG, INT]

1

MOXIE

[SAV, WIL, REP]

0

VIGOR

[REF, SOM]

1

FLEX

5↑6

25↑30

38↑45

1

WOUND THRESHOLD

DURABILITY

DEATH RATING

EGO FLEX

Movement Rate: Walker 2/8 • Winged 8/40

Ware: Biomods, Claws, Cortical Stack, Direction Sense, ↑Enhanced Hearing, Enhanced Vision, Mesh Inserts, Prehensile Feet, Wings

Morph Traits: Exotic Morphology (Level 3), Non-Human Biochemistry (Level 2), ↑Toughness (Level 1)

Notes: Beak/Claw Attack (DV 2d6), Small size ▶227

NEO-AVIAN

UPLIFT

APTITUDES & DERIVED STATS

COG	INT	REF	SAV	SOM	WIL
10 ³⁰	20 ⁶⁰	20 ⁶⁰	15 ⁴⁵	20 ⁶⁰	10 ³⁰
Initiative: 8 • Lucidity: 20 • Trauma Threshold: 4 • Insanity Rating: 40					

REPUTATION

@-rep 40	i-rep 40	x-rep 60
∞ □ □ □ □ □	∞ □ □ □ □ □	∞ □ □ □ □ □

GEAR

Explorer Pack	Comp/GP
Breadcrumb System	Min/1
Mission Recorder	Min/1
Pressure Tent	Mod/2
Saucer	Min/1
Viewers	Mod/2

Explorer Pack Mods	Comp/GP
Enhanced Hearing	Min/1
Scout Missile	Mod/2

Additional Gear ↑	Comp/Gp
Sniper Rifle (size modded)	Maj/3
Gnat Bot	Min/1

Gatecrashing Pack	Comp/GP
Autocook	Min/1
Electronic Rope	Min/1
Medium Pistol Firearm	Min/R/1
DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	
Healing Spray	Min/1
Portable Solararchive	Min/1
Standard Vacsuit	Maj/3
AV 8/6	
TacNet App	Mod/2

ARMOR RATING

8/6

ENERGY / KINETIC

SKILLS

Skill	Total
Athletics	80
Fray	60
Guns	70
Infiltrate	70
Kinesics	55
Know: Geology	50
Know: Gatecrashing Rumors	70

Skill	Total
Know: Mercurials	40
Know: Surveying	70
Know: Uplift Rights	70
Medicine: Paramedic	60
Perceive	80 #90
Pilot: Air	40
Provoke	55
Survival	70

JINX

JINGXI AN

UPLIFT RECON SPECIALIST

MOTIVATIONS: +Career • +Exploration • +Mercurial Interests

LANGUAGES: Mandarin • Skandinaviska

EGO TRAITS: Danger Sense • Pain Tolerance (Level 1)

BACKGROUND: Uplift

CAREER: Explorer

INTEREST: Survivalist

FACTION: Mercurial

GENDER: Female

SEX: Female

MUSE: Troody

"Neo-Avian?" No, I'm a Titanian of dinosaur descent.

You're a veteran gatecrasher. You've been on 36 runs—including one that went weird and got you into Firewall. Your specialty is recon, but you're also a decent medic and sniper. You're a walking encyclopedia of exoplanet rumors,

conspiracy theories, and—occasionally—facts. You're a Titanian citizen, but your loyalty is to the mercurial movement. People think parrots are clowns because you're little and cute. Eff that. You're a cool professional, and you gatecrash like a boss.

JINX

JINGXI AN

UPLIFT RECON SPECIALIST



TRAITS & NOTES

Danger Sense	+10 ¹ to Perceive Tests to avoid surprise.
Exotic Morphology (Level 3)	-30 on Integration Tests.
Non-Human Biology (Level 2)	-20 to Medicine Tests. Biomorphs only.
Pain Tolerance	Ignore 1 wound modifier.
Small Size	-10 ¹ to hit, -50% melee damage
Toughness	+5 DUR ¹ , also impacts WT ¹ and DR ¹ .

WARE

Biomods	Standard genetic tweaks for health, faster healing, immunities, and more.
Cortical Stack	Memory diamond storage unit for ego backups.
Direction Sense	Innate sense of direction and distance.
Enhanced Hearing	Hear high, low frequencies. +10 ¹ hearing-based Perceive.
Enhanced Vision	Tetrachromatic vision, better focus. +10 ¹ vision Perceive.
Mesh Inserts	Cranial computer with wireless transceiver, muse home, and medical sensors.
Prehensile Feet	Can use feet as hands. -8 full move.
Wings	Enable flight if small or in low gravities.

GEAR

Autocook	Fab food and drink only.
Breadcrumb System	Leaves mote trail for meshing/positioning.
Electronic Rope	Controllable rope.
Gnat Bot	Surveillance rotorcraft. Small size.
Healing Spray	Heals 1d10 damage per hour for 12 hours.
Mission Recorder	Backs up all mission data.
Portable Solarchive	Enable Research Tests related to one Know skill while isolated from mesh.

Pressure Tent	Self-erecting shelter for 4, built-in breather.
Saucer	Spinning disc recon drone. Small size.
Scout Missile	Maps 5 km radius or 10 km one direction in 20 minutes, Perceive 60.
Standard Vacsuit	Protects from vacuum, 48 hours air, AV 8/6 ¹ .
TacNet App	Share tactical data in real-time.
Viewers	Long-range specs. 50x magnification, directional microphone. +10 Perceive.

ATTACKS

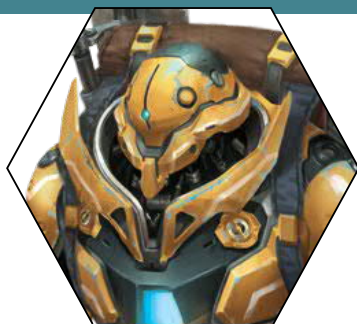
Claws/Beak	DV 1d6 (due to small size)	Use Skill: Melee 20 (defaulting to SOM)
Medium Pistol	DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	Use Skill: Guns 70
Sniper Rifle	DV 3d10 + 10, SA, Ammo 9 + 1, Range 500, fixed, long	Use Skill: Guns 70

GATECRASHING OPS

Astika ► Survival Engineer & Xeno-Archeologist ► A rookie but has the skills, and is serious about proving himself.

Shrike ► Security Contractor & Drone Operator ► You respect her as a professional, but she's got that "I have dark secrets" vibe.

Whisper ► Async Scientist Explorer ► A good friend. He's the rare human who truly thinks outside his species's box.



SHRIKE

MARGUERITE DJETOU

SECURITY AND DRONE OPS CONTRACTOR

MOTIVATIONS: **+Discover Past** • **+Extropian Interests** • **+Self-Discovery**

LANGUAGES: **Baoulé** • **English** • **French**

EGO TRAITS: **Black Mark (c-rep, Level 1)** • **Drone Affinity** • **Edited Memories**

BACKGROUND: **Enclaver**

CAREER: **Soldier**

INTEREST: **Jammer**

FACTION: **Extropian**

GENDER: **Female**

SEX: **Female**

MUSE: **Oriane**



ARMOR
10/9
ENERGY / KINETIC
RATING

DAMAGE TAKEN

WOUNDS TAKEN

RECHARGE [Per 24 hrs]

[SPENT]

[SPENT]

[SPENT]

[SPENT]



INSIGHT
[COG, INT]

10

WOUND THRESHOLD



MOXIE
[SAV, WIL, REP]

50

DURABILITY



VIGOR
[REF, SOM]

75

DEATH RATING



FLEX

1

EGO FLEX

Movement Rate: Walker 4/20

Ware: Biomods, Bioweave Armor (+2/+3), Claws, Cortical Stack, **TGP** Enhanced Hearing, Enhanced Vision, Mesh Inserts, **TGP** Neurachem, **TGP** T-Ray Emitter

Morph Traits: Enhanced Behavior (Aggressiveness, Level 2; Cooperation, Level 2), **TMP** Restricted Behavior (Lying, Level 2)

FURY

BIOMORPH

APTITUDES & DERIVED STATS

COG	INT	REF	SAV	SOM	WIL
15 ⁴⁵	20 ⁶⁰	20 ⁶⁰	10 ³⁰	20 ⁶⁰	10 ³⁰

Initiative: **8** • Lucidity: **20** • Trauma Threshold: **4** • Insanity Rating: **40**

REPUTATION

@-rep 30	c-rep 45 ³⁵	i-rep 50	x-rep 40
∞ □ □ □ □ □	∞ □ □ □ □ □	∞ □ □ □ □ □	∞ □ □ □ □ □

GEAR

Gatecrashing Pack	Comp/GP
Autocook	Min/1
Electronic Rope	Min/1
Healing Spray	Min/1
Medium Pistol Firearm DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	Min/R/1
Portable Solararchive	Min/1
Standard Vacsuit AV 8/6	Maj/3
TacNet App	Mod/2

Soldier Pack	Comp/GP
Assault Rifle Railgun DV 2d10 + 2, SA/BF/FA, Ammo 90 + 1, Range 150, Armor-Piercing, Long, Two-Handed	Mod/R/2
Grin (5 doses)	Min/1
Meds (5 doses)	Mod/2
Neurachem	Maj/3

Soldier Pack Mods	Comp/GP
Enhanced Hearing	Min/1
T-Ray Emitter	Min/1

Additional Gear TMP	Comp/GP
Guardian Angel Bot	Mod/2

SKILLS

Skill	Total
Athletics	60
Fray	80
Free Fall	40
Guns	80
Hardware: Robotics	55
Infiltrate	50
Interface	45
Kinesics	50
Know: Black Markets	45

Skill	Total
Know: Bot Models	55
Know: Extropians	45
Know: Gatecrashing	75
Know: Mercenary Groups	45
Know: Security Ops	75
Melee	55
Perceive	60 ⁷⁰
Pilot: Air	50
Pilot: Ground	50

There are worse things than not knowing who you were. Being dead, for one.

You died during the Fall, You were an Ivorian-French army commandant who somehow gained the sobriquet "the Butcher of Paris." You don't recall the details; you were restored from a backup made weeks before. You've been unable to learn what you did to earn it, but the name haunts you, clinging to your

rep, even following you to Extropia, where you began selling your skills. You took security gigs on gatecrashing ops to gain even more distance. It's on one of these that you survived an exsurgent virus outbreak and took an invite to Firewall.

SHRIKE

MARGUERITE DJETOU

SECURITY AND DRONE OPS CONTRACTOR



TRAITS

Black Mark (c-rep)	-10 modifier to interactions with one faction.
Drone Affinity	No Integration Tests when jamming drones.
Edited Memories	You have lost some memories, deliberately or not.
Enhanced Aggression (Level 2)	Psychosurgically enhanced behavior. WIL Check to resist, -10 to all actions.
Enhanced Cooperation (Level 2)	Psychosurgically enhanced behavior. WIL Check to resist, -10 to all actions.
Restricted Lying (Level 2)	Psychosurgically limited behavior. WIL Check to resist, -10 to all actions.

WARE

Biomods	Standard genetic tweaks for health, faster healing, immunities, and more.
Cortical Stack	Memory diamond storage unit for ego backups.
Enhanced Hearing	Hear high, low frequencies. +10 hearing-based Perceive.
Enhanced Vision	Tetrachromatic vision, better focus. +10 vision Perceive.
Mesh Inserts	Cranial computer with wireless transceiver, muse home, and medical sensors.
Neurachem	Enhanced synapses and neurotransmitters. +2 Vigor.
T-Ray Emitter	Use enhanced vision to see through materials.

GEAR

Autocook	Fab food and drink only.
Electronic Rope	Controllable rope.
Grin (5 doses)	Combat drug. Ignore 1 wound.
Guardian Angel	Personal defense rotorcraft. Small size.
Healing Spray	Heals 1d10 damage per hour for 12 hours.
Meds (5 doses)	Nanodrug. Heals 1d10 damage per hour or 1 wound per day for 4 days.

Portable Solararchive	Enable Research Tests related to one Know skill while isolated from mesh.
Standard Vacsuit	Protects from vacuum, 48 hours air, AV 8/6
TacNet App	Share tactical data in real-time.

ATTACKS

Claws	DV 2d6, concealable.	Use Skill: Melee 55
Medium Pistol (Guardian Angel)	DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	Use Skill: Guns 80
Rail Assault Rifle	DV 2d10 + 2, SA/BF/FA, Ammo 90 + 1, Range 150, armor-piercing, no point-blank, two-handed	Use Skill: Guns 80
Unarmed	DV 1d6	Use Skill: Melee 55

GATECRASHING OPS

Your teammates are undisputed professionals, but hard to relate to.

Your morph is top of the line, but a corporate neural hack makes intentional deception difficult.

Astika ► Survival Engineer & Xeno-Archeologist ► is too young to be jaded yet

Jinx ► Uplift Recon Specialist ► mistrusts you but won't say it.

Whisper ► Async Scientist Explorer ► is just very strange.



DAMAGE TAKEN

[SPENT]

1

INSIGHT

[COG, INT]

8

WOUND THRESHOLD

WOUNDS TAKEN

[SPENT]

1

MOXIE

[SAV, WIL, REP]

40

DURABILITY

RECHARGE [Per 24 hrs]

[SPENT]

3

VIGOR

[REF, SOM]

60

DEATH RATING

[SPENT]

23

FLEX

1

EGO FLEX

Movement Rate: Walker 4/20

Ware: Biomods, Cortical Stack, Direction Sense, Enhanced Vision, Mesh Inserts

OLYMPIAN

BIOMORPH

OLYMPIAN

BIOMORPH

APTITUDES & DERIVED STATS

COG

INT

REF

SAV

SOM

WIL

15

45

15

45

10

30

15

45

15

45

20

60

Initiative: 5 • Lucidity: 40 • Trauma Threshold: 8 • Insanity Rating: 80

Infection Rating: 20

REPUTATION

i-rep 25

r-rep 50

x-rep 40

∞

□

□

□

□

∞

□

□

□

□

∞

□

□

□

□

Gatecrashing Pack	Comp/GP
Autocook	Min/1
Electronic Rope	Min/1
Medium Pistol Firearm	Min/R/1
DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	
Healing Spray	Min/1
Portable Solararchive	Min/1
Standard Vacsuit	Maj/3
AV 8/6	
TacNet App	Mod/2

Additional Gear <div></div>	Comp/GP
Healing Spray	Min/1

Explorer Pack	Comp/GP
Breadcrumb System	Min/1
Direction Sense	Min/1
Enhanced Vision	Mod/2
Mission Recorder	Min/1
Pressure Tent	Mod/2
Saucer	Min/1
Viewers	Mod/2

ARMOR RATING

8/6

ENERGY / KINETIC

Skill	Total
Athletics	<div></div> 55
Deceive	<div></div> 55
Fray	<div></div> 50
Free Fall	<div></div> 45
Guns	<div></div> 50
Hardware: Nautical	<div></div> 55
Interface	<div></div> 45
Know: Argonauts	<div></div> 45

Skill	Total
Know: Astrobiology	<div></div> 75
Know: Ecology	<div></div> 75
Know: First Contact Ops	<div></div> 55
Know: Gatecrashing	<div></div> 75
Medicine: Paramedic	<div></div> 45
Perceive	<div></div> 50 <div></div> 60
Pilot: Nautical	<div></div> 60
Psi	<div></div> 60
Survival	<div></div> 65

WHISPER

IAN MACKINTOSH-BURNING SKY

ASYNC SCIENTIST EXPLORER

MOTIVATIONS: **+Argonaut Interests** • **+Discovery** • **+Personal Development**

LANGUAGES: **English** • **Mohawk**

EGO TRAITS: **Mental Disorder: Alien Behavioral Disorder** • **Psi (Level 2)**

PSI SUB-STRAIN: **Xenomorph**

BACKGROUND: **Colonist**

CAREER: **Explorer**

INTEREST: **Async**

FACTION: **Argonaut**

GENDER: **Male**

SEX: **Male**

MUSE: **Shout**

PSI SLEIGHTS

Ego Sense

Grok

Inner Spark

Pain

Sense Infection

Xeno-Empathy



This pictograph clearly indicates that those pretty butterfly-bird things like to implant parasitic eggs in their victims' scalps, so we might want to check your head again.

You are part Canadian settler, part First Nations Iroquois. You studied biology and ecology in school, but things were bad on Earth, however, so you signed up with an argonaut colony on Europa to study the life found in its subcrustal ocean. You watched the Fall from afar. When the gates were discovered, you couldn't resist the lure of alien life and new worlds. Sometime after your twentieth mission, the gates started whispering to you. You also developed interesting abilities and urges. On one exoplanet, this helped you identify a new alien creature as an exsurgent before things got nasty, which led to a recruitment visit from Firewall.

WHISPER

IAN MACKINTOSH-BURNING SKY

ASYNC SCIENTIST EXPLORER



TRAITS

Alien Behavioral Disorder	WIL Check or be compelled to exhibit alien behavior. Triggered by Alienation, exsurgents, the unknown
Psi (Level 2)	Use Psi Chi and Gamma sleights. (See Psi sheet)

WARE

Biomods	Standard genetic tweaks for health, faster healing, immunities, and more.
Cortical Stack	Memory diamond storage unit for ego backups.
Mesh Inserts	Cranial computer with wireless transceiver, muse home, and medical sensors.
Direction Sense	Innate sense of direction and distance.
Enhanced Vision	Tetrachromatic vision, better focus. +10 ¹ vision Perceive.

GEAR

Autocook	Fab food and drink only.
Electronic Rope	Controllable rope.
Portable Solarchive	Enable Research Tests related to one Know skill while isolated from mesh.
Standard Vacsuit	Protects from vacuum, 48 hours air, AV 8/6 ¹
TacNet App	Share tactical data in real-time.
Breadcrumb System	Leaves mote trail for meshing/positioning.
Mission Recorder	Backs up all mission data.
Pressure Tent	Self-erecting shelter for 4, built-in breather.
Saucer	Spinning disc recon drone. Small size.
Viewers	Long-range specs. 50x magnification, directional microphone. +10 Perceive.
Healing Spray (2)	Heals 1d10 damage per hour for 12 hours.

ATTACKS

Medium Pistol	DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	Use Skill: Guns 50
Unarmed	DV 1d6	Use Skill: Melee 15 (defaulting to SOM)

GATECRASHING OPS

- Astika** ▶ Survival Engineer & Xeno-Archeologist ▶ is less experienced, but competent and chill.
- Jinx** ▶ Uplift Recon Specialist ▶ You're good friends with her; she's comfortable with your strangeness.
- Shrike** ▶ Security Contractor & Drone Operator ▶ You respect her professionally, but she's kind of intense on a personal level.



WHISPER

WATTS-MCLEOD INFECTION

In *Eclipse Phase*, psi abilities are the result of infection by the mutant Watts-MacLeod strain of the exsurgent virus. This plague physically modifies your async's brain architecture and functions. These alterations are copied when you upload, fork, and resleeve, meaning the infection and psi abilities stay with you when you switch from morph to morph. Async abilities are inherent to the ego and not a biological or genetic predisposition of the morph.

- Async abilities — *Sleights* — only function when you're in a biomorph.
- Sleights can only target biological life, and suffer a -30 modifier against Pods and cyberbrain-equipped biomorphs.
- Sleights fall into two categories: **psi-chi** (passive, always-on abilities) and **psi-gamma** (activated abilities, requiring an action and a Psi skill test).
- Range affects the difficulty of using your sleights. Touch range gives you a +20 modifier to your Psi Test, Point Blank (2m or less) gives you a +10 to the test, and every 2m beyond 10m applies a -10 modifier to the test.
- Using a sleight against another entity requires an opposed test, pitting your Psi skill against their WIL Check.
- If the defender wins with a critical success, the async is temporarily "locked out" of their mind and may not target them again until they take a recharge action.
- If the async fails, the sleight is unsuccessful. Critical failure inflicts 1d6 DV. If the async wins the opposed test, the defender is unaware of the sleight.
- If the async wins with a critical success, double the potency of the sleight's effect. In the case of psi attacks, the DV is doubled.

YOUR ASYNC SUBSTRAIN: THE XENOMORPH

An alien presence lives inside of you. Your instinctual responses are different from those of your original phenotype and you occasionally find yourself acting in ways more fitting to a physiology different from yours. When the infection expresses itself strongly, these omnipresent urges seem quite normal, but the transhumans around you seem more and more bizarre and alien.

Infection Test

The target number for your Infection Test equals your current Infection Rating (including the modifier from the sleight you are using). If this test fails, nothing happens, and you pull off the sleight without any negative effects. If it succeeds, you suffer an influence effect appropriate to the sub-strain (*Influence Effects* ▶?).

You may not spend pool to affect the Infection Test, but you may spend Moxie to avoid making the Infection Test altogether, powering through the sleight with sheer willpower. However, your Infection Rating still increases.

Critical Failure: If you roll a critical failure, the exovirus temporarily loses its grip on you. You are immune to influence effects until your next recharge.

Superior Success: Apply a +1 modifier to the influence effect roll per superior success.

Critical Success: On a critical success, an influence effect is chosen and the GM also picks one of the following:

- **Checkout Time:** The infection is awakened, but bides its time. The next time you take a long recharge or are rendered unconscious, you may awaken to discover that the infection has been active while your mind was under — literally taking control of your body. What the exovirus does during this time is up to the GM and may not be immediately apparent to your character. You may awaken to a corpse in your bed or strange symbols meticulously etched with bloody fingernails over every inch of your wall, or you may discover a half-completed alien device secreted away in a locker weeks later. More than one async has stilled themselves awake for days, afraid to fall asleep and let the presence inside them take control.
- **Interference:** The exovirus actively impedes you at a critical point. At some point in the future, when you are about to make a test, you must make an opposed test pitting your WIL Check against your Infection Rating +30. If the infection wins, your test will automatically suffer a critical failure (pools may not be applied). GMs are encouraged to select situations that will have dramatic and dire results.

Xenomorph Sub-Strain

D6 Roll Influence Effect

- | | |
|----|---|
| 1 | Physical Damage. Take DV 1d6. |
| 2 | Enhanced Behavior: Non-verbal Communication. Words become less important. You prefer conveying intent by posture, expressions, threat displays, and similar physical emotive cues. |
| 3 | Enhanced Behavior: Cliquishness. You are rude, mistrustful, and hostile to outsiders, but supportive to your pack. |
| 4 | Motivation: +Transform Environment. You'd prefer an environment conducive to the alien presence within you. So you create one or establish a nest. This may require complete darkness, burrowing underground, warmth (> 100 F/38 C), cold (< 0 F/-17 C), or submerging an area in water or a similar liquid. This favored environment may always remain the same or it may change randomly or according to conditions. |
| 5 | Motivation: +Control Territory. You must free an area you control from outside threats. You may be inclined to stock provisions, set traps, and otherwise protect your space from intruders. |
| 6+ | Motivation: +Express True Form. You are no longer satisfied to dwell in inferior physical forms. You will go to great lengths to modify yourself, whether sophisticated or crude. |

Other Potential Enhanced Behaviors: Arousal, Gluttony, Grooming, Socialize.

Other Potential Motivations: +Eat the Weak, +Establish Colony, +Hibernate, +Molt, +Play with Prey, +Protect Tribe.

WHISPER

PSI SLEIGHTS

PUSHING SLEIGHTS

You may boost your sleight's effectiveness, at the cost of increasing the infection's influence. You may choose to push a psi-gamma sleight when you activate it, but before any test is made. Your Infection Modifier doubles and you automatically suffer DV 1d6 in addition to making an Infection Test per normal.

Choose one of the following effects for your pushed sleight:

- **Increased Range:** Range doubles; Point-Blank extends to 4 meters, Close extends to 20 meters. This effect is cumulative with the range increase against other asyncs (Point-Blank becomes 6, Close 30).
- **Increased Effect:** Any modifiers provided by the sleight are doubled. For example, +10 becomes +20; +1 pool becomes +2; and so on.
- **Increased Power:** The sleight is resisted by WIL Check ÷ 2.
- **Increased Penetration:** Psi Shield armor is reduced by half.
- **Increased Duration:** Double the sleight's Duration (temporary sleights only).
- **Extra Target:** You may affect one extra target with the sleight, with the same action, as long as each of them can be targeted via the rules above. You only roll once, with each of the defending characters making their opposed tests against that roll.

You may also push already active psi-chi sleights. In this case, increase your Infection Rating by 5 and make an Infection Test. Psi-chi pushes are temporary, lasting only WIL ÷ 5 minutes.

Moxie pool may be used when pushing to negate the physical damage, but you must still make an Infection Test as normal. If 2 points of Moxie pool are spent, however, the test is negated entirely.

Pushing a sleight is not necessarily obvious, though the mental effort and pain/damage may be apparent with a Kinesics Test.

Ego Sense [Psi-gamma • Complex Action • 5 Turn Duration • +2 Infection]

You detect the presence and location (rough direction from yourself) of other sentient and biological life forms (i.e., egos and animals) within Close range. Each life form makes an opposed test against your roll. You suffer modifiers for size, the same as for ranged attacks. Superior successes provide additional details: approximate size, exact distance, type of creature, etc. If the target moves during the duration (WIL ÷ 5 action turns), you will have a rough idea of their speed and bearing.

Grok

[Psi-chi]

You intuitively understand how to use an unfamiliar object, vehicle, or device, no matter how alien, advanced, or bizarre. You may make a COG Check to determine how to activate or use it, simply by looking at and handling it. This sleight does not provide any understanding of the principles or technologies involved — you simply grasp how to make it work. This sleight is only effective with unfamiliar devices, it provides no bonus when using devices with which you are familiar.

Inner Spark

[Psi-chi]

You have an inner well of energy, making it easier to recuperate. You recover +1 pool points during short recharges.

Pain

[Psi-gamma • Complex • Instant • +6 Infection]

You activate the target's nerve endings and clusters, inflicting a painful burning sensation. Treat as a pain effect 216; the target must take their next action to flee away from the async or area at full movement.

Sense Infection

[Psi-gamma • Complex • Instant • +2 Infection]

You detect whether the target is infected with a biological nanovirus or nanoplague strain of the exsurgent virus — or if they are an async. You know only whether or not the target is infected; superior successes may provide gut feelings about the target's specific strain and its effects. GM note: under no circumstances should you provide the name of the strain — focus on its nature.

Xeno-Empathy

[Psi-chi]

You have an intuitive understanding of non-human, non-terrestrial organisms (animal analogues). You can make a SAV Check to acquire insight into the creature's ecological niche, motivations, needs, and likely behavioral responses (if non-sapient) or mental/emotional state (if sapient).

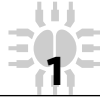
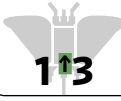


AMARU TIMOTI

ANDRE TEMPLIER ♦ NINE LIVES FIXER

MOTIVATIONS: **+Dignity** • **+Spirituality** • **-Slavery**
 LANGUAGES: **Haitian Creole** • **Mandarin** • **Russian**
 EGO TRAITS: **Edited Memories** • **Resources (Level 2)**
 BACKGROUND: **Underclass**
 CAREER: **Covert Operative**
 INTEREST: **Networker**
 FACTION: **Criminal**
 GENDER: **Male**
 SEX: **Male**
 MUSE: **Ghede**



ARMOR
4/10
 ENERGY / KINETIC
RATING

DAMAGE TAKEN	WOUNDS TAKEN	RECHARGE [Per 24 hrs]	
[SPENT]	[SPENT]	[SPENT]	[SPENT]
 1 INSIGHT [COG, INT]	 13 MOXIE [SAV, WIL, REP]	 1 VIGOR [REF, SOM]	 1 FLEX
7 WOUND THRESHOLD	35 DURABILITY	53 DEATH RATING	1 EGO FLEX







Movement Rate: Walker 4/20

Ware: Biomods, **↑MP** Circadian Regulation, Cortical Stack, **↑MP** Dead Switch, **↑MP** Endocrine Control, Mesh Inserts, **↑GP** Skinflex

EXALT

BIOMORPH

APTITUDES & DERIVED STATS

COG	INT	REF	SAV	SOM	WIL
20 	15 	10 	25 	10 	15 
60	45	30	75	30	45

Initiative: **6** • Lucidity: **30** • Trauma Threshold: **6** • Insanity Rating: **60**

REPUTATION











c-rep 40	g-rep 50	i-rep 30
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







GEAR

Criminal Pack	Comp/GP
Anonymizer	Min/1
Armor Vest (Light)	Min/1
AV 4/10, Concealable	
Fake Ego ID	Maj/R/3
Medium Pistol Firearm	Min/R/1
DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	
Smart Clothing	Min/1
TacNet App	Mod/2
VPN App	Min/1

Covert Op Pack	Comp/GP
Chameleon Cloak	Mod/2
Cleaner Swarm	Min/1
Covert Operations Tool	Maj/R/3
Microbug	Min/1
Skinflex	Mod/2
Spy Nanoswarm	Min/1

SKILLS

Skill	Total
Athletics	 40
Deceive	 80  110
Fray	 50
Free Fall	 35
Guns	 50
Infiltrate	 70
Infosec	 60
Kinesics	 65
Know: Black Markets	 80

Skill	Total
Know: Criminals	 60
Know: Hypercorps	 55
Know: Police Ops	 60
Know: Spycraft	 65
Know: Vodou	 50
Perceive	 50
Persuade	 70
Provoke	 55
Research	 40

They've uploaded your sentinel's stack to the worst virtual slave pits in the system.

We can get them back. But there's a price to pay—to me, and to Papa Ghede.

You grew up in the drowning slums of New Port au Prince, in what were once the foothills of Haiti's inland mountains. You did things you're not proud of to make it off Earth alive, and perhaps it's to atone for them that you joined Firewall. You're Firewall's man inside Nine Lives—the most ruthless soul

traders in the system, and they corrupt the Haitian Vodou tradition sacred to you. You have wide latitude to operate independently, as you're in the Petra Nanchon—the arm of Nine Lives that keeps a façade of respectability in order to trade egos to shady hypercorps.

AMARU TIMOTI

ANDRE TEMPLIER

NINE LIVES FIXER



TRAITS

Edited Memories	You have lost some memories, deliberately or not.
Resources (Level 2)	Wealth to acquire gear; up to 3 GP/week on Minor or Moderate items.

WARE

Biomods	Standard genetic tweaks for health, faster healing, immunities, and more.
Circadian Regulation	Need only 2 hours of sleep. Long recharges take 2 hours.
Cortical Stack	Memory diamond storage unit for ego backups.
Dead Switch	Wipes and melts your cortical stack if killed.
Endocrine Control	Control over hormones and emotions. +2 Moxie.
Mesh Inserts	Cranial computer with wireless transceiver, muse home, and medical sensors.
Skinflex	Disguise face, skin, hair. +30 to related Deceive Tests.

GEAR

Anonymizer	Masks your mesh ID.
Armor Vest (Light)	AV 4/10. Concealable.
Chameleon Cloak	Camouflage, +10 Infiltrate, +30 stationary.
Cleaner Swarm	Cleans, eliminates forensic evidence.
Fake Ego ID	Forged ID and back history, with its own rep scores.
Covert Operations Tool	Bypasses locks, cuts/fixes holes, Hardware: Electronics 60 vs. electronic locks etc.
Microbug	Micro-sized camera/audio recorder.
Smart Clothing	Can change color, texture, and cut. +10 Infiltrate, +30 covered and stationary.
Spy Nanoswarm	Surveillance, Perceive 60.
TacNet App	Share tactical data in real-time.
VPN App	Creates virtual private network for secure communication.

ATTACKS

Medium Pistol	DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	Use Skill: Guns 50
Unarmed	DV 1d6	Use Skill: Melee 10 (defaulting to SOM)

CRIMINAL GUANXI OPS

Your Firewall team is top notch, if eccentric.

Berk ► Infolife Enforcer & Bot Jammer ► A loose cannon, but she listens to the more businesslike Pivo.

Elis ► Scum Techie ► A ganja-smoking barge queen, but damned if she isn't a brilliant tech.

Pivo ► Uplift Scavenger ► Berk's long-term reliable partner.



DAMAGE TAKEN

[SPENT]

WOUNDS TAKEN

[SPENT]

RECHARGE [Per 24 hrs]

[SPENT]

[SPENT]

0

INSIGHT
[COG, INT]

8

WOUND THRESHOLD

0

MOXIE
[SAV, WIL, REP]

40

DURABILITY

13

VIGOR
[REF, SOM]

80

DEATH RATING

2

FLEX

1

EGO FLEX

Movement Rate: Walker 4/20

Ware: Access Jacks, RG Anti-Glare, RG Claws, Cortical Stack, Cyberbrain, RG Industrial Armor, Lidar, Mesh Inserts, Mnemonics, RG Muscle Augmentation, RM Neurachem, Puppet Sock

Morph Traits: Exotic Morphology (Level 1)

Notes: Light Frame (Armor 6/4)

SYNTH

SYNTHMORPH

Movement Rate: Walker 4/20
Ware: Access Jacks, RG Anti-Glare, RG Claws, Cortical Stack, Cyberbrain, RG Industrial Armor, Lidar, Mesh Inserts, Mnemonics, RG Muscle Augmentation, RM Neurachem, Puppet Sock
Morph Traits: Exotic Morphology (Level 1)
Notes: Light Frame (Armor 6/4)

SYNTH

SYNTHMORPH

APTITUDES & DERIVED STATS

COG	INT	REF	SAV	SOM	WIL
10 ₃₀	15 ₄₅	25 ₇₅	15 ₄₅	20 ₆₀ 70	10 ₃₀
Initiative: 8 • Lucidity: 20 • Trauma Threshold: 4 • Insanity Rating: 40					

REPUTATION

@-rep 40	g-rep 50	i-rep 30
∞ □ □ □ □ □	∞ □ □ □ □ □	∞ □ □ □ □ □

GEAR

Criminal Pack	Comp/GP	Enforcer Pack	Comp/GP
Anonymizer	Min/1	Aggro (5 doses)	Min/1
Anti-Glare	Min/1	Claws	Min/1
Fake Ego ID	Maj/R/3	Flex Cutter	Min/1
Industrial Armor	Min/1	Grin (5 doses)	Min/1
AV +6/+4		Muscle Augmentation	Maj/3
Medium Pistol Firearm	Min/R/1	Shock Glove	Min/1
DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30		Shredder	Mod/R/2
TacNet App	Mod/2		
VPN App	Min/1		

ARMOR RATING

12/8
ENERGY / KINETIC

SKILLS

Skill	Total	Skill	Total
Athletics	50	Know: Criminals	50
Fray	80	Know: Gambling	40
Free Fall	50	Know: Scavenging	50
Guns	65	Know: Security Ops	70
Hardware: Robotics	50	Melee	70
Infiltrate	50	Perceive	50
Infosec	50	Pilot: Air	65
Interface	50	Program	60
Know: Bodyguarding	50	Provoke	45
Know: Bot Models	50		

BERK

BECKY TRANSFINITY

INFOLIFE ENFORCER & BOT JAMMER

MOTIVATIONS: **+Autonomy** • **+Badassery** • **-Boredom**
LANGUAGES: **English** • **Skandinaviska**
EGO TRAITS: **Enhanced Behavior (Aggression, Level 2)**
BACKGROUND: **Infolife**
CAREER: **Enforcer**
INTEREST: **Jammer**
FACTION: **Criminal**
GENDER: **Female**
SEX: **—**
MUSE: **Olly**

I know humans well enough to tell that you're a jagoff. Come at me, meat-drizzle!

You were instantiated from the Transfinity codeline, a prominent and very fancy clan of AGIs based on Titan. One of your relatives is head of a ministry or something. Whatever, Titan is fucking boring. You don't want to crunch code and build up social capital and crap like that. You want to leap over things and shout fuck and shoot stuff. You're into corporeality big time, and being a loud-mouthed, boss, beast-killer robot is the funnest. You and Pivo were selling some TITAN loot when Firewall caught you and convinced you to be sentinels. Now you still enjoy the criminal lifestyle, but you fight cosmic horror, too. Badass.

BERK

BECKY TRANSFINITY

INFOLIFE ENFORCER & BOT JAMMER



TRAITS

Enhanced Aggression (Level 2)	Psychosurgically enhanced behavior. WIL Check to resist, -10 to all actions.
Exotic Morphology	-10 on Integration Tests.
Light Frame	Armor 6/4 ¹ .

WARE

Access Jacks	External Sockets For Direct Interface With Mesh Inserts/Cyberbrains.
Cortical Stack	Memory diamond storage unit for ego backups.
Cyberbrain	Synthetic brain, runs infomorph mind-state. -30 to mind hacking attacks.
Lidar	Use reflected laser light to image and judge range and speed.
Mesh Inserts	Cranial computer with wireless transceiver, muse home, and medical sensors.
Mnemonics	Enhanced Memory; +20 Memory-Related COG Checks.
Muscle Augmentation	+1d6 DV melee, +10 ¹ SOM Checks.
Neurachem	Enhanced synapses and neurotransmitters. +2 ¹ Vigor.
Puppet Sock	Allows morph to be remote controlled.

GEAR

Aggro (5 doses)	Combat drug. +20 Provoke to intimidate/taunt, -20 other social tests.
Anonymizer	Masks your mesh ID.
Fake Ego ID	Forged ID and back history, with its own rep scores.
Grin (5 doses)	Combat drug. Ignore 1 wound.
Industrial Armor	AV +6/+4 ¹ .
Smart Clothing	Can change color, texture, and cut. +10 Infiltrate, +30 covered and stationary.
TacNet App	Share tactical data in real-time.
VPN App	Creates virtual private network for secure communication.

ATTACKS

Claws	DV 3d6, concealable.	Use Skill: Melee 70
Flex Cutter	Flexible blade, DV 1d10 + 1d6 + 3, concealable	Use Skill: Melee 70
Medium Pistol	DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	Use Skill: Guns 65
Shock Glove	DV 3d6, Shock effect, touch-only (forego damage for +30)	Use Skill: Melee 70
Shredder	Flechette gun, DV 2d10 + 6, SA/BF/FA, Ammo 100, Range 25	Use Skill: Guns 65
Unarmed	DV 3d6	Use Skill: Melee 70

CRIMINAL GUANXI OPS

Amaru ► Nine Lives Fixer ► Acts real posh for a gangsta, but his connections bring in the jobs.

Elis ► Scum Techie ► Not only good at making you drones, but super fun at parties.

Pivo ► Uplift Scavenger ► Your best bud, and you respect their advice a lot.



ELIS

ELIS MENEZES

SCUM TECHIE

MOTIVATIONS: **+Adventure** • **+Artistic Expression** • **+Hedonism**

LANGUAGES: **English** • **Portuguese**

EGO TRAITS: **Allies (Scum Tribe)**

BACKGROUND: **Indenture**

CAREER: **Techie**

INTEREST: **Jack-of-All-Trades**

FACTION: **Scum**

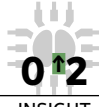

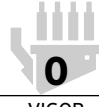

GENDER: **Female**

SEX: **Female**

MUSE: **Xabi**



ARMOR
4/10
ENERGY / KINETIC
RATING

DAMAGE TAKEN	WOUNDS TAKEN	RECHARGE [Per 24 hrs]	
[SPENT]	[SPENT]	[SPENT]	[SPENT]
 0 12	 0	 0	 2
INSIGHT [COG, INT]	MOXIE [SAV, WIL, REP]	VIGOR [REF, SOM]	FLEX
6	30	45	1
WOUND THRESHOLD	DURABILITY	DEATH RATING	EGO FLEX

Movement Rate: Movement Rate: Walker 4/20
Ware: Biomods, Cortical Stack, **TGP** Electrical Sense, **TMP** Enhanced Pheromones, **TMP** Mind Amp, Mesh Inserts

SPLICER

BIOMORPH

APTITUDES & DERIVED STATS

COG	INT	REF	SAV	SOM	WIL
20 ⁶⁰	10 ³⁰	15 ⁴⁵	20 ⁶⁰	10 ³⁰	15 ⁴⁵
Initiative: 5 • Lucidity: 30 • Trauma Threshold: 6 • Insanity Rating: 60					

REPUTATION

@-rep 50	f-rep 25	i-rep 20	x-rep 20
∞ □ □ □ □ □ ∞	□ □ □ □ □ □ ∞	□ □ □ □ □ □ ∞	□ □ □ □ □ □ ∞












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











Criminal Pack	Comp/GP
Anonymizer	Min/1
Armor Vest (Light)	Min/1
AV 4/10, Concealable	
Fake Ego ID	Maj/R/3
Medium Pistol Firearm	Min/R/1
DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	
Smart Clothing	Min/1
TacNet App	Mod/2
VPN App	Min/1

Techie Pack	Comp/GP
Automech	Mod/2
Electrical Sense	Min/1
Fixer Swarm	Mod/2
Medium Fabber	Mod/2
Tools (Kit)	Min/1
Utilitool	Min/1

Techie Pack Mods	Comp/GP
Hither (5 doses)	Min/1

SKILLS

Skill	Total
Fray	 50
Free Fall	 55
Guns	 50
Hardware: Electronics	 70
Hardware: Groundcraft	 55
Hardware: Robotics	 65
Infosec	 65
Interface	 60
Kinesics	 40
Know: Engineering	 80
Know: Gatecrashing	 40

Skill	Total
Know: Habitat Ops	 50
Know: Nanotechnology	 80
Know: Night Clubs	 50
Know: Scum	 50
Know: Synthmorphs	 40
Perceive	 50
Persuade	 45  55
Program	 60
Provoke	 40  50
Research	 30

This piece is totally glitched. Pass the vape.

You died on Earth during the Fall, but your backup made it off-world. You spent years as an infugee in cold storage before being revived and sleeved in a cheap synthetic morph, the cost of which you had to pay off building new habs. Desperate to escape your situation, you volunteered for high-risk,

high-pay gatecrashing missions. You survived three. On the last, you discovered relics of a long-dead alien race and were recruited by Firewall. After retiring from gatecrashing, you immersed yourself in scum culture. You're nerd-famous for your nanotech recycler meshcast *GraxaGirl*.

ELIS

ELIS MENEZES

SCUM TECHIE



TRAITS

Allies (Scum Tribe) A group supports you. Free moderate favor per session.

WARE

Biomods Standard genetic tweaks for health, faster healing, immunities, and more.
Cortical Stack Memory diamond storage unit for ego backups.
Electrical Sense Sense electrical fields w/in 5m.
Enhanced Pheromones +10 Persuade and Provoke w/biomorphs of same species.
Mesh Inserts Cranial computer with wireless transceiver, muse home, and medical sensors.
Mind Amp Accelerates mind. +2 Insight.

GEAR

Anonymizer Masks your mesh ID.
Armor Vest (Light) AV 4/10. Concealable.
Automech Repair bot.
Fake Ego ID Forged ID and back history, with its own rep scores.
Fixer Swarm Repairs 1d10 damage per hour or 1 wound per day for 4 days.
Hither (5 Doses) Social drug. +10 seduction Provoke, Enhanced Behavior: Aroused (2).
Medium Fabber Fab medium items.
Smart Clothing Can change color, texture, and cut. +10 Infiltrate, +30 covered and stationary.
TacNet App Share tactical data in real-time.
Tools (Kit) Portable, applies to specific skill.
Utilitool All-purpose smart-material tool.
VPN App Creates virtual private network for secure communication.

ATTACKS

Medium Pistol	DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	Use Skill: Guns 50
Unarmed	DV 1d6	Use Skill: Melee 10 (defaulting to SOM)

CRIMINAL GUANXI OPS

Amaru ► Nine Lives Fixer ► A stone professional, but you wish he'd loosen up.

Berk ► Infolife Enforcer & Bot Jammer ► Wild and fun, but hell is she violent, too.

Pivo ► Uplift Scavenger ► All business, but fun to geek out about tech with.



☐ Short (1d6) ☐ Short (1d6) ☐ Long (full)

DAMAGE TAKEN

WOUNDS TAKEN

RECHARGE [Per 24 hrs]

[SPENT]

[SPENT]

[SPENT]

[SPENT]



12

INSIGHT
[COG, INT]

6



1

MOXIE
[SAV, WIL, REP]

30



1

VIGOR
[REF, SOM]

45



3

FLEX

1

Movement Rate: Swim 8/32 • Thrust Vector 4/12 • Walker 2/8

Ware: 360-Degree Vision, Biomods, Chameleon Skin, Cortical Stack, **TMP** Enhanced Vision, Gills, Mesh Inserts, **TMP** Multi-Tasking, Polarization Vision

Morph Traits: Exotic Morphology (Level 3), **TMP** Indifference (Level 1), Limberness (Level 2), Non-Human Biochemistry (Level 2)

Notes: 8 prehensile arms, Beak Attack (DV 1d10), Ink Attack (use Athletics, blinding, 5-meter area-effect in water/micrograv)

NEO-OCTOPUS

UPLIFT

APTITUDES & DERIVED STATS

COG	INT	REF	SAV	SOM	WIL
25 ⁷⁵	15 ⁴⁵	15 ⁴⁵	15 ⁴⁵ ⁴⁰	15 ⁴⁵	10 ³⁰

Initiative: 6 • Lucidity: 20 • Trauma Threshold: 4 • Insanity Rating: 40

REPUTATION

@-rep 30

∞ □ □ □ □ □ □

c-rep 25

∞ □ □ □ □ □ □

g-rep 50

∞ □ □ □ □ □ □

i-rep 25

∞ □ □ □ □ □ □

GEAR

Criminal Pack	Comp/GP
Anonymizer	Min/1
Armor Vest (Light)	Min/1
AV 4/10, Concealable	
Fake Ego ID	Maj/R/3
Medium Pistol Firearm	Min/R/1
DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	
Smart Clothing	Min/1
TacNet App	Mod/2
VPN App	Min/1

Scavenger Pack	Comp/GP
Breadcrumb System	Min/1
Diamond Axe	Min/1
Disassembly Tools	Mod/2
Guardian Swarm	Mod/2
Nanodetector	Min/1
Orbital Hash	Min/1
Robomule	Mod/2

ARMOR RATING

4/10

ENERGY / KINETIC

SKILLS

Skill	Total
Athletics	45
Fray	50
Free Fall	50
Guns	55
Hardware: Aerospace	65
Hardware: Demolitions	65
Hardware: Industrial	80
Infiltrate	40 ^{50/70}
Infosec	50
Interface	40
Kinesics	40

Skill	Total
Know: Black Markets	65
Know: Cartels	50
Know: Flight Crew Ops	55
Know: Reclaimers	45
Know: Scavenging	80
Know: TITAN Machines	65
Know: Uplift Culture	65
Melee	50
Perceive	50 ⁶⁰
Pilot: Space	50
Survival	30

PIVO

PIVO ♦ UPLIFT SCAVENGER

MOTIVATIONS: **+Profit** • **+Reclaim Earth** • **+Uplift Rights**

LANGUAGES: **English** • **Spanish** • **Tagalog**

EGO TRAITS: **Enemy (Night Cartel)**

BACKGROUND: **Uplift**

CAREER: **Scavenger**

INTEREST: **Spacer**

FACTION: **Reclaimer**

GENDER: **Male**

SEX: **Male**

MUSE: **Siyokoy**



Yeah, sure, I could bypass the security by squeezing through that drone maintenance door, but I don't want to embarrass you in front of the other vertebrates. I'll just cut it open.

You were spawned in a lab in the Philippines. Less said, the better. You were lucky to make it off-world, signing up with a group of scavengers to get by after the Fall. They all sucked, except for Berk—Berk's solid. So you two split and did your own thing. Your first score was some weird tech that must

have drifted away from the Battle of L4. You tried selling it, but it turned out to be TITAN gear and Firewall busted you. Now you're a sentinel. Handy, because the Eye regularly gives you new fake IDs, keeping you ahead of the Night Cartel—also less said the better—who really want to make Pivo-sashimi.

TRAITS

Enemy (Night Cartel)	Enemy NPC haunts you.
Exotic Morphology (Level 3)	-30 on Integration Tests.
Extra Limbs (8)	+20 to grapple morphs with fewer limbs.
Indifference	-5 to SAV Checks.
Limberness (Level 2)	+20 to escape bonds, fit into small spaces, contort, etc.
Non-Human Biology (Level 2)	-20 to Medicine Tests. Biomorphs only.

PIVO

PIVO ◀ UPLIFT SCAVENGER



WARE

360-Degree Vision	See in all directions at once.
Biomods	Standard genetic tweaks for health, faster healing, immunities, and more.
Chameleon Skin	Change skin color. +10 Infiltrate, +30 still and covered.
Cortical Stack	Memory diamond storage unit for ego backups.
Enhanced Vision	Tetrachromatic vision, better focus. +10 vision Perceive.
Gills	Breathe both air and water.
Mesh Inserts	Cranial computer with wireless transceiver, muse home, and medical sensors.
Multi-Tasking	Focus on 2 things at once. +1 Insight.
Polarization Vision	See polarized light, ignore camo modifiers.

GEAR

Anonymizer	Masks your mesh ID.
Armor Vest (Light)	AV 4/10. Concealable.
Breadcrumb System	Leaves mote trail for meshing/positioning.
Fake Ego ID	Forged ID and back history, with its own rep scores.
Guardian Swarm	Disables other swarms, reduce DUR of both 5/turn.
Nanodetector	Detects nanobots, Exotic Skill: Nanobot Detection 40 (70 w/active swarm).

Orbital Hash	Social drug. Ignore 1 trauma, -10 Know Tests/memory-related COG Checks.
Robomule	Gear-hauling bot.
Smart Clothing	Can change color, texture, and cut. +10 Infiltrate, +30 covered and stationary.
TacNet App	Share tactical data in real-time.
VPN App	Creates virtual private network for secure communication.

ATTACKS

Beak Attack	DV 1d10	Use Skill: Melee 50
Diamond Axe	DV 2d10 + 3, armor-piercing, reach, two-handed	Use Skill: Melee 50
Ink Attack	Blinding, 5-meter area-effect in water/micrograv	Use Skill: Athletics: 45
Medium Pistol	DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	Use Skill: Guns 55
Unarmed	DV 1d6	Use Skill: Melee 50

CRIMINAL GUANXI OPS

Amaru ► Nine Lives Fixer ► He's cool for a biped and has amazing connections.

Berk ► Infolife Enforcer & Bot Jammer ► Your partner and pal. She's crazy, but she listens to you.

Elis ► Scum Techie ► Smart but kind of a stoner.

