Eclipse Phase-Uncharted
Hack By Matthew Skau
Base Rules: "Uncharted Worlds"

Core Concepts
The Narrative
The narrative is all important. This is the fiction generated between the Player Characters (PCs) and the Game Master (GM). The PCs describe what their characters are doing, saying, sometimes even thinking. The GM describes how the world reacts to the PCs. If there's some question about the outcome of events, the players roll dice to determine the outcome using one of their ***moves*** (see below). The GM then can respond with one of his ***moves*** based on the outcome of the die roll. Moves are both prescriptive and descriptive. If the narrative fiction would disallow a move, that move isn't allowed. If a move creates certain narrative outcomes, those outcomes happen. Go with the flow.

Stats
Each character has 6 Stats associated with their Ego :
Cognition – Your mind's depth of intelligence and experience
Intuition – Your capacity to make connections based on incomplete information
Coordination – Your ego's ability to fully integrate with your morph for fine motor skills
Somatics – Your ego's ability to control your morph for physical optimization, strength, and hardiness
Savvy – Your personality's ability to smoothly interact with others
Willpower – Your ego's stability, resistance to degradation due to trauma or time

Moves
Game mechanics are expressed as "Moves." Most moves require you to "roll **+(Stat)**" wherein you roll 2d6 and add the appropriate stat. A 10+ is a total success, a 7-9 is a partial success, granting the GM some power to complicate matters, and a 6- is a failure, granting the GM even more power to make the narrative go in ways not altogether to your liking. The GM never rolls dice, but rather reacts entirely to your die rolls as appropriate to the fiction.

Advantage / Disadvantage:

When the GM determines that the circumstances of a die roll are more difficult than is usual, the player rolls with "Disadvantage." When the GM determines that circumstances give the player a greater than usual benefit, the player rolls with "Advantage." To roll with Advantage, roll 3d6 and choose the 2 best. To roll with Disadvantage, roll 3d6 and choose the 2 worst. If some factor gives you Advantage but another gives you Disadvantage, they cancel out and you roll normally. If two factors grant Advantage and only one grants Disadvantage you have Advantage. Etc.

Exceptional Success
If the roll on a move is 12+, it counts as an ***exceptional success***. Some moves already indicate what happens on an exceptional success. For others, the GM and the player are encouraged to come up with some manner in which the character succeeds even more stylishly or effectively than normal.

Damage and Sanity

You have two condition tracks corresponding to the physical damage taken by your Morph and your long-term sanity:

DAMAGE	SANITY
Minor Wound:_____	Minor Instability: _____
Major Wound:_____	Major Instability: _____
Serious Wound:_____	Serious Instability: _____
Critical Wound:_____	Critical Instability:_____
Dead	***Insane***

When you take physical damage, the GM will tell you how serious it is and you will roll the ***Take Damage*** move. When you suffer mental trauma from resleeving, an ego-hacking attempt, or some other horror you will roll the ***Take Trauma*** move. Both of these moves are Basic Moves.

You can only have one wound or instability at each severity level. If you receive a wound or instability at a severity that is already filled, your new wound or instability increases in severity until it finds an empty slot. When you're ***dead*** you'll need a new morph with all the expense and potential trauma that implies. When you're ***insane*** there's no hope for you without extensive psychosurgery or restoration from backup.

Data Points

Data Points are small but critically useful bits of information about a particular subject, which can be leveraged to tip the scales during a tense moment. Each Data Point concerns a specific topic or subject, and can be spent to grant Advantage to any roll that directly involves or leverages the information in that Data Point. Only one Data Point can be spent per roll, no matter how many would apply.

Data Points are rewards for successfully completing certain activities, like research or investigation. There are no limits to how many Data Points a character can have, or how many they can have about the same or similar subject, but the freshness and validity of the information must be maintained; Data Points quickly expire if they are no longer pertinent or are rendered obsolete/out-of-date.

Basic Moves

ASSESSMENT (+Stat)
When you collect critical information about an important, dangerous or mysterious subject using…
…stealth or sleight of hand, Roll+Coordination
…research and experimentation, Roll+Cognition
…exploration, labor or strenuous activity, Roll+Somatics
…informants, interviews or gossip, Roll+Savvy
…the Mesh, reading between the lines, or informed guesswork Roll+Intuition
On a 10+, you gain significant information about the subject, and earn a Data Point about it as well.
On a 7-9, the GM will reveal interesting, potentially useful information about the subject. Or they might ask you to do so.
On a 6-, the GM will reveal facts about the subject you probably wish were not true.

FACE ADVERSITY (+Stat)
When you overcome opposition or danger using…
…stealth, piloting, accuracy or discipline, Roll+Coordination
…knowledge, mechanics or first-aid, Roll+Cognition
…athletics, endurance, strength or health, Roll+Somatics
…charm, diplomacy, bargaining or lies, Roll+Savvy
…open computer systems, contact networks or informed guesswork Roll+Intuition
On a 10+ you overcome the opposition or danger, just as you described.
On a 7-9, the danger is overcome, but at a price; the GM will offer you a cost or a hard choice.

GET INVOLVED (+Stat)
When an ally makes a Move and you affect the result using…
…stealth, piloting, accuracy, or dexterity, Roll+Coordination
…education, mechanics or first aid, Roll+Cognition
…athletics, endurance, strength or health, Roll+Somatics
…charm, diplomacy, bargaining or lies, Roll+Savvy
…open computer systems, desperate improvisation, or blind luck Roll+Intuition
On a 10+ Choose 1
• Turn a failure(6-) into a partial success (7-9).
• Turn a partial success(7-9) into a full success (10+).
• Turn a full success(10+) into a partial success(7-9).
• Turn a partial success(7-9) into a failure(6-).
On a 7-9, as above, but you incur a cost, complication or hard choice in order to get involved.

ACCESS (+Intuition)
When you spend several minutes accessing a locked, protected system or network with the appropriate tools, Roll+Intuition.
On a 10+, credentials verified, access granted. The system is now open to you.
On a 7-9, as above, but your breach is detected, either now or later. The owners of the system will likely retaliate soon, either electronically, legally or physically.

COMMAND (+Savvy)

When you issue a command to a group that is inclined to follow your orders, Roll+Savvy.

On a 10+, they follow those orders to the best of their ability, though there may be costs in time, resources or personnel.

On a 7-9, as above, but their disposition or effectiveness has been significantly impacted in some way. This crew will not accept a new Command until those issues have been dealt with.

LAUNCH ASSAULT (+Somatics)

When you engage enemy forces in chaotic close-quarters combat, describe your tactics and primary targets, then Roll+Somatics

On a 10+, you win this engagement. Your targets are dead, injured, incapacitated, retreating, pinned, surrendering, etc.

On a 7-9, as above, but the GM will choose 1 or more of the following consequences:

• You suffer harm during the exchange.

• The exchange causes undesirable collateral damage.

• The battle shifts, changing threats or adding new ones.

• The targets actually suffer a lesser fate (GM chooses).

OPEN FIRE (+Coordination)

When you engage enemy forces in long ranged, cover-to-cover firefights, describe your tactics, primary targets and Roll+Coordination.

On a 10+, you win this engagement. Your targets are dead, injured, incapacitated, retreating, pinned, surrendering, etc.

On a 7-9, as above, but the GM will choose 1 or more of the following consequences:

• You suffer harm during the exchange.

• The exchange causes undesirable collateral damage.

• The battle shifts, changing threats or adding new ones.

• The targets actually suffer a lesser fate (GM chooses).

PATCH UP (+Cognition)

When using appropriate medical supplies/tools to repair harm to people or machinery, Roll+Cognition

On a 10+, you treat a single minor, major or severe injury/damage

On a 7-9, as above, but you've reached the limit of what you can do; you cannot re-attempt to Patch Up the subject for now.

TAKE DAMAGE (+Armor)

When you would suffer harm, the GM will tell you the Severity (Minor, Major, Severe, Critical or Fatal). Roll+Armor.

On a 12+, the severity is reduced by two levels.

On a 10-12, the severity is reduced by one level.

On a 7-9, you suffer an injury of that severity.

On a 6-, you also suffer debilities, incur costs/troubles, or suffer an injury of a greater severity, at the GM's discretion.

TAKE TRAUMA (+Willpower)
When you would suffer mental trauma, the GM will tell you the Severity (Minor, Major, Severe, Critical or Fatal). Roll+Willpower.
On a 12+, the severity is reduced by two levels.
On a 10-12, the severity is reduced by one level.
On a 7-9, you suffer an injury of that severity.
On a 6-, you also suffer neuroses, incur costs/troubles, or suffer an instability of a greater severity, at the GM's discretion.

ACQUISITION (+Asset)
When you seek to acquire important items or services from a market able to supply those demands, Roll+Asset Class of any asset you're willing to spend.
On a 12+, the deal goes through; you get what you asked for.
On a 10-12, the deal goes through if the seller/market is amiably disposed toward the deal. Otherwise, as 7-9.
On a 7-9, the deal will only go through if you accept a cost, a task or a lesser asset/service instead of what you asked for.
On a 6-, the deal will only go through if you call in a serious favor or owe a serious debt.

Advancement

Each player chooses an advancement trigger from either Stats or a Faction. This trigger grants experience when a specific event or action happens. Eventually, the characters will gain enough experience to earn an advance. In addition to providing character advancement, choosing a trigger is an important vote towards the situations that will happen during the game.

During the course of the game, when a player notices that *any* character's actions fulfills their chosen trigger, *every* character gains 1 experience point (xp). Each player marks one xp on their character sheet. ***Each character's advancement can only trigger once per session.*** Advancements are only ever triggered by the direct or indirect actions of a character, but any character can trigger it, not just the owner of the advancement. It's each player's responsibility to point out when their character's advancement has been triggered during play, to award experience to everyone. The vague nature of the conditions is intentional, allowing many situations to potentially trigger them (with the GM having the final say).

Advancing a Stat
When you choose to Advance an Ego stat, choose the trigger for the stat you wish to advance. Each Ego stat may only ever be improved once. You need a number of XP equal to the total value of all your stats to earn the increase.

Advancing a Faction
Choose a trigger from the Faction you wish to Advance. You can choose any Faction, not just the one you started with. When your character has earned experience equal to their total number of moves (including Background and Unique moves), their player does the following, in order:
1. Expend their accumulated experience points.
2. Choose a new move from the Faction they were advancing.
3. Cross out their current advancement trigger.
4. Choose a new advancement trigger from the next Stat or Faction to be Advanced

Note which advancement triggers a character has previously completed; they cannot choose the same advancement trigger twice.

You may earn enough XP to Advance without ever activating your chosen trigger thanks to the triggers of other characters. That's ok. Cross it out anyway and choose a new one.

You cannot buy a given move more than once, even if it appears on multiple Faction lists.

Character Creation

Ego

Each character has 6 Stats associated with their Ego:
Cognition – Your mind's depth of intelligence and experience
Intuition – Your capacity to make connections based on incomplete information
Coordination – Your ego's ability to fully integrate with your morph for fine motor skills
Somatics – Your ego's ability to control your morph for physical optimization, strength, and hardiness
Savvy – Your personality's ability to smoothly interact with others
Willpower – Your ego's stability, resistance to degradation due to trauma or time

Allocate the following numbers to these stats in whatever order you wish: **+2**, **+1**, **+1**, **+0**, **+0**, **-1**

Advancement Triggers
When you choose to Advance an Ego stat, choose the trigger below for the stat you wish to advance. Each Ego stat may only be improved once. You need a number of XP equal to the total value of all your stats to earn the increase (i.e. 3 XP to get your first Stat increase unless you took a Background move that granted a bonus starting Stat in which case it would cost 4 XP for your first stat increase). (see Advancement for more details)

- Came to a significant conclusion (Cognition)
- Made a startlingly accurate guess (Intuition)
- Accomplished a goal through precision or dexterity (Coordination)
- Survived or overcame something through sheer physical ability (Somatics)
- Talked your way out of (or into) danger (Savvy)
- Survived serious trauma (Willpower)

Background

Choose a Background from the list below. Select one starting move from that Background's list.

- Canaanite
- Drifter
- Fall Evacuee
- Hyperelite
- Indenture
- Infolife
- Isolate
- Jovian
- Lost
- Lunar Colonist
- Martian
- Original Space Colonist
- Scumborn
- Titanian
- Uplift
- Venusian

Canaanite

You survived the Fall, but did not escape Earth… at least not immediately. You managed to survive the apocalypse along with a small, ragtag, desperate band, and were eventually smuggled off Earth by the ASI known as Astraeus. She kept you stored digitally in a secret Venusian Aerostat known as Canaan until, ten years after the Fall, she revealed Canaan and began repatriating the refugees. Of course, being digitally stored by an ASI brought with it some… edits…

Moves (Choose 1)

Edited
Your mind has been made subtly more resistant to trauma. You gain +1 to your Willpower stat, to a maximum of +2.

Contacts
You have acquaintances and contacts (fellow Canaanites) all over the galaxy. When arriving anywhere civilized, introduce a contact. That NPC operates here.

Resilience
You can suffer two mental instabilities of each severity rather than one.

Survival
You can scrounge up the following from all but the most barren, inhospitable surroundings:
• Somewhat edible food and drink
• Basic medicine or first-aid materials
• Rustic Wilderness Kit
• Primitive Class 0 melee weapon

Drifter

You were raised with a social grouping that remained on the move throughout the Sol system. This could have been free traders, pirates, asteroid farmers, scavengers, or just migrant workers. You are used to roaming space travel between habitats and stations.

Moves (Choose 1)

Resourceful
You're good at making do with limited resources, and getting the most out of what you have, making you a bit of a hoarder. You gain +1 to your Intuition stat, to a maximum of +2.

Cosmopolitan
When you make an Assessment of any aspect of a society (culture, traditions, laws, government, economy, etc) you gain 3 Data Points about that subject on a 10+, and 1 Data Point about that subject on a 7-9.

Tinker
You can assemble the following from scrap metal and spare parts:
• Shoddy Class 0 melee weapon
• Makeshift Class 0 explosive
• Crude Engineering Kit

Weightless
Ignore the Clumsy trait and/or movement restrictions inflicted by microgravity, low-gravity, freefall, climbing and jump jets. A successful (10+) Move while in those situations lets you describe a moment of exceptional acrobatic grace.

Fall Evacuee

You were born and raised on Earth and evacuated during the horrors of the Fall, leaving your old life (and possibly your friends, family, and loved ones) behind you. You were lucky enough to survive with your body intact and continue to make a life for yourself out in the system.

Moves (Choose 1)

Hardy Survivor
You've been through some things. You've learned to fight dirty. You gain +1 to your Somatics stat, to a maximum of +2.

Earth Heirlooms
Nothing is more valuable post-Fall than genuine relics from earth. You escaped with a suitcase full. You have a Class 3 Resources Asset. You decide what form those resources take. If your resources are ever lost or depleted, you can spend an extended period of time claiming a new Class 3 Resources asset.

Excellent Morph
You escaped with your body intact. Good thing, as it's a pretty nice one. You have a Class 3 Morph. If your morph is ever lost or damaged, you can abandon it and spend an extended period of time claiming new Class 3 morph.

Outfit
You escaped with just the clothes on your back… but what clothes they are. You own a unique Class 3 Attire. If your attire is ever lost or damaged, you can abandon it and spend an extended period of time claiming new Class 3 Attire.

Hyperelite

You are privileged to have been raised as part of the immortal upper class that rules many inner system habitats and hypercorps. You were pampered with wealth and influence that most people can only dream of.

Moves (Choose 1)

Decorum
You are well versed in the rules of etiquette, civility and propriety. You can carry yourself with grace in formal affairs, but are ill-at-ease in casual settings. You gain +1 to your Savvy stat, to a maximum of +2.

Fame
Decide what you are famous/infamous for. Factions, groups and people of importance always know who you are when you meet them. Allies may use your +Savvy if they speak in your name, but you'll suffer for any faux-pas. You have Advantage whenever you roll the Acquisition move in a situation where your fame would incline others to extend you credit.

Luxury
Your clothing, belongings and quarters are all lavish and expensive. Gain one of the following NPCs as a retainer: Butler, Assistant, Consort or Advisor. Name the NPC and give them a 2-4 word description.

Scapegoat
When you would suffer social, legal or financial consequences, name someone and Roll+Savvy.
On a 10+, they suffer instead.
On a 7-9, as above. They know it was you.
On a 6-, it didn't work, and they know what you tried to do.

Indenture

You may have handed yourself over to the hypercorps before the Fall, going off-world to escape a life of violence and misery on Earth, or you may have escaped the horrors of the Fall as an infugee. Either way, you left Earth with nothing, and you spent years selling your time and labor as an indenture. Now you've earned your freedom and are taking your first cautious steps back into transhuman society as your own person. You might only have a dim understanding of current events and culture—your activities and news sources were heavily restricted during your indenture—but your work has helped you sharpen some skills and come away with a decent understanding of new corporate culture.

Moves (Choose 1)

Vocation
You've spent many years serving a hypercorporation. Sadly, you've never had time for fun or relaxation. You gain +1 to your Cognition stat, to a maximum of +2.

Body Hopper
You never need to roll the Take Trauma move as a result of voluntary resleeving. Resleeving after death, or being restored from backup requires the Take Trauma move as normal.

Education
When you gain one or more Data Points about a subject, each ally that was present or involved also gains a Data Point about the subject.

Team Player
Whenever you successfully Get Involved your next die roll has Advantage.

Infolife

You entered existence as a digital consciousness—an artificial general intelligence (AGI). Your very existence is illegal in certain habitats (a legacy of those who place the Fall at the feet of rampant AIs). Unlike the seed AIs responsible for their Fall, your capacity for self-improvement is limited, though you do have full autonomy.

Moves (Choose 1)

Efficient Processor
Your cogitation is most efficient. You gain +1 to your Cognition stat, to a maximum of +2.

Hijack
When you Access a system, it locks out everyone else. You can open the system to anyone you wish.

Program
When you Access a system, choose a behavior that the system could perform and a condition that will trigger that behavior.

Upload
Expend a Data Point on the Mesh to have the facts about the subject…
• be erased, hidden, classified.
• become common knowledge.
• be falsified, pivotally altered.

Isolate

You were raised as part of a self-exiled grouping on the fringes of the system. Whether raised as part of a religious group, cult, social experiment, anti-tech cell, or a group that just wanted to be isolated, you spent most if not all of your upbringing isolated from other factions.

Moves (Choose 1)

Discipline
You know the rules, the codes, the processes, the scripture, the laws. They give you stability. You don't deal well with change. You gain +1 to your Willpower stat, to a maximum of +2.

Repair
When using a repair bay or workshop, your Patch Up can be used to install replacement parts and perform major reconstruction on machines. This repairs critical and fatal breakages.

Survival
You can scrounge up the following from all but the most barren, inhospitable surroundings:
• Somewhat edible food and drink
• Basic medicine or first-aid materials
• Rustic Wilderness Kit
• Primitive Class 0 melee weapon

Tinker
You can assemble the following from scrap metal and spare parts:
• Shoddy Class 0 melee weapon
• Makeshift Class 0 explosive
• Crude Engineering Kit

Jovian

You were raised in an authoritarian regime with bioconservative ideologies and militaristic tendencies. Where you come from, technology is not to be trusted and humans need to be protected from themselves. To ensure its survival, humanity must be able to defend itself and unfettered growth must be checked.

Moves (Choose 1)

Original Body
Unlike many transhumans, you're still in your birth body, for better or worse. You gain +1 to your Somatics stat, to a maximum of +2.

Authority
Whenever you are in a position of clear superiority over a group of NPCs, you can Command those NPCs even if the order goes against their own traits, loyalties and willingness.

Leadership
You have a hand-picked, elite Class 3 Crew. Given enough time and training, you can replace lost members of this crew with new NPCs.

Tactics
When you Open Fire or Launch Assault, you choose one or more consequences on a partial success (7-9), not the GM.

Lost

You are a legacy of one of the most infamous debacles since the Fall. As a member of the "Lost generation," you went through an accelerated-growth childhood, somehow surviving where others of your kind died, went insane, or were persecuted. Your background is a social stigma, but it does provide you with certain advantages … and burdens.

NOTE: Possession of any move on this list labeled **Psi** brings with it permanent changes to your brain. Write "Watts-MacLeod" in the space for your Minor Instability on your Trauma track. This instability may never be cured or removed.

Moves (Choose 1)

Fucked Up Childhood
You were grown in a lab, your mind developed in a simulspace, and then you were abandoned. You gain +1 to your Willpower stat, to a maximum of +2.

Deduction
When you first witness a situation, you may ask one of the following questions, the GM will answer honestly.
Who or what…
• is most vulnerable in this situation?
• is most dangerous in this situation?
• caused this situation?

Impulse Psi
Your async abilities have been honed into a deadly weapon. You can Open Fire using Willpower with your brain as a weapon (Class 3, adjacent, close, concealed, penetrating, silenced). Your attacks harm your victims' minds directly, although there may be physical damage as well. This move only affects minds contained in a biological brain.

Psi-Chi Sleights Psi
Your async abilities can be used to augment the physical capabilities of any biomorph. Face Adversity using Willpower. On a success, add an upgrade to your morph increasing it's Class by +1. You may choose any morph upgrade so long as you can conceivably justify it in the narrative. This change will last until you use this move again.

Lunar Colonist

You experienced your childhood in one of the cramped dome cities or underground stations on Luna, Earth's moon. You had a ringside seat to the Fall of Earth. Now, you live in one of the few places that still tries to preserve the cultures and religions of the homeworld on a large scale.

Moves (Choose 1)

Affable
You get along well with almost everyone in your own way. You are most comfortable around others, and get lonely quickly. You gain +1 to your Savvy stat, to a maximum of +2.

Acumen
When you first visit a market or environment, you may ask one of the following questions, and the GM will answer honestly:
• What is profitably exploitable here?
• What is in high demand here?
• Who is the biggest economic player?

Bribe
You can use Acquisition to purchase the following:
• Political power
• Legal decisions
• Faction involvement
• Diplomatic immunity

Contacts
Many people passed through Luna during the Fall. You have acquaintances and contacts all over the galaxy. When arriving anywhere civilized, introduce a contact. That NPC operates here.

Martian

You were raised in a station on or above Mars, now the most populated planet in the system. Your home town may or may not have survived the Fall.

Moves (Choose 1)

Vocation
You've spent many years training in a variety of techniques and trades. Sadly, you've never had time for fun or relaxation. You gain +1 to your Cognition stat, to a maximum of +2.

Hard Labor
You can perform long grueling hours of physical labor with minimal rest. You've collected a wide variety of aches, pains and minor ailments from doing this. You gain +1 to your Somatics stat, to a maximum of +2.

Custom Vehicle
You own a custom-designed Class 3 land vehicle. If that vehicle is ever lost, you can spend an extended period of time claiming a new Class 3 land vehicle.

Education
When you gain one or more Data Points about a subject, each ally that was present or involved also gains a Data Point about the subject.

Original Space Colonist

You or your parents were part of the first "generations" of colonists/workers sent out from Earth to stake a claim in space, so you are familiar with the cramped confines of spaceflight and life aboard older stations and habitats. As a "zero-one g" (zero-gravity, firstgen), you were never part of the elite. People from your background typically have some sort of specialized tech training as vacworkers or habtechs.

Moves (Choose 1)

Zero-G Adapted
You're used to movement in three dimensions. You gain +1 to your Coordination stat, to a maximum of +2.

Program
When you Access a system, choose a behavior that the system could perform and a condition that will trigger that behavior.

Repair
When using a repair bay or workshop, your Patch Up can be used to install replacement parts and perform major reconstruction on machines. This repairs critical and fatal breakages.

Weightless
Ignore the Clumsy trait and/or movement restrictions inflicted by microgravity, low-gravity, freefall, climbing and jump jets. A successful (10+) Move while in those situations lets you describe a moment of exceptional acrobatic grace.

Scumborn

You were raised in the nomadic, chaotic, and often hedonistic lifestyle common to scum barges.

Moves (Choose 1)

Zero-G Sex Fiend
Contortions are your thing. You gain +1 to your Coordination stat, to a maximum of +2.

Chemistry
When creating an antidote, vaccine, drug, poison or pathogen in a lab, state the effect you want it to have and its method of transmission (spray, injector, pill, etc). Roll+Cognition.
On a 10+, you successfully create it.
On a 7-9, it will have reduced potency or have unintended side effects.

Repair
When using a repair bay or workshop, your Patch Up can be used to install replacement parts and perform major reconstruction on machines. This repairs critical and fatal breakages.

Weightless
Ignore the Clumsy trait and/or movement restrictions inflicted by microgravity, low-gravity, freefall, climbing and jump jets. A successful (10+) Move while in those situations lets you describe a moment of exceptional acrobatic grace.

Titanian

You are from the Titanian Commonwealth's socialist cyberdemocracy. Unlike other autonomist projects, Titanian joint efforts have assembled some impressive infrastructural projects as approved by the Titanian Plurality and pursued by state-owned microcorps.

Moves (Choose 1)

Social Compact
You are used to constant social and political engagement. You gain +1 to your Savvy stat, to a maximum of +2.

Bribe
You can use Acquisition to purchase the following:
• Political power
• Legal decisions
• Faction involvement
• Diplomatic immunity

Education
When you gain one or more Data Points about a subject, each ally that was present or involved also gains a Data Point about the subject.

Fame
Decide what you are famous/infamous for. Factions, groups and people of importance always know who you are when you meet them. Allies may use your +Savvy if they speak in your name, but you'll suffer for any faux-pas. You have Advantage whenever you roll the Acquisition move in a situation where your fame would incline others to extend you credit.

Uplift

You are not human. You were born as an uplifted animal: chimpanzee, gorilla, orangutan, parrot, pig, raven, crow, dolphin, whale, orca, or octopus. You're considered property in much of the inner system and even in the more tolerant outer system people may find your ways strange.

Moves (Choose 1)

Fish-Out-Of-Water
You are used to effectively navigating a society not built for you. You gain +1 to your Intuition stat, to a maximum of +2.

Body Hopper
You never need to roll the Take Trauma move as a result of voluntary resleeving. Resleeving after death, or being restored from backup requires the Take Trauma move as normal.

Criminal
Any successful (10+) Move that involves theft, smuggling, extortion or similar crimes also leaves no evidence that could indict you.

Deduction
When you first witness a situation, you may ask one of the following questions, the GM will answer honestly.
Who or what…
• is most vulnerable in this situation?
• is most dangerous in this situation?
• caused this situation?

Venusian

You are from the Morningstar Constellation of Venusian aerostats, resentful of the growing influence of the Planetary Consortium and other entrenched and conservative inner system powers.

Moves (Choose 1)

Cutting Edge
Venus stands as a reformist take on federalized capitalist democracy, and innovation is prized. You gain +1 to your Intuition stat, to a maximum of +2.

Acumen
When you first visit a market or environment, you may ask one of the following questions, and the GM will answer honestly:
• What is profitably exploitable here?
• What is in high demand here?
• Who is the biggest economic player?

Bribe
You can use Acquisition to purchase the following:
• Political power
• Legal decisions
• Faction involvement
• Diplomatic immunity

Custom Flyer
You own a custom-designed Class 3 shuttle or speeder vehicle. If that vehicle is ever lost, you can spend an extended period of time claiming a new Class 3 vehicle.

Faction

Choose one Faction from the list below. Choose 2 starting moves from that Faction's list.

- Anarchist
- Async
- Argonaut
- Barsoomian
- Belter
- Bioconservative
- Brinker
- Criminal
- Exhuman
- Extropian
- Firewall
- Gatecrasher
- Hypercorp
- Mercurial
- Reclaimer
- Scum
- Singularity Seeker
- Socialite
- Ultimate

Anarchist

You are opposed to hierarchy, favoring flat forms of social organization and directly democratic decisionmaking. You believe power is always corrupting and everyone should have a say in the decisions that affect their lives. According to the primitive and restrictive policies of the inner system and Jovian Junta, this makes you an irresponsible hoodlum at best and a terrorist at worst. In your opinion, that's comedy coming from governments that keep their populations in line with economic oppression and threats of violence.

Moves

@-Rep
You are well known in anarchist circles and are a master of reputation economies. You have a Class 3 Resources (@-rep) Asset. If your reputation is ever lost or depleted, you can spend an extended period of time claiming a new Class 3 Resources (@-rep) asset.

Contacts
You have acquaintances and contacts all over the galaxy. When arriving anywhere civilized, introduce a contact. That NPC operates here.

Inspiration
Choose an emotion and the medium/art with which you convey it, then Roll+Savvy or +Coordination.
On a 7-9, the emotion takes hold of your audience.
On a 10+, as above, and choose 1:
• You gain a keen admirer.
• You are treated lavishly.
• You can Command the audience.

Leadership
You have a hand-picked, elite Class 3 Crew. Given enough time and training, you can replace lost members of this crew with new NPCs.

Sabotage
When you tamper with machines, plans, etc, describe how you go about it and Roll+[Stat].
On a 10+ the target of your tampering is doomed to fail, just as you planned.
On a 7-9, the target of your tampering is doomed to fail spectacularly, horrifically or comically, at the GM's discretion.

Weak Points
You aim with your eye, not with your hand. You may Open Fire using Intuition instead of Coordination.

Advancement Triggers

- An intentional "accident" happens
- A political disagreement turns heated
- Another's autonomy is defended
- A decision is reached by consensus

Async

Less a "faction" than a "condition," you have been infected with the Watts-MacLeod strain of the exsurgent virus and have manifested strange abilities that others fear and wish to exploit.

NOTE: Possession of any move on this list labeled **Psi** brings with it permanent changes to your brain. Write "Watts-MacLeod" in the space for your Minor Instability on your Trauma track. This instability may never be cured or removed.

Moves

False Identity
You maintain a number of fake identities that start with neutral standing with all factions. As long as a chosen identity holds, your actions can't be traced back to you.

Impulse Psi

Your async abilities have been honed into a deadly weapon. You can Open Fire using Willpower with your brain as a weapon (Class 3, adjacent, close, concealed, penetrating, silenced). Your attacks harm your victims' minds directly, although there may be physical damage as well. This move only affects minds contained in a biological brain.

Kinesics Specialist

When you talk to someone who is at your mercy or otherwise mentally unguarded, gain 3 Data Points about them: their lives, their job, their transactions, their friends, their family, their guilt, their shame, etc.

Mercurial Mind

You have the optional additional Advancement Trigger "An action highlights your differences from humanity." This trigger can be invoked once per game like any other INSTEAD of whichever trigger you currently possess. You never lose or cross out this trigger.

Psi-Chi Reception Psi

You may make Assessments using Willpower. When Assessing a person sleeved in a biomorph, you can learn secrets nobody but the target knows. When Assessing a thing, you can learn secrets about its past or those who owned or handled it last. When Assessing an event, you can learn details no one else could uncover.

Psi-Chi Sleights Psi

Your async abilities can be used to augment the physical capabilities of any biomorph. Face Adversity using Willpower. On a success, add an upgrade to your morph increasing it's Class by +1. You may choose any morph upgrade so long as you can conceivably justify it in the narrative. This change will last until you use this move again.

Advancement Triggers

- A secret is unearthed
- A misunderstanding causes strife
- A fear becomes a panic
- An accusation leads to blood

Argonaut

You are part of a scientific technoprogressive movement that seeks to solve transhumanity's injustices and inequalities with technology. You support universal access to technology and healthcare, open-source models of production, morphological freedom, and democratization. You try to avoid factionalism and divisive politics, seeing transhumanity's splintering as a hindrance to its perpetuation.

Moves

Research Network Associates Rep
You are well known in scientific circles and are are an oft-cited authority. You have a Class 3 Resources (RNA) Asset. If your reputation is ever lost or depleted, you can spend an extended period of time claiming a new Class 3 Resources (RNA) asset.

Program
When you Access a system, choose a behavior that the system could perform and a condition that will trigger that behavior.

Psychosurgery
When using a psychosurgical simulspace facility, your Patch Up can be used to treat mental instabilities of any severity, and you may attempt to retrieve someone from Insane with Disadvantage.

Surgery
When using a medical facility, your Patch Up can be used to install prosthetics and perform surgical reconstruction on living beings. This treats critical injuries.

Technobabble
You can Command crew using Cognition rather than Savvy. Subjects of your Command can perform minor technical or scientific tasks, no matter their skill set.

Upload
Expend a Data Point on the Mesh to have the facts about the subject…
• be erased, hidden, classified.
• become common knowledge.
• be falsified, pivotally altered.

Advancement Triggers

- A life is saved or destroyed by science
- An experiment yields surprising results
- A vital lesson is imparted
- A fascinating phenomenon is explained

Barsoomian

You call the Martian outback and wilds your home. You are a "redneck," a lower-class Martian from the rural areas that often find themselves in conflict with the policies and goals of the hypercorp domes and Tharsis League.

Moves

Construction
A few hours of work creates a small structure with one of the following traits, or adds that trait to an existing room.
• Shelter
• Defensible
• Concealed
• Workspace

Custom Vehicle
You own a custom-designed Class 3 land vehicle. If that vehicle is ever lost, you can spend an extended period of time claiming a new Class 3 land vehicle.

Dismantle
When forcefully dismantling, demolishing or breaking something, Roll+Somatics.
On a 10+, choose 2.
On a 7-9, choose 1.
• It doesn't take very long.
• It doesn't attract too much attention.
• You recover useful components.
• You could rebuild or reassemble it.
• You gain a Data Point about it.

Jerry-Rigged
You may not have the deepest grasp of biology or mechanics, but you've figured it out well enough to get the job done. You may Patch Up using Intuition instead of Cognition, but your subject will have scars or a mechanical quirk.

Heavy Lifting
Ignore the Clumsy trait inflicted by heavy weapons, heavy armor, armored morphs, encumbrance and high gravity.

Toughness
You can suffer two injuries of each severity, rather than one.

Advancement Triggers

- An explosion alters the situation
- An objective is taken by force
- An injury is sustained
- An unlikely hero is exalted

Belter

Most people see the Belt as a waypoint between the inner and outer system, teeming with pirates and criminals, or a simple resource to be exploited. For you, the Belt is the true melting pot of transhumanity, where you can find a sampling of all the major factions and the best and worst of each.

Moves

Bloody-Minded Crew
The belt is full of pirates, brinkers, isolates and other antisocial sorts but sometimes you can herd them into doing your will through sheer bloody-mindedness. You may Command using Willpower instead of Savvy, and your crew is capable of violent acts even if they might not usually have that skillset.

Boldly Go
When leading an expedition into the unknown, Roll+Intuition.
On a 10+, choose 1.
On a 7-9, the GM will choose 1.
You encounter…
• something potentially profitable
• something currently useful
• something uniquely awesome

Custom Flyer
You own a custom-designed Class 3 shuttle or speeder vehicle. If that vehicle is ever lost, you can spend an extended period of time claiming a new Class 3 vehicle.

Recklessness
When you make a needlessly risky Move where the odds are a million to one, roll 1d6 instead of making a normal Roll. On a 4, 5 or 6, the Move is a fantastically lucky success. On a 1, 2 or 3, the Move is a spectacularly awful failure with harsh consequences.

Tinker
You can assemble the following from scrap metal and spare parts:
• Shoddy Class 0 melee weapon
• Makeshift Class 0 explosive
• Crude Engineering Kit

Unique Weapon
Own a unique Class 3 firearm or heavy weapon. If that weapon is ever lost, you can abandon it and spend an extended period of time claiming a new Class 3 weapon.

Advancement Triggers

• A new resource is exploited
• A solution leverages gravity
• A system is pushed to the limit
• A problem is resolved with firepower

Bioconservative

You think transhumanity is recklessly careening down a dangerous path and putting the entire species at risk. You may have religious objections to resleeving, forking, and uplifts, or you may simply believe technology should be restricted by the authorities for the security of everyone.

Moves

Battlefield Medic
Medicine is more important when you only have one life to live. When you are Patching Up people, not fighting, you get +1 armor.

Chemistry
When creating an antidote, vaccine, drug, poison or pathogen in a lab, state the effect you want it to have and its method of transmission (spray, injector, pill, etc). Roll+Cognition.
On a 10+, you successfully create it.
On a 7-9, it will have reduced potency or have unintended side effects.

Sabotage
When you tamper with machines, plans, etc, describe how you go about it and Roll+[Stat].
On a 10+ the target of your tampering is doomed to fail, just as you planned.
On a 7-9, the target of your tampering is doomed to fail spectacularly, horrifically or comically, at the GM's discretion.

Surgery
When using a medical facility, your Patch Up can be used to install prosthetics and perform surgical reconstruction on living beings. This treats critical injuries.

Resilience
You can suffer two mental instabilities of each severity rather than one.

True Grit
You persevere despite all odds and manage to pull through. You may Patch Up using Willpower instead of Cognition.

Advancement Triggers

- Technology causes a crisis
- A simple solution is followed
- A significant injury is healed
- A resleeving goes awry

Brinker

You or your faction is reluctant to deal with the rest of the transhumanity and the various goings-on in the rest of the system. Your particular grouping may have sought out self-imposed isolation to pursue their own interests, or they may have been exiled for their unpopular beliefs. Or you may simply be a loner who prefers the vast emptiness of space to socializing with others. You might be a religious cultist, a primitivist, a utopian, or something altogether uninterested in transhumanity.

Moves

Addict
Choose one of your stats other than Willpower. As long as you regularly dose yourself with your drug of choice, increase that stat by +1 (to a maximum of +3). Failure to subsequently dose yourself will reduce that stat by -2 until you dose yourself again or recover from the lengthy effects of withdrawal.

Construction
A few hours of work creates a small structure with one of the following traits, or adds that trait to an existing room.
• Shelter
• Defensible
• Concealed
• Workspace

Dismantle
When forcefully dismantling, demolishing or breaking something, Roll+Somatics.
On a 10+, choose 2.
On a 7-9, choose 1.
• It doesn't take very long.
• It doesn't attract too much attention.
• You recover useful components.
• You could rebuild or reassemble it.
• You gain a Data Point about it.

Resilience
You can suffer two mental instabilities of each severity rather than one.

Sniper
You're patient, you're ice-cold, and you take time to set up your shots. When wielding a weapon with an optimal range of Far or Distant, you may Open Fire using Cognition instead of Coordination.

Unique Weapon
Own a unique Class 3 firearm or heavy weapon. If that weapon is ever lost, you can abandon it and spend an extended period of time claiming a new Class 3 weapon.

Advancement Triggers

- A problem is fixed alone
- A misunderstanding escalates
- A culture clash causes strife
- Solitude is enjoyed

Criminal

You are involved with the crime-oriented underworld. You may work with one of the Sol system's major criminal factions—triads, the Night Cartel, the ID Crew, Nine Lives, Pax Familae—or one of the smaller, local operators with a big stake in a specific habitat. You might be a vetted member-for-life, a reluctant recruit, or just a freelancer looking for the next gig.

Moves

Addict
Choose any one of your stats except Willpower. As long as you regularly dose yourself with your drug of choice, increase that stat by +1 (to a maximum of +3). Failure to subsequently dose yourself will reduce that stat by -2 until you dose yourself again or recover from the lengthy effects of withdrawal.

Criminal
Any successful (10+) Move that involves theft, smuggling, extortion or similar crimes also leaves no evidence that could indict you.

False Identity
You maintain a number of fake identities that start with neutral standing with all factions. As long as a chosen identity holds, your actions can't be traced back to you.

Guanxi Rep
You are well known in the criminal underworld and are either respected or feared. You have a Class 3 Resources (Guanxi) Asset. If your reputation is ever lost or depleted, you can spend an extended period of time claiming a new Class 3 Resources (Guanxi) asset.

Sneak Attack
When you get the drop on someone, Roll+Coordination.
On a 10+, choose 1.
On a 7-9, the GM will give you 2 of the following options, choose 1 of them.
• Kill them
• Injure them
• Rob/disarm them
• Capture/disable them

Stealth
Whenever you can move around freely and are unobserved, you can choose to vanish without a trace. While missing, you may show up in the midst of events, as long as you can explain how you got there.

- A deal ends in betrayal
- A broken law goes unpunished
- A valuable is stolen
- An unsuspecting victim is exploited

Exhuman

Humanity is weak, and you intend to elevate your body and mind to a superior state of existence. You embrace new and developing technologies, no matter how dangerous and untested, to perfect your physical form and upgrade your mind. You intend to survive and dominate, no matter the cost.

Moves

Assassination
Any successful (10+) Move that results in someone's death also leaves no evidence that you committed the act.

Augment
Your Patch Up can temporarily increase the Class of any damaged Attire or Morph by +1. Add the appropriate number of additional Upgrades for the duration.

Berserker:
When you charge into battle with no regard for your own safety or survival, gain +1 armor. When you are doing so while leading a Crew, you have Advantage to Command them.

Excellent Morph
You've heavily augmented yourself. You have a Class 3 Morph. If your morph is ever lost or damaged, you can abandon it and spend an extended period of time claiming new Class 3 morph.

Impossible Reflexes
You can move in ways most transhumans find impossible. You may Take Damage using Coordination instead of Armor

Thrill of Blood
You move in ways mere transhumans can't anticipate. You strike in ways they think impossible. You may Launch Assault using Intuition instead of Somatics.

Advancement Triggers

- A weakness is removed
- Prey is consumed
- Superiority is acknowledged
- A challenge is overcome through strength

Extropian

You are an anarchistic supporter of the free market and private property. You oppose government and favor a system where security and legal matters are handled by private competitors. Whether you consider yourself an anarcho-capitalist or a mutualist (a difference only other Extropians can figure out), you occupy a middle ground between the hypercorps and autonomists, dealing with both and yet trusted by neither.

Moves

Acumen
When you first visit a market or environment, you may ask one of the following questions, and the GM will answer honestly:
• What is profitably exploitable here?
• What is in high demand here?
• Who is the biggest economic player?

Contacts
You have acquaintances and contacts all over the galaxy. When arriving anywhere civilized, introduce a contact. That NPC operates here.

Criminal
Any successful (10+) Move that involves theft, smuggling, extortion or similar crimes also leaves no evidence that could indict you.

Marketing
When you arrive in a civilized area, choose a type of market. You can easily find that kind of market here.
• Elite: High class, exacting.
• Secretive: Discrete, illicit.
• Motivated: Fast, agreeable.

Upload
Expend a Data Point on the Mesh to have the facts about the subject…
• be erased, hidden, classified.
• become common knowledge.
• be falsified, pivotally altered.

Wealthy
You're rich. You have a Class 3 Resources (credits) Asset. If your resources are ever lost or depleted, you can spend an extended period of time claiming a new Class 3 Resources (credits) asset.

Advancement Triggers

- A solution is purchased
- A deal is kept
- A loophole is discovered
- A bargain is disputed

Firewall

Firewall is a clandestine, nonhierarchical, cell-structured organization dedicated to protecting transhumanity from extinction threats no matter the cost. While they recruit from all factions and all walks of life, some are sufficiently dedicated to the cause to consider Firewall their primary affiliation.

Moves

Assassination
Any successful (10+) Move that results in someone's death also leaves no evidence that you committed the act.

Cyberbrain Hacking
You have the training and tools to subvert any digital ego, such as those running on a cyberbrain or as an infomorph. You may Access such an ego's mind as if it were a protected system or network. Once in, you can engage in Assessment on the contents of their mind or you can Command the target using your Intuition instead of Savvy.

Eye Rep
You are well known and trusted Firewall Sentinel or Proxy. You have a Class 3 Resources (The Eye) Asset. If your reputation is ever lost or depleted, you can spend an extended period of time claiming a new Class 3 Resources (The Eye) asset.

Psychosurgery
When using a psychosurgical simulspace facility, your Patch Up can be used to treat mental instabilities of any severity, and you may attempt to retrieve someone from Insane with Disadvantage.

Tactics
When you Open Fire or Launch Assault, you choose one or more consequences on a partial success (7-9), not the GM.

Unique Weapon
Own a unique Class 3 firearm or heavy weapon. If that weapon is ever lost, you can abandon it and spend an extended period of time claiming a new Class 3 weapon.

Gatecrasher

Whether from financial desperation or greed, or a genuine addiction to seeing worlds no human has ever laid eyes on, you have thrown yourself into the unique culture of the gatecrashers. People traverse the gates for many reasons, but you have made it a (very dangerous) lifestyle.

Moves

Boldly Go
When leading an expedition into the unknown, Roll+Intuition.
On a 10+, choose 1.
On a 7-9, the GM will choose 1.
You encounter…
• something potentially profitable
• something currently useful
• something uniquely awesome

ExploreNet Rep
You are well known in gatecrasher circles and are are considered something of an old-hand. You have a Class 3 Resources (ExploreNet) Asset. If your reputation is ever lost or depleted, you can spend an extended period of time claiming a new Class 3 Resources (ExploreNet) asset.

Reconnaissance
When you make an Assessment of any aspect of a wilderness (animals, plants, weather, terrain, hazards, etc) you gain 3 Data Points about that subject on a 10+, and 1 Data Point about that subject on a 7-9.

Recklessness
When you make a needlessly risky Move where the odds are a million to one, roll 1d6 instead of making a normal Roll. On a 4, 5 or 6, the Move is a fantastically lucky success. On a 1, 2 or 3, the Move is a spectacularly awful failure with harsh consequences.

Survival
You can scrounge up the following from all but the most barren, inhospitable surroundings:
• Somewhat edible food and drink
• Basic medicine or first-aid materials
• Rustic Wilderness Kit
• Primitive Class 0 melee weapon

Upgrade
Your Patch Up can very temporarily add up to one additional upgrade to a weapon or vehicle, briefly increasing its Class by +1.

- An alien wilderness is traversed
- A forgotten place is excavated
- A needed item is scrounged up
- A bold act fails spectacularly

Hypercorp

You hail from a habitat controlled by the hypercorps. You might be a hypercapitalist entrepeneur, a hedonistic socialite, or a lowly vacworker, but you accept that certain liberties must be sacrificed for security and freedom.

Moves

Authority
Whenever you are in a position of clear superiority over a group of NPCs, you can Command those NPCs even if the order goes against their own traits, loyalties and willingness.

CivicNet Rep
You are well known and widely-respected in hypercorporate circles. You have a Class 3 Resources (CivicNet) Asset. If your reputation is ever lost or depleted, you can spend an extended period of time claiming a new Class 3 Resources (CivicNet) asset.

Hijack
When you Access a system, it locks out everyone else. You can open the system to anyone you wish.

Human Element
You know that the weakest point of any system is the human element. You may Access a system using Savvy instead of Intuition provided you could reasonably contact someone who already has access.

Marketing
When you arrive in a civilized area, choose a type of market. You can easily find that kind of market here.
- Elite: High class, exacting.
- Secretive: Discrete, illicit.
- Motivated: Fast, agreeable.

Outfit
You understand that the clothes make the transhuman. You own a unique Class 3 Attire. If your attire is ever lost or damaged, you can abandon it and spend an extended period of time claiming new Class 3 Attire.

Scapegoat

When you would suffer social, legal or financial consequences, name someone and Roll+Savvy.

On a 10+, they suffer instead.

On a 7-9, as above. They know it was you.

On a 6-, it didn't work, and they know what you tried to do.

Advancement Triggers

- A rich resource is found
- A frivolous expense is made
- An investment bears fruit
- A discover turns a profit

Mercurial

Your faction has no interest in co-opting their true natures in order to become more "human." You might be an AGI that does not necessarily intertwine its destiny with transhumanity or an uplift that seeks to preserve and promote non-human life (or at least your own species). You might even be an infomorph or posthuman who has strayed so far from transhuman interests and values that you now consider yourself to be forging a unique new path of life.

Moves

Cyberbrain Hacking

You have the training and tools to subvert any digital ego, such as those running on a cyberbrain or as an infomorph. You may Access such an ego's mind as if it were a protected system or network. Once in, you can engage in Assessment on the contents of their mind or you can Command the target using your Intuition instead of Savvy.

Elegant Hack

You don't need to rely on guesswork to subvert a system. Your intrusion tools are odd and elegant. You may Access a system using Cognition instead of Intuition.

False Identity

You maintain a number of fake identities that start with neutral standing with all factions. As long as a chosen identity holds, your actions can't be traced back to you.

Hijack

When you Access a system, it locks out everyone else. You can open the system to anyone you wish.

Impossible Reflexes

You can move in ways most transhumans find impossible. You may Take Damage using Coordination instead of Armor.

Mercurial Mind
You have the optional additional Advancement Trigger "An action highlights your differences from humanity." This trigger can be invoked once per game like any other INSTEAD of whichever trigger you currently possess. You never lose or cross out this trigger.

Advancement Triggers

- A Difference is celebrated
- An unconventional solution is found
- Prejudice rears its ugly head
- A person is treated like property

Reclaimer

To your point of view, transhumanity is nothing without its homeworld. Reclaiming Earth from the machines isn't just important for self-identity, it's proof that transhumanity can overcome its obstacles and claim its place in the universe.

Moves

Cautious Combatant
On Earth, jumping into a fight without care is certain death. You may Launch Assault using Cognition instead of Somatics provided you have time to carefully plan your battle ahead of time.

EcoWave Rep
You are well known among ecologists and are are an oft-cited authority among preservationists and Reclaimers. You have a Class 3 Resources (EcoWave) Asset. If your reputation is ever lost or depleted, you can spend an extended period of time claiming a new Class 3 Resources (EcoWave) asset.

Reconnaissance
When you make an Assessment of any aspect of a wilderness (animals, plants, weather, terrain, hazards, etc) you gain 3 Data Points about that subject on a 10+, and 1 Data Point about that subject on a 7-9.

Stealth
Whenever you can move around freely and are unobserved, you can choose to vanish without a trace. While missing, you may show up in the midst of events, as long as you can explain how you got there.

Team Player
Whenever you successfully Get Involved your next die roll has Advantage.

Toughness
You can suffer two injuries of each severity, rather than one.

Advancement Triggers

- A ludicrous stunt turns the tide
- A piloting maneuver causes a reversal
- A terror is evaded
- A relic is uncovered

Scum

This is the future we've all been waiting for, and you're going to enjoy it to the max. A paradigm shift has occurred, and while everyone else is catching up, your faction embraces and revels in it. There is no more want, no more death, no more limits on what you can be. The scum have immersed themselves in a new way of life, changing themselves as they see fit, trying out new experiences, and pushing the boundaries wherever they can … and fuck anyone who can't deal with that.

Moves

Addict
Choose one of your stats other than Willpower. As long as you regularly dose yourself with your drug of choice, increase that stat by +1 (to a maximum of +3). Failure to subsequently dose yourself will reduce that stat by -2 until you dose yourself again or recover from the lengthy effects of withdrawal.

Augment
Your Patch Up can temporarily add increase the Class of any damaged Attire or Morph by +1. Add the appropriate number of additional Upgrades for the duration.

Cosmopolitan
When you make an Assessment of any aspect of a society (culture, traditions, laws, government, economy, etc) you gain 3 Data Points about that subject on a 10+, and 1 Data Point about that subject on a 7-9.

I've Got What You Want
You are a wealth of recorded XP, experimental drugs, friends, and referrals. You always have Advantage when making an Acquisition.

Outfit
Partying in style. You own a unique Class 3 Attire. If your attire is ever lost or damaged, you can abandon it and spend an extended period of time claiming new Class 3 Attire.

Upgrade
Your Patch Up can very temporarily add up to one additional upgrade to a weapon or vehicle, briefly increasing its Class by +1.

- A boundary is pushed
- A taboo is violated
- A transformative experience is had
- A moment is enjoyed

Singularity Seeker

Everyone agrees the TITANs were a problem, but to you they were also a harbinger. If transhumanity has any hope of survival, in the universe, it must expand its mental capabilities by several orders of magnitude. You have dedicated yourself to finding a way to achieve an exponential increase in intelligence and ascending to a new, god-like state of existence— whether you want this just for yourself or for everyone is up to you.

Moves

Augment
Your Patch Up can temporarily increase the Class of any damaged Attire or Morph by +1. Add the appropriate number of additional Upgrades for the duration.

Body Hopper
You never need to roll the Take Trauma move as a result of voluntary resleeving. Resleeving after death, or being restored from backup requires the Take Trauma move as normal.

Chemistry
When creating an antidote, vaccine, drug, poison or pathogen in a lab, state the effect you want it to have and its method of transmission (spray, injector, pill, etc). Roll+Cognition.
On a 10+, you successfully create it.
On a 7-9, it will have reduced potency or have unintended side effects.

Excellent Morph
You know that a superior mind requires a superior body. You have a Class 3 Morph. If your morph is ever lost or damaged, you can abandon it and spend an extended period of time claiming new Class 3 morph.

Psychosurgery
When using a psychosurgical simulspace facility, your Patch Up can be used to treat mental instabilities of any severity, and you may attempt to retrieve someone from Insane with Disadvantage.

Terrible Insights
You've pushed your mind in ways few others would dare. Write "Terrible Insights" in the space for your Minor Instability. This may never be Patched Up, cured, or removed. But the things you've seen have only stiffened your resolve. You always have Advantage when you Take Trauma.

Advancement Triggers

- A limit is overcome
- Conventional morality is ignored
- A problem is solved with intellect
- A secret of the TITANs is revealed

Socialite

You are a member of the inner system glitterati, the media-saturated social cliques that set trends, spread memes, and make or break lives with whispers, innuendo, and backroom deals. You are simultaneously an icon and a devout follower. Culture isn't just your life, it's your weapon of choice.

Moves

Celebrity
You are a well known celebrity and people will often give you whatever you want. You have a Class 3 Resources (fame) Asset. If your reputation is ever lost or depleted, you can spend an extended period of time claiming a new Class 3 Resources (fame) asset.

Cosmopolitan
When you make an Assessment of any aspect of a society (culture, traditions, laws, government, economy, etc) you gain 3 Data Points about that subject on a 10+, and 1 Data Point about that subject on a 7-9.

Fame
Decide what you are famous/infamous for. Factions, groups and people of importance always know who you are when you meet them. Allies may use your +Savvy if they speak in your name, but you'll suffer for any faux-pas. You have Advantage whenever you roll the Acquisition move in a situation where your fame would incline others to extend you credit.

Inspiration
Choose an emotion and the medium/art with which you convey it, then Roll+Savvy or +Coordination.
On a 7-9, the emotion takes hold of your audience.
On a 10+, as above, and choose 1:
• You gain a keen admirer.
• You are treated lavishly.
• You can Command the audience.

Kinesics Specialist
When you talk to someone who is at your mercy or otherwise socially unguarded, gain 3 Data Points about them: their lives, their job, their transactions, their friends, their family, their guilt, their shame, etc.

Luxury
Your clothing, belongings and quarters are all lavish and expensive. Gain one of the following NPCs as a retainer: Butler, Assistant, Consort or Advisor. Name the NPC and give them a 2-4 word description.

Advancement Triggers

- A rumor spreads like wildfire
- A relationship changes dramatically
- A statement starts or ends a fight
- A reputation is made or broken

Ultimate

Your faction sees the potential in transhumanity's future and looks back upon the rest of transhumanity as weak and hedonistic. Transhumanity is set to take the next evolutionary step and it's time for transhumans to be redesigned to the best of our capabilities.

NOTE: Due to initial campaign events, you may only choose this faction at character-creation if you are lapsed, exiled, or otherwise not in good standing.

Moves

Battlefield Medic
When you are Patching Up people, not fighting, you get +1 armor.

Berserker:
When you charge into battle with no regard for your own safety or survival, gain +1 armor. When you are doing so while leading a Crew, you have Advantage to Command them.

Flawless Specimen:
People respect your superior physicality. You may roll Somatics instead of Savvy when you Command people.

Heavy Lifting
Ignore the Clumsy trait inflicted by heavy weapons, heavy armor, armored morphs, encumbrance and high gravity.

Leadership
You have a hand-picked, elite Class 3 Crew. Given enough time and training, you can replace lost members of this crew with new NPCs.

Tactics
When you Open Fire or Launch Assault, you choose one or more consequences on a partial success (7-9), not the GM.

- A challenge is overcome through discipline
- A worthy enemy is exterminated
- A perilous order is obeyed
- Mental trauma is survived

Assets

Shortcuts
Morphs
Weapons
Attire
Resources
Vehicles
Crew
Kits

Assets are the bodies, weapons, attire, crew, personal vehicles, kits and tools that the character has at their disposal. At the most basic level of interpretation, all assets grant narrative tools to the characters, allowing a greater range of solutions when tackling a problem. During the course of the story, assets will be purchased, borrowed, looted, found, stolen, built, damaged, repaired, fumbled, lost and destroyed.

At character creation, choose *two Class 1 Assets* and *one Class 2 Asset*. Choose as many Class 0 Assets as is reasonable to fill out your character.

Asset Class
Each type of asset has a class. High-class assets are rarer and more advanced than low-class versions.
Class 0 assets are relatively simple, and are readily available almost anywhere.
Class 1 are rarer, mostly available in larger markets. They combine utility, quality and affordability.
Class 2 assets are rare, advanced assets. Perhaps their fabber blueprints are hard to come by or they require rare raw feedstock.
Class 3 are exceptionally rare, almost never available for sale, and guarded jealously.
Class 4 is typically only achieved temporarily through a move that upgrades an asset.

Morphs

Shortcuts:
Biomorphs
Pods
Synthmorphs
Infomorphs

Your Body and You: In an era of digitized consciousness, transhumans have become used to considering their bodies to be temporary affairs. While the vast majority of people live an entire lifetime in one morph, they know that upon death their ego can be transferred into a new body with a minimum of effort provided they can afford one. Many transhumans who fled earth as infugees are still waiting in storage for someone to care enough to embody them once more.

A Designer You: Many societies have genetic designers, artists, morph-design firms, robotics firms, and bioware research facilities that have pushed the boundaries of what a body is capable of and filled the markets with a dizzying panoply of if looks, styles, and functions. Still, despite the many advantages of some of the more exotic synthmorphs, transhumans still tend to be more comfortable socially with other people who look at least mostly human. As a result, inhabiting a pod or a synthmorph in most civilized habitats will result in your being **+Stigmatized**.

A Note about Armor: All Asset Upgrades that grant an Armor bonus are cumulative.

Biomorphs

Biomorphs are organic bodies born from exowombs (or maybe even the old-fashioned way) or designed and created in cloning and genehacking facilities. Most of them tend to be formed along the traditional human shape and morphology. The majority of transhumans live with, or aspire to, biomorphs.

Biomorph Design: All Class 0 Biomorphs have the following properties:
• **+Biomods** (genetic modification from birth to prevent disease and defects)
• **+Cortical Stack** (A storage device implanted at the base of the skull that stores a real-time copy of your Ego)
• **+Mesh Inserts** (Implants that permit interaction with the Mesh via ectopic interface. Also includes your Muse)

Most of transhumanity lives in Class 0 Biomorphs known as "Splicers" although some, mostly in the Jovian Republic, live in "Flats" which don't even have the three basic upgrades listed above.

Upgrades: Pick 2 upgrades when designing Class 1 Morph, pick 4 for Class 2, etc.
Biomorph Upgrades

Example Class 0 Biomorphs
Example Class 1 Biomorphs
Example Class 2 Biomorphs
Example Class 3 Biomorphs

Biomorph Upgrades

+Access Jack	You have external ports that permit you to plug into computer systems or other people for direct communication.

+Adrenal Boost	Gain a sudden burst of speed or toughness
+Anti-Glare	Your eyes or optical sensors resist bright flashes and glare.
+Bioweave	Armor built into your flesh. +1 Armor
+Carapace	**+Clumsy**, built-in, obvious armor. +2 Armor
+Chameleon Skin	You are stealthy, blending into your surroundings.
+Chemical Sniffer	You can analyze chemicals in the air by smell
+Circadian Regulation	You can control when, and how much you sleep.
+Clean Metabolism	You don't stink, can't get infections, can't get cavities, and produce less solid waste.
+Cyberclaws	You have built in melee weapons (purchased separately) that may or may not be concealable.
+Direction Sense	You have an instinctual knowledge of direction.
+Drug Glands	You have specialized glands that can release one or a handful of drugs into your system at will.
+Echolocation	You can navigate by bouncing soundwaves off your environment
+Eelware	Implants that emulate the effects of shock gloves (Class 1, Melee, **+Glove**, **+Shock**).
+Efficient Digestion	You can survive for a lot longer on a lot less food
+Ego Sharing	Your body is built to house multiple egos. Each ego can act separately provided the morph has enough arms / weapons for two or more. For biomorphs, often gained through a ghostrider module.
+Eidetic Memory	You remember everything you encounter perfectly.

+Emergency Farcaster	Cortical stack upgrade, constantly sends backup data to secure storage provided you're within radio range. Also includes one-use neutrino broadcaster. Upon use, sends backup anywhere, through any jamming, but completely destroys the morph and all implants/upgrades.
+Emotional Dampers	Resistant to emotion-based trauma or stimuli
+Endocrine Control	You can completely control your appetite and regulate pain.
+Energy Sense	You can sense one type of energy (electrical, magnetic, radiation, etc.)
+Enhanced Pheromones	You have subtle advantages in any social interactions with sexually compatible biomorphs.
+Enhanced Respiration	You can live comfortably in high or low pressure environments, and can hold your breath longer.
+Enhanced Senses	Your sensory abilities are dramatically increased.
+Extra Limbs	You can carry and use more things at once
+Flight	You can fly
+Gills	You can extract oxygen from breathing water
+Grip Pads	Gecko-feet. You can climb any object except those made specifically to counter you.
+Hardened Skeleton	Armor built into your bones. +1 Armor
+Hibernation	You can enter a hibernative state where you consume very little oxygen and other resources.
+Hidden Compartment	You have a secret compartment in your body
+High-g Adaptation	You are adapted to function in high-g environments

+Mental Speed	Accelerated mental processing power
+Medichines	You have custom medical technology in your body. Automatically heal minor and major wounds.
+Mnemonic Augmentation	You record everything you experience and can play it back or share it with others.
+Muscle Augmentation	You are stronger than the average person
+Poisonous	You have a specialized gland that can secrete a poison. You are immune to your own poison.
+Prehensile Feet	You can grip and hold things with your feet just as well as your hands.
+Scent Alteration	You can control your scent.
+Sex Switch	You can change your physical gender to male, female, hermaphrodite, neuter, or other combinations. The switch takes up to a week to complete.
+Skillware	Artificial neural net that can be programmed with one or two skills the ego may not possess.
+Skinflex	You can restructure your facial features and musculature and alter skin tone and hair color in about 20 minutes.
+Skinlink	Can interface with electronics and mesh devices simply by touching them. This is a "wired" link and not subject to eavesdropping. Two people with **+Skinlink** can communicate by touch.
+Temperature Tolerance	You can exist comfortably in extreme environments [hot or cold].
+Toxin Filters	Your body filters out most poisons.
+Vacuum Sealed	Your morph is sealed against vacuum and has an in-built supply of compressed oxygen.

Example Class 0 Biomorphs

Flats:
Flats are baseline unmodified humans, born with all of the natural defects, hereditary diseases, and other genetic mutations that evolution so lovingly applies. Flats are increasingly rare—most died off with the rest of humanity during the Fall. Most new children are splicers—screened and genefixed at the least—except in habitats where flats are treated as second-class citizens and indentured labor.
Armor: 0
Upgrades: None

Freeman:
Many leaders want to ensure loyalty or at least obedience from their citizens, especially recently sleeved infugees. The freeman biomorph offers rulers (some would say tyrants or dictators) a chance to offer citizens a new life without worrying about dissidence. Based on the splicer morph, the freeman is genetically modified to be more obedient, which results in lower Willpower. More insidiously, freeman morphs are genetically modified with a protein that makes their neurons sensitive to light. When combined with an optogenetics module implant, these neurons can be activated and deactivated remotely, enabling a monitoring muse or meshed overseer to control the ego's behavior. The freeman comes with a specialized monitor AGI installed in a modified ghostrider module. The monitor, usually a modified fork of the tyrant's muse, watches and reports all suspicious actions taken by the primary ego. The purpose of this implant is often concealed. Citizens who sleeve into a freeman morph are told the implant is a security measure that helps prevent infection from TITAN technology or some similar lie. The module is designed to resist tampering and will report to headquarters the instant it detects a hacker's intrusion. The monitor muse can manipulate the ego's behavior or even take control of the morph via its puppet sock, but avoids doing that unless absolutely necessary. Dictators do not want to reveal that their citizens have spies implanted in their skulls, watching them. Surprisingly, some people voluntarily sleeve into freeman morphs, preferring to hand responsibility and decision-making over to other parties, such as the Sendero Luminoso Benevolent Dictatorship habitat in the Neptunian Trojans.
Armor: 0
Upgrades: **+Biomods**, **+Cortical Stack**, **+Mesh Inserts**,
Special: Disadvantage on all Willpower rolls

Neanderthal:
This morph is based on fossilized Neanderthal DNA, uplifted and enhanced to transhuman equivalence. Neanderthal morphs look like muscular humans with a heavy bone structure, distinctively long skulls, heavy brow ridges, and weak chins. Pale complexions and red hair are common features.
Armor: 0
Upgrades: **+Biomods**, **+Cortical Stack**, **+Mesh Inserts**

Neo-Pig:
Uplifted pig morphs are bipedal and feature transgenic hands, feet, and vocal systems. They tend to be slightly shorter than the average transhuman but much stockier. Males grow tusks from their lower jaws
Armor: 0
Upgrades: **+Biomods**, **+Cortical Stack**, **+Mesh Inserts**

Neotenics:
Neotenics are transhumans modified to retain a childlike form. They are smaller, more agile, inquisitive, and less resource-depleting, making them ideal for habitat living and spacecraft. Some people find neotenic sleeves distasteful, especially when employed in certain media and sex work capacities.
Armor: 0
Upgrades: **+Biomods**, **+Cortical Stack**, **+Mesh Inserts**

Splicers:
Splicers are genefixed humans. Their genome has been cleansed of hereditary diseases and optimized for looks and health, but has not otherwise been substantially upgraded. Splicers make up the majority of transhumanity.
Armor: 0
Upgrades: **+Biomods**, **+Cortical Stack**, **+Mesh Inserts**

Example Class 1 Biomorphs

Dvergar:
Dvergar (plural of dvergr) are biomorphs designed for comfortable operation in high-gravity environments. They feature a reinforced skeletal structure and sturdier muscle masses. They are easily identified by their slightly squat, thick-necked, tough appearances.
Armor: +1
Upgrades: **+Biomods**, **+Cortical Stack**, **+Mesh Inserts**, **+Hardened Skeleton**, **+High-g Adaptation**

Exalt:
Exalt morphs are a versatile all-purpose design emphasizing specific traits. Their genetic code has been tweaked to make them healthier, smarter, and more attractive. Their metabolism is modified to predispose them towards staying fit and athletic for the duration of an extended lifespan.
Armor: 0
Upgrades: **+Biomods**, **+Cortical Stack**, **+Mesh Inserts**, **+Adrenal Boost**, (Pick 1: **+Muscle Augmentation**, **+Enhanced Pheromones**, **+Mental Speed**)

Futura:
An exalt variant, futura morphs were specially crafted for the "Lost generation." Tailor-made for accelerated growth and adjusted for confidence, self-reliance, and adaptability, futuras were intended to help transhumanity regain its foothold. These programs proved disastrous and the line was discontinued, but some models remain, viewed by some with distaste and others as collectibles or exotic oddities.
Armor: 0
Upgrades: **+Biomods**, **+Cortical Stack**, **+Mesh Inserts**, **+Eidetic Memory**, **+Emotional Dampers**

Hazer:
Hazers are to Titan what Rusters are to Mars, the standard, most-common morph inhabited by the people. They are tall, fine-boned morphs, lightly muscled but heavily insulated against loss of body heat. Even with all of their augmentations, hazers can't survive exposure to the frigid atmosphere of Titan— but they can handle it slightly longer than other morphs. Hazers tend to be fair and slender, with chiseled features. Some have features so angular or elfin that their beauty is alien and unsettling to other human phenotypes.
Armor: 0
Upgrades: **+Biomods**, **+Cortical Stack**, **+Mesh Inserts**, **+Energy Sense[Radiation]**, **+Temperature Tolerance[Cold]**

Hibernoids:
Hibernoids are transgenic-modified humans with heavily altered sleep patterns and metabolic processes. Hibernoids have a decreased need for sleep, requiring only 1–2 hours a day on average. They also have the ability to trigger a form of voluntary hibernation, effectively stopping their metabolism and need for oxygen. Hibernoids make excellent long-duration space travelers and habtechs, but these morphs are also favored by personal aides and hypercapitalists with non-stop lifestyles.
Armor: 0
Upgrades: **+Biomods**, **+Cortical Stack**, **+Mesh Inserts**, **+Circadian Regulation**, **+Hibernation**

Lunar-Fliers:
This morph is a version of the exalt morph that has been adapted to fly in Earth normal air pressure as long as the gravity is 0.2 g or less. Though this morph is available on other low-g worlds and habitats, it was developed for and is primarily found on Luna. This morph resembles a typical exalt morph, except that it is lightly built, has larger lungs, and has feathered wings with a wingspan of 3 meters. The wings come out of the back torso and leave the morph's hands and wrists unhindered. The wings may also be folded behind the body.
Armor: 0
Upgrades: **+Biomods**, **+Cortical Stack**, **+Mesh Inserts**, **+Enhanced Senses**, **+Flight**.

Menton:
Mentons are an Exalt variant modified to increase cognitive abilities, particularly learning ability, creativity, attentiveness, and memory.
Armor: 0
Upgrades: **+Biomods**, **+Cortical Stack**, **+Mesh Inserts**, **+Eidetic Memory**, **+Mental Speed**

Observers:
Observers have their minds enhanced to bolster intuitive, analytical, and investigative capabilities. They are favored by detectives and others with a mind towards details, puzzles, and thin-slicing.
Armor: 0
Upgrades: **+Biomods**, **+Cortical Stack**, **+Mesh Inserts**, **+Enhanced Senses**, **+Mental Speed**

Neo-Avians:
Neo-avians include ravens, crows, and gray parrots uplifted to human-level intelligence. Their physical sizes are much larger than their non-uplifted cousins (to the size of a human child), with larger heads for their increased brain size. Numerous transgenic modifications have been made to their wings, allowing them to retain limited flight capabilities at 1 g, but giving them a more bat-like physiology so they can bend and fold better and adding primitive digits for basic tool manipulation. Their toes are also more articulated and now accompanied with an opposable thumb. Neo-avians have adapted well to microgravity environments, and are favored for their small size and reduced resource use.
Armor: 0
Upgrades: **+Biomods**, **+Cortical Stack**, **+Mesh Inserts**, **+Flight**, **+Prehensile Feet**

Neo-Hominids:
Neo-hominids are uplifted chimpanzees, gorillas, and orangutans. All feature enhanced intelligence and bipedal frames.
Armor: 0
Upgrades: **+Biomods**, **+Cortical Stack**, **+Mesh Inserts**, **+Muscle Augmentation**, **+Prehensile Feet**

Octomorphs:
These uplifted octopi sleeves have proven quite useful in zero-gravity environments. They retain eight arms, their chameleon ability to change skin color, ink sacs, and a sharp beak. They also have increased brain mass and longevity, can breathe both air and water, and lack a skeletal structure so they can squeeze through tight spaces. Octomorphs typically crawl along in zero gravity using their arm suckers and expelling air for propulsion and can even walk on two of their arms in low gravity. Their eyes have been enhanced with color vision, provide a 360-degree field of vision, and rotationally adjust to keep the slit-shaped pupil aligned with "up." A transgenic vocal system allows them to speak.
Armor: 0
Upgrades: **+Biomods**, **+Cortical Stack**, **+Mesh Inserts**, **+Chameleon Skin**, **+Extra Limbs**

Olympian:
Olympians are an Exalt variant upgraded with improved athletic capabilities like endurance, eye-hand coordination, and cardiovascular functions. Olympians are common among athletes, dancers, freerunners, and soldiers.
Armor: 0
Upgrades: **+Biomods**, **+Cortical Stack**, **+Mesh Inserts**, **+Adrenal Boost**, **+Muscle Augmentation**

Rusters:
Adapted for survival with minimum gear in the not-yet-terraformed Martian environment, these transgenic morphs feature insulated skin for more effective thermoregulation and respiratory system improvements to require less oxygen and filter carbon dioxyde, among other mods.
Armor: 0
Upgrades: **+Biomods**, **+Cortical Stack**, **+Mesh Inserts**, **+Enhanced Respiration**, **+Temperature Tolerance[Cold]**

Sylph:
Sylphs are an Exalt variant tailor-made for media icons, elite socialites, XP stars, models, and narcissists. Sylph gene sequences are specifically designed for distinctive good looks. Ethereal and elfin features are common, with slim and lithe bodies. Their metabolism has also been sanitized to eliminate unpleasant bodily odors and their pheromones adjusted for universal appeal.
Armor: 0
Upgrades: **+Biomods**, **+Cortical Stack**, **+Mesh Inserts**, **+Clean Metabolism**, **+Enhanced Pheromones**

Example Class 2 Biomorphs

Aquanaut:
Aquanauts are environmentally adapted for underwater activities. They have seen a revival on exoplanets with habitable seas and oceans. Their heart rate slows while underwater, their skin includes a layer of blubber that retains heat, they store oxygen in their muscle tissue, and they do not suffer negative health effects from pressure changes. Additionally, their eyes have nictitating membranes and their corneas adjust to counter underwater refraction. Their hands and feet are webbed and they possess a transgenic swim bladder for controlling buoyancy. They can safely descend to about 200 meters depth (roughly 6 atmospheres of pressure) without suffering narcotic effects or other diving problems.
Armor: 0
Upgrades: **+Biomods**, **+Cortical Stack**, **+Mesh Inserts**, **+Enhanced Respiration**, **+Gills**, **+Temperature Tolerance[cold]**, **+Toxin Filters**

Bouncers:

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

Armor: 0

Upgrades: **+Biomods, +Cortical Stack, +Mesh Inserts, +Grip Pads, +Prehensile Feet, +Temperature Tolerance[Cold], +Vacuum Sealed**

Bruisers:

This morph is specifically designed to be large, strong, and physically intimidating. Adopted early on by some sports performers, it quickly became a favorite among criminal cartels and thugs. At 2.5 meters tall, the morph may have difficulty moving comfortably in all but the most open and uncrowded of habitats. This morph's "claws" extend from its knuckles and are more like reinforced bone brass knuckles.

Armor: +1

Upgrades: **+Biomods, +Cortical Stack, +Mesh Inserts, +Adrenal Boost, +Cyberclaws, +Hardened Skeleton, +Muscle Augmentation**

Furies:

Furies are combat morphs. These transgenic human upgrades feature genetics tailored for endurance, strength, and reflexes, as well as behavioral modifications for aggressiveness and cunning. To offset tendencies for unruliness and macho behavior patterns, furies feature gene sequences promoting pack mentalities and cooperation, and they tend to be biologically female.

Armor: +1

Upgrades: **+Biomods, +Cortical Stack, +Mesh Inserts, +Adrenal Boost, +Bioweave, +Enhanced Senses, +Toxin Filters**

Ghosts:

Ghosts are partially designed for combat applications, but their primary focus is stealth and infiltration. Their genetic profile encourages speed, agility, and reflexes, and their minds are modified for patience and problem-solving.

Armor: 0

Upgrades: **+Biomods, +Cortical Stack, +Mesh Inserts, +Adrenal Boost, +Chameleon Skin, +Enhanced Senses, +Grip Pads**

Martian Alpiner:

Alpiners were a relatively common biomorph design on early frontier Mars, when temperatures and atmospheric pressure had not yet risen to present levels. Now they are found predominantly in the city of Olympus, where environmental conditions will always be incredibly harsh. Avid rock climbers and outdoor types also favor this morph, and in recent years it has enjoyed an unusual vogue among chic urbanites going for a rough-and-ready look without sleeving in the more de classe ruster morph.

Armor: 0

Upgrades: **+Biomods, +Cortical Stack, +Mesh Inserts, +Direction Sense, +Grip Pads, +Enhanced Respiration, +Temperature Tolerance[Cold]**

Nomads:

While synthmorphs are the first choice for many gatecrashers, morph designers have made great headway in creating biomorphs suitable for hazardous exoplanets. The nomad biomorph is optimized for operating in desert environments and takes many of its traits from the camel, prompting some observers to mistake the nomad for a pod morph. With an elongated face designed like a camel to trap water vapor in the nostrils as the morph exhales, nomads are clearly off-putting to many bioconservatives. Some models also have camel feet for better travels in sandy dune environments. Nomads are actually quite hefty under normal circumstances, as they are designed to be able to carry large amounts of fat tissue. Their fat tissue can be moved around their body to adapt to high or low temperatures. When nomads are in the field, however, they can become quite skinny, as they survive for months on their fat tissue alone.

Armor: 0

Upgrades: **+Biomods, +Cortical Stack, +Mesh Inserts, +Efficient Digestion, +Enhanced Respiration, +Medichines, +Temperature Tolerance[Cold], +Toxin Filters**.

Example Class 3 Biomorphs

Ariel:

The surprising number of transhumans who chose to sleeve in Titan-adapted hulder morphs encouraged designers on Profunda to develop a Titan-adapted flyer. While the sturdy hulder morph is designed for nomadic herders, the ariel morph is designed by people who wish to survive by hunting. Individuals sleeved in the ariel morph can hunt and eat Titanian caribou, but they most often eat the smaller rabbit-like creatures that Profunda designers have also recently designed to live on Titan. Ariel morphs have exotic-looking heads similar to those of hulder morphs, but they also possess sleek and streamlined humanoid bodies with four limbs and a pair of bat-like wings.

These morphs have also been used by a few daring transhumans to explore the upper cloud layers of both Saturn and Uranus.

Armor: 0

Upgrades: **+Biomods, +Cortical Stack, +Mesh Inserts, +Cyberclaws, +Enhanced Respiration, +Enhanced Senses, +Flight, +Energy Sense[Radiation], +Temperature Tolerance[Cold]**

Crasher:

An enhanced version of ruster morphs, crashers are rugged and durable designs capable of weathering a range of harsh environments. They are the ideal biomorph for gatecrashing assignments and are popular among first-in teams. Though pricey compared to other biomorph options, many gatecrashers traveling to less habitable and dangerous environments have found the investment worth it.

Armor: 0

Upgrades: **+Biomods, +Cortical Stack, +Mesh Inserts, +Circadian Regulation, +Direction Sense, +Enhanced Respiration, +Enhanced Senses, +Medichines, +Toxin Filters**

Grey:
Originally created as part of a fad based on 20th-century images of aliens, the grey morph soon became popular with eccentric scientists and engineers. This morph's slender and weak-looking body stands only 1.5 meters tall, short compared to modern transhumans. Its distinctive large head and eyes strike many transhumans as disturbing.

Armor: 0

Upgrades: **+Biomods**, **+Cortical Stack**, **+Mesh Inserts**, **+Circadian Regulation**, **+Clean Metabolism**, **+Eidetic Memory**, **+Emotional Dampers**, **+Enhanced Senses**, **+Mental Speed**

Hulder:
Hulder are engineered for survival in the Titanian wilds. In silhouette, their bodies resemble a long-legged great auk, though viewed up close, the resemblance to a bird ends. Hulder have no feathers, but rather smooth, rubbery charcoal or black skin covering a thick layer of nano-augmented blubber. What resembles a thick bill from a distance is actually a seamless protrusion of the face, packed with sensory augmentations. Hulder stand 2 meters tall and weigh on average 135 kilograms. Their sensory organs, webbed feet, and fingers are all cybernetic. Hulder can only tolerate temperatures hospitable to baseline transhumans for short periods of time. In the open, they must balance their bodies' chemical reservoirs with other hulder and caribou once per month or with a chemical reserve pack. A typical band of 2–6 hulder and 10–20 caribou can go about a year before having to visit a hab or a station like Huvudskär to replenish chemical reserves.

Armor: +1

Upgrades: **+Biomods**, **+Cortical Stack**, **+Mesh Inserts**, **+Bioweave**, **+Cyberclaws**, **+Direction Sense**, **+Enhanced Senses**, **+Energy Sense[Radiation]**, **+Temperature Tolerance[Cold]**

Hyperbright:
This morph is an attempt by a research team on Bright to create a successor to the menton, making it the most intelligence-enhanced morph ever created. Work on the hyperbright morph has been plagued with difficulties, as the designers attempt to push technical limits, creating a morph that can work at peak efficiency without distraction for long periods of time. In an effort to create a morph that proves their design and earns some positive reputation for their project, the creators took short cuts that caused the morph to have several distinctive and potentially annoying quirks, including an inherent need for drugs to stabilize its exotic neurochemistry. The result is a morph that is instantly recognizable by the brightly colored bony crest along the skull that helps cool its brain. Despite its quirks, the hyperbright has gained a small following among a number of scientists and engineers, especially since it has been optimized for use in the low-g environments of the outer system.

Armor: 0

Upgrades: **+Biomods**, **+Cortical Stack**, **+Mesh Inserts**, **+Circadian Regulation**, **+Eidetic Memory**, **+Endocrine Control**, **+Grip Pads**, **+Mental Speed**, **+Prehensile Feet**

Remade:

The remade are completely redesigned humans: humans 2.0. Their cardiovascular systems are stronger, the digestive tract has been sanitized and restructured to eliminate flaws, and they have otherwise been optimized for good health, smarts, and longevity with numerous transgenic mods. The remade are popular with the ultimates faction. The remade look close to human, but are different in very noticeable and sometimes eerie ways: taller, lack of hair, slightly larger craniums, wider eyes, smaller noses, smaller teeth, and elongated digits.

Armor: 0

Upgrades: **+Biomods**, **+Cortical Stack**, **+Mesh Inserts**, **+Circadian Regulation**, **+Clean Metabolism**, **+Eidetic Memory**, **+Enhanced Respiration**, **+Temperature Tolerance[Cold]**, **+Toxin Filters**

Theseus:

While there are no sanctioned explorations of Earth, a few daring or greedy transhumans defy the laws to salvage there. Some scavengers and explorers still scour the ruins of habitats that were destroyed during the Fall. Others look for wealth and secrets in the quarantine zones on Luna and Mars. Some simply seek out remaining TITAN machines to destroy, wherever they may be found. The theseus is a popular biomorph for this type of work. Its medichines and nanophages keep the morph protected from most attacks by exsurgent nanotech, and the lack of a cyberbrain makes it less vulnerable to mind hacking. An emergency farcaster allows the user to safely return from situations where both their morph and their cortical stack might be destroyed or corrupted.

Armor: +1

Upgrades: **+Biomods**, **+Cortical Stack**, **+Mesh Inserts**, **+Bioweave**, **+Emergency Farcaster**, **+Enhanced Senses**, **+Medichines**, **+Energy Sense[Radiation]**, **+Toxin Filters**

Venusian Glider:

The glider is designed to survive for many hours in Venus's unbreathable atmosphere. Tall and thin, with long, strong limbs and a lightweight build, this morph also features gliding membranes that allow it to soar through the upper Venusian atmosphere. It can even gain altitude by riding thermals (which it can see using its enhanced vision). Once Venusian terraforming efforts are complete, an upgraded version of this morph will be able to breathe normally.

Armor: 0

Upgrades: **+Biomods**, **+Cortical Stack**, **+Mesh Inserts**, **+Direction Sense**, **+Enhanced Respiration**, **+Enhanced Senses**, **+Flight**, **+Grip Pads**, **+Prehensile Feet**

Pods

Pods (from "pod people") are vat-grown, biological bodies with extremely undeveloped brains that are augmented with an implanted computer and cybernetics system. Though typically run by an AI, pods are socially unfavored in some stations, used as slave labor in others, and even illegal in some areas. Because pods underwent accelerated growth in their creation and were mostly grown as separate parts and then assembled, their biological design includes some shortcuts and limitations, offset with implants and regular maintenance. They lack reproductive capabilities. In many habitats, their legal status is a hotly contested issue.

Pod Design: All Class 0 Pods have the following properties:

• **+Biomods** (genetic modification from birth to prevent disease and defects)
• **+Cortical Stack** (A storage device implanted at the base of the skull that stores a real-time copy of your Ego)
• **+Cyberbrain** (Your Ego runs on a computer simulated environment rather than an actual brain)
• **+Mesh Inserts** (Implants that permit interaction with the Mesh via ectopic interface. Also includes your Muse)
• **+Mnemonic Augmentation** (You record everything you experience and can play it back or share it with others)
• **+Puppet Sock** (Your morph can be remote-controlled or teleoperated)
• **+Stigmatized** (You are looked down on or are otherwise prejudiced against)

Upgrades: Pick 2 upgrades when designing Class 1 Morph, pick 4 for Class 2, etc.
Pods use the same list for Biomorph Upgrades

Example Class 0 Pods
Example Class 1 Pods
Example Class 2 Pods
Example Class 3 Pods

Example Class 0 Pods

Basic Pods:
When pods were first introduced, non-specialized models were favored due to their low cost and quicker production time. Basic pods are essentially a lower cost pod version of a splicer morph. To keep expenses down, this pod has slightly more mechanical parts than most other pods. As a result, it has more obvious cybernetic components.
Armor: 0
Upgrades: **+Biomods**, **+Cortical Stack**, **+Cyberbrain**, **+Mesh Inserts**, **+Mnemonic Augmentation**, **+Puppet Sock**, **+Stigmatized**

Worker Pods:
Part exalt human, part machine, these basic pods are virtually indistinguishable from humans. Worker pods are often used in menial labor jobs where interaction with humans is necessary.
Armor: 0
Upgrades: **+Biomods**, **+Cortical Stack**, **+Cyberbrain**, **+Mesh Inserts**, **+Mnemonic Augmentation**, **+Puppet Sock**, **+Stigmatized**

Example Class 1 Pods

Chickcharnie:
Another creation by the mad geniuses of the exoplanet Fortean, this morph is a modified version of a resurrected species. The extinct Tyto pollens was a large pre-Columbian flightless ground owl species in the Caribbean. The chickcharnie was rumored to be a supernatural variant of this bird that haunted the forests bestowing boons or curses upon travelers depending on how they treated it. The Fortean version of the chickcharnie is best described as a humanoid owl. Over one meter in height, it is bipedal but stands shorter than humans. Though winged, it is flightless except in very low grav environments and microgravity. Its wing design, however, incorporates a functional set of clawed hands. The chickcharnie is growing in popularity among neo-avians who don't mind sacrificing flight for physical resilience, more functional hands, and a stature closely approximating transhuman standards.
Armor: 0
Upgrades: **+Biomods, +Cortical Stack, +Cyberbrain, +Mesh Inserts, +Mnemonic Augmentation, +Puppet Sock, +Stigmatized, +Muscle Augmentation, +Prehensile Feet**

Critters:
Critters are pods either genetically hacked together from various animal species or simply biosculpted to appear as such. Originally popular among hyperelites who preferred smarter and distinctive AI-operated pets, they were also sometimes deployed on a covert basis as bodyguards or spies disguised as smart animals. Naturally these morphs were also embraced by people with a furry kink or who simply wanted to test-drive a body that was more bestial. Critter pods come in almost every conceivable type of animal shape, from cats to skunks to chimerical lizard-hyena hybrids. The vast majority are quadruped and stick close to the animal type's body plan, though anthropomorphic models are also popular and there is a great deal of bodysculpted variety. A model currently popular in the inner system is the bastet, a composite of several wild cat species that resembles a tawny panther or lion, often with intricate patterns based on Egyptian hieroglyphs in their fur.
Armor: 0
Upgrades: **+Biomods, +Cortical Stack, +Cyberbrain, +Mesh Inserts, +Mnemonic Augmentation, +Puppet Sock, +Stigmatized, +Cyberclaws, +Enhanced Senses**

Diggers:
Diggers are worker pods customized for archaeological work. They are used for surface surveys, excavation, and general physical labor by xenoarchaeological teams. Their hands are modified digging claws, adapted from the genetics of hole-digging creatures like moles and aardvarks, though still flexible and useful for grasping and fine manipulation.
Armor: 0
Upgrades: **+Biomods, +Cortical Stack, +Cyberbrain, +Mesh Inserts, +Mnemonic Augmentation, +Puppet Sock, +Stigmatized, +Cyberclaws, +Enhanced Senses**

Hypergibbon:
Built from siamang genestock, the largest of the lesser apes, hypergibbons are often mistaken for uplifts, although this is not the case. The gibbon was never a candidate for uplift due to a brain anatomy considerably more primitive than great apes. With the addition of a cyberbrain, though, they make excellent pods. Many primate uplifts choose hypergibbons in place of other pods or when they need something small like a neotenic. Hypergibbons stand about 1 meter tall, weigh 15 kilograms, and typically have black fur and skin (although bodysculpting permits many variations). They have inflatable throat sacks that allow melodious calls that carry great distances. Their wrists feature a ball-and-socket joint and also naturally dislocate to enable easier swinging by the arms.
Armor: 0
Upgrades: **+Biomods**, **+Cortical Stack**, **+Cyberbrain**, **+Mesh Inserts**, **+Mnemonic Augmentation**, **+Puppet Sock**, **+Stigmatized**, **+Grip Pads +Prehensile Feet**

Specialist Pods:
Designed specifically to compete with popular mid-range morphs like the menton and olympian, the specialist pod is cheaper and faster to create than a biomorph. It also offers the user a high degree of customization.
Armor: 0
Upgrades: **+Biomods**, **+Cortical Stack**, **+Cyberbrain**, **+Mesh Inserts**, **+Mnemonic Augmentation**, **+Puppet Sock**, **+Stigmatized**, **+Adrenal Boost**, (Pick 1: **+Muscle Augmentation**, **+Mental Speed**)

Example Class 2 Pods

Ayah:
Despite the advances in biotechnology, the hyperelite still need caretakers for their children and infirm. The ayah pod morph is designed to fulfill all nurse and caretaker functions. Rather than trust lower-class transhumans, hyperelites prefer AGI servants sleeved into ayah morphs, especially in polities where AGIs have few, if any, legal rights. Ayahs are almost always female with pleasant but not stunningly beautiful features. Most of the enhanced features of an ayah are built under the hood, so to speak. Their enhanced olfactory capabilities help them monitor the health and emotional state of their wards, as well as alert them to potential environmental dangers. Their ability to withstand temperature extremes and survive without air for short periods helps them protect and rescue their charges in an emergency, such as a hull breach or a fire. Ayahs are often modified with bioweave armor and implanted weapons so they can act as a last line of defense against potential attackers.
Armor: +1
Upgrades: **+Biomods**, **+Cortical Stack**, **+Cyberbrain**, **+Mesh Inserts**, **+Mnemonic Augmentation**, **+Puppet Sock**, **+Stigmatized**, **+Bioweave**, **+Enhanced Respiration**, **+Enhanced Senses**, **+Temperature Tolerance[Cold]**

Novacrab:

Novacrabs are a pod design bioengineered from coconut crab and spider crab stock and grown to a larger (human) size. Novacrabs are ideal for hazardous work environments as well as vacworker, police, or bodyguard duties, given their ten 2-meter long legs, massive claws, and chitinous armor. They climb and handle microgravity well and can withstand a wide range of atmospheric pressure (and sudden pressure changes) from vacuum to deep sea. Novacrabs feature compound eyes (with human-equivalent image resolution), gills, dexterous manipulatory digits on their fifth set of limbs, and transgenic vocal cords.

Armor: +2

Upgrades: **+Biomods**, **+Cortical Stack**, **+Cyberbrain**, **+Mesh Inserts**, **+Mnemonic Augmentation**, **+Puppet Sock**, **+Stigmatized**, **+Carapace**, **+Gills**, **+Temperature Tolerance[Cold]**, **+Vacuum Sealing**

Pleasure Pods:

Pleasure pods are exactly what they seem—faux humans designed purely for intimate entertainment purposes. Pleasure pods have extra nerve clusters in their erogenous zones, fine motor control over certain muscle groups, enhanced pheromones, sanitized metabolisms, and the genetics for purring. Naturally, they are crafted for good looks and charisma and enhanced in other areas as well. Pleasure pods are capable of switching their sex at will to male, female, hermaphrodite, neuter, or other intersex variations.

Armor: 0

Upgrades: **+Biomods**, **+Cortical Stack**, **+Cyberbrain**, **+Mesh Inserts**, **+Mnemonic Augmentation**, **+Puppet Sock**, **+Stigmatized**, **+Circadian Regulation**, **+Clean Metabolism**, **+Enhanced Pheromones**, **+Sex Switch**

Ripwing:

Developed by the genehackers of Fortean, ripwings are neogenetic avians, incorporating genetics from a range of flying creatures, some of them prehistoric pterosaur genes acquired from Sky Ark researchers, along with some original genetic traits. These transgenic amalgamations are larger and sturdier than standard neo-avian morphs. They are popular among both neo-avian mercurials who want a more robust form and gatecrashers looking for a quick and stealthy flyer for recon missions. The ripwing morph makes more extensive use of the chiroptera genestocks used to give the first avian uplifts functional hands. Instead of feathers, ripwings feature tough leathery skin or even scales. The morphs are usually a uniform matte black in color, though they are able to change color at will due to their chameleon skin enhancements.

Armor: 0

Upgrades: **+Biomods**, **+Cortical Stack**, **+Cyberbrain**, **+Mesh Inserts**, **+Mnemonic Augmentation**, **+Puppet Sock**, **+Stigmatized**, **+Chameleon Skin**, **+Enhanced Senses**, **+Flight**, **+Prehensile Feet**

Security Pods:
Originally developed for joint-nation peace-keeping missions and border/enclave security roles, security pods were essentially mass-produced AI-operated soldiers. For obvious reasons, they fell out of favor during the Fall, but they are slowly regaining acceptance. They are a favored morph by mercenaries for infiltration and guerrilla warfare purposes.
Armor: +1
Upgrades: **+Biomods**, **+Cortical Stack**, **+Cyberbrain**, **+Mesh Inserts**, **+Mnemonic Augmentation**, **+Puppet Sock**, **+Stigmatized**, **+Adrenal Boost**, **+Bioweave**, **+Eelware**, **+Enhanced Senses**

Vacuum Pods:
Optimized for vacwork, this pod is preferred in situations where novacrabs or synths don't fare as well socially. The vacuum pod is based on the bouncer morph and looks superficially identical to one.
Armor: +1
Upgrades: **+Biomods**, **+Cortical Stack**, **+Cyberbrain**, **+Mesh Inserts**, **+Mnemonic Augmentation**, **+Puppet Sock**, **+Stigmatized**, **+Bioweave**, **+Grip Pads**, **+Prehensile Feet**, **+Vacuum Sealing**

Example Class 3 Pods

Flying Squid:
Given the popularity of octomorphs even among nonmercurials, morph designers have sought out a similar morph that is operable in zero g and also designed for speed. Its streamlined form resembles a stylized squid and this morph can move swiftly in both water and air. It can suck either water or air into a cavity in its mantle and then expel it out a siphon in a chosen direction for fast, jet-like propulsion. While popular with neo-octopi, its speed and overall utility has made it an increasingly favorite option with others seeking an aquatic-adapted morph.
Armor: 0
Upgrades: **+Biomods**, **+Cortical Stack**, **+Cyberbrain**, **+Mesh Inserts**, **+Mnemonic Augmentation**, **+Puppet Sock**, **+Stigmatized**, **+360-degree vision**, **+Chameleon Skin**, **+Enhanced Respiration**, **@+Extra Limbs**, **+Gills**, **+Grip Pads**

Jenkin:
The handiwork of scum genehacker Neville Orsonglass, the jenkin is a byproduct of desperate measures taken during the Fall. The original model was simply the designer's attempt to keep him and his crewmates alive on a ship with failing life support and recycling systems. From there, it has evolved into the ultimate survivor's morph, though the definition of "survivor" has now been extended to "can take all of the drugs and still function sexually." This seems to be a selling point with the scum. Despite the morph's stooped posture, rat-like features, and pungent personal aroma, the implausibly sized secondary sexual characteristics make it the life of certain kinds of parties.
Armor: 0
Upgrades: **+Biomods**, **+Cortical Stack**, **+Cyberbrain**, **+Mesh Inserts**, **+Mnemonic Augmentation**, **+Puppet Sock**, **+Stigmatized**, **+Efficient Digestion**, **+Enhanced Pheromones**, **+Enhanced Respiration**, **+Hibernation**, **+Temperature Tolerance[Cold]**, **+Toxin Filters**

Samsa:

The samsa was the first attempt to create a combat pod model with a terrifying appearance. The samsa is an intimidating, two-meter-tall, four-armed, four-legged, humanoid insect. Samsas are an unsettling sight to many transhumans. They are most commonly used by mercenaries and enforcers in the rim. Their armored carapace provides protection and the extra limbs allow a character to dual wield rifles or other two-handed weapons.

Armor: +3

Upgrades: **+Biomods, +Cortical Stack, +Cyberbrain, +Mesh Inserts, +Mnemonic Augmentation, +Puppet Sock, +Stigmatized, +Carapace, +Chameleon Skin, +Cyberclaws, +Extra Limbs, +Hardened Skeleton, +Temperature Tolerance[Cold]**

Shaper:

Shapers are the ultimate disguise morph. Constructed as pods, the default shaper look is intentionally generic, based on the computer-generated composite average look of the solar system's residents. They lack the distinctive seam lines applied to most pod morph designs. The skinflex system allows the morph to quickly change its outward appearance. Additional modifications help the morph evade or fool sensor and biometric systems. Shapers are a favorite tool for spies and are excellent for infiltration or fooling surveillance. They are often remotely operated via puppet sock. Shapers are illegal in many habitats.

Armor: 0

Upgrades: **+Biomods, +Cortical Stack, +Cyberbrain, +Mesh Inserts, +Mnemonic Augmentation, +Puppet Sock, +Stigmatized, +Chameleon Skin, +Clean Metabolism, +Enhanced Senses, +Emotional Dampers, +Sex Switch, +Skinflex**

Synthmorphs

Synthetic morphs are completely artificial/robotic. They are usually operated by AIs or via remote control, but the lack of available biomorphs after the Fall meant that many infugees resorted to resleeving in robotic shells, which were also cheaper, quicker to manufacture, and more widely available. Nevertheless, synthmorphs are viewed with disdain in many habitats, an option that only the poor and desperate accept to be sleeved in. Synthetic morphs are not without their advantages, however, and so are commonly used for menial labor, heavy labor, habitat construction, and security services.

Synthmorph Design: All Class 0 Synthmorphs have the following properties:

• Lack of all biological functions, including the need to feel pain

• +1 Armor (Being made of metal and synthetic parts makes you intrinsically harder to hurt)

• **+Access Jack** (You have external ports that permit you to plug into computer systems or other people for direct communication)

• **+Cortical Stack** (A storage device implanted in your systems that stores a real-time copy of your Ego)

• **+Cyberbrain** (Your Ego runs on a computer simulated environment rather than an actual brain)

• **+Mesh Inserts** (Implants that permit interaction with the Mesh via ectopic interface. Also includes your Muse)

• **+Mnemonic Augmentation** (You record everything you experience and can play it back or share it with others)

- **+Stigmatized** (You are looked down on or are otherwise prejudiced against)
- **+Temperature Tolerance[All]** (Metal and synthetic materials are more resistant to temperature extremes)
- **+Vacuum Sealing** (You don't need to breathe, and suffer little undue effects from vacuum)

Upgrades: Pick 2 upgrades when designing Class 1 Morph, pick 4 for Class 2, etc.
Synthmorph Upgrades

Example Class 0 Synthmorphs
Example Class 1 Synthmorphs
Example Class 2 Synthmorphs
Example Class 3 Synthmorphs

+360 Degree Vision	You can see and process visual stimuli all around you.
+Armored	+1 Armor
+Brain Box	Your morph contains a biological brain with supporting nutrients. You can't be cyberbrain hacked, but you do need to replentish your nutrients from time to time.
+Chameleon Skin	Your outer layers can change color and texture to blend into the background
+Chemical Sniffer	You can analyze chemicals in the air by smell
+Cyberclaws	You have built in melee weapons (purchased separately) that may or may not be concealable.
+Direction Sense	You have an instinctual knowledge of direction
+Ego Sharing	Your body is built to house multiple egos. Each ego can act separately provided the morph has enough arms / weapons for two or more.
+Eidetic Memory	You remember everything you encounter perfectly.
+Emergency Farcaster	Cortical stack upgrade, constantly sends backup data to secure storage provided you're within radio range. Also includes one-use neutrino broadcaster. Upon use, sends backup anywhere, through any jamming, but completely

	destroys the morph and all implants/upgrades.
+Energy Sense	You can sense one type of energy (electrical, magnetic, radiation, etc.)
+Enhanced Senses	Your sensory abilities are dramatically increased.
+Extra Limbs	You can carry and use more things at once
+Flight	You can fly
+Fractal Digits	Your digits can split, then split, then split some more, allowing for micro-fine manipulation… and damage. (Class 1, Melee, **+Glove**, **+Impaling**
+Gas Jet System	You have built-in gas jets that let you navigate in low-G environments.
+Grip Pads	Molecular-level spines or adhesive allows you to grip things and climb
+Hand Laser	You have a built in, concealable, small laser weapon (Class 1 Firearm, Adjacent, Close, **+Concealed**)
+Hidden Compartment	You have a secret compartment in your body
+Internal Rocket	You have a rocket propulsion system in your body
+Invisibility	Your morph is built with metamaterials with a negative refractive index.
+Magnetic System	You can cling to and move along any ferrous material.
+Mental Speed	Accelerated mental processing power
+Nanoscopic Vision	Can focus your vision to the nanoscopic level
+Nanotoxins	You have an implanted nanobot hive that creates toxins that can affect both biomorphs and synthmorphs. You are immune to your own nanotoxins. Highly illegal in most

	habitats
+Pneumatic Limbs	Your limbs can generate up to 7,000 newtons of force making for incredible jumps or strong punches
+Pressure Tolerance	You can survive in pressure environments (high or low) others could not
+Puppet Sock	The morph can be controlled remotely
+Radar/Lidar	You have a radar and lidar system that helps you judge size, composition, range, and motion
+Radar Invisibility	You are invisible to radar
+Reinforced	+2 Armor, **+Clumsy**, and You are resistant to crushing, high-g environments, extreme pressures, torque, and other hazards
+Shape Adjusting	Your morph is made of smart materials that can alter shape for varied tasks
+Skinlink	Can interface with electronics and mesh devices simply by touching them. This is a "wired" link and not subject to eavesdropping. Two people with **+Skinlink** can communicate by touch.
+Sonar	You can navigate by bouncing soundwaves off your environment
+Swarm Composition	You are a swarm of bug-sized nanobots. You cannot lift objects, wield weapons, wear armor, or manipulate physical systems, but you can interface with computers, and slip into most spaces. Armor +2 (it's hard to seriously hurt a swarm with a bullet)
+Swim Bladder	You have an internal bladder used for regulating depth in fluid or gas
+Synthetic Mask	You have a carefully crafted outer casing of flesh, fluids, even blood
+T-ray Emitter	you can see through cloth, plastic, wood, masonry,

	composites, and ceramics
+Telecoping Limbs	Limbs that extend and retract
+Weapon Mount	Your morph can mount a single heavy weapon (purchased separately) that doesn't use your limbs to hold

Example Class 0 Synthmorphs

Case:
Cases are extremely cheap, mass-produced robotic shells intended to provide an affordable remorphing option for the millions of infugees created by the Fall. Though many varieties of case shells exist, they are uniformly regarded as shoddy and inferior. Most case morphs are vaguely anthropomorphic, with a thin framework body standing just shorter than an average human. They suffer from frequent malfunctions.
Armor: +1
Upgrades: **+Access Jack**, **+Cortical Stack**, **+Cyberbrain**, **+Mesh Inserts**, **+Mnemonic Augmentation**, **+Stigmatized**, **+Temperature Tolerance[All]**, **+Vacuum Sealing**, **+Lemon**

Griefer:
Based on the case synthmorph design, griefers are used by vandals, terrorists, and dedicated trolls to harass enemies and antagonize the masses. Griefers have embedded sound and holographic display systems so they can easily harass an individual or an entire crowd. They are also typically equipped with numerous hacking tools and software aids, though they do not come with these by default. Most importantly, they are built without cortical stacks, so if they are destroyed, the ego cannot be interrogated through psychosurgery. Griefers are illegal in many habitats, especially in the Planetary Consortium, but DRM-free blueprints are easy to find in many darknets, thus making them a persistent annoyance in some systems. A few habitats have passed laws mandating that killing a griefer is not considered murder, assault, or even destruction of property.
Armor: +1
Upgrades: **+Access Jack**, **+Cyberbrain**, **+Mesh Inserts**, **+Mnemonic Augmentation**, **+Stigmatized**, **+Temperature Tolerance[All]**, **+Vacuum Sealing**, **+Holographic Projector**, **+Puppet Sock**, **+Lemon**

Synth:
Synths are anthropomorphic robotic shells (androids and gynoids). They are typically used for menial labor jobs where pods are not as good of an option. Cheaper than many other morphs, they are commonly used for people who need a body quickly and cheaply or simply on a transient basis.
Armor: +1
Upgrades: **+Access Jack**, **+Cortical Stack**, **+Cyberbrain**, **+Mesh Inserts**, **+Mnemonic Augmentation**, **+Stigmatized**, **+Temperature Tolerance[All]**, **+Vacuum Se**

Example Class 1 Synthmorphs

Arachnoids:
Arachnoid robotic shells are 1-meter in length, segmented into two parts, with a smaller head like a spider or termite. They feature four pairs of 1.5-meterlong retractable arms/legs, capable of rotating around the axis of the body, with built-in pneumatic systems for propelling the bot with small leaps. The manipulator claws on each arm/leg can be switched out with extendable mini-wheels for high-speed skating movement. A smaller pair of manipulator arms near the head allows for closer handling and tool use. In zero-g environments, arachnoids can retract their arms/legs and maneuver with vectored air thrusters.
Armor: +1
Upgrades: **+Access Jack, +Cortical Stack, +Cyberbrain, +Mesh Inserts, +Mnemonic Augmentation, +Stigmatized, +Temperature Tolerance[All], +Vacuum Sealing, +Enhanced Senses, +Extra Limbs, +Pneumatic Limbs, +Radar/Lidar**

Biocore:
Originally designed by a scum engineer who just wanted to see if it could be done, the biocore is a synthmorph with a biological brain. The design has since spread to those who wish to enjoy the advantages of sleeving in a synthmorph without the risk of brainhacking or who simply dislike the idea of using a cyberbrain (including some asyncs). Most models feature a stylized but transparent braincase, to show off the biocore's main feature, but others appear to be ordinary synthmorphs from the outside; only a detailed physical examination can determine that it actually contains a living brain.
Armor: +1
Upgrades: **+Access Jack, +Cortical Stack, +Cyberbrain, +Mesh Inserts, +Mnemonic Augmentation, +Stigmatized, +Temperature Tolerance[All], +Vacuum Sealing, +Brain Box, +Eidetic Memory**

Dragonfly:
The dragonfly robotic morph takes the shape of a meter-long flexible shell with multiple wings and manipulator arms. Capable of near-silent turbofanaided flight in Earth gravity, dragonfly bots fare even better in microgravity.
Armor: +1
Upgrades: **+Access Jack, +Cortical Stack, +Cyberbrain, +Mesh Inserts, +Mnemonic Augmentation, +Stigmatized, +Temperature Tolerance[All], +Vacuum Sealing, +Flight, +Magnetic System**

Galatea:
A group of Lunar morph designers created this high-end synthmorph in an attempt to increase the social acceptance of synthmorphs by showcasing how attractive and versatile they can be. This elegant morph looks expensive and is designed to allow the user to master any social situation. A few media icons and socialites have already found that this morph's mixture of utility and novelty value has helped enhance their fame and reputation.
Armor: +1
Upgrades: **+Access Jack, +Cortical Stack, +Cyberbrain, +Mesh Inserts, +Mnemonic Augmentation, +Stigmatized, +Temperature Tolerance[All], +Vacuum Sealing, +Chemical Sniffer, +Enhanced Senses**

Savant:

This morph was developed on Ilmarinen as proof that synthmorphs can also be useful to scientists and engineers. This strangely elegant morph lacks the disturbing mimicry of humanity found in synth and steel morphs. Instead, the ovoid head with its elegantly minimalist face looks more like an artistic sculpture than a metal version of a real human head.

Armor: +1

Upgrades: **+Access Jack**, **+Cortical Stack**, **+Cyberbrain**, **+Mesh Inserts**, **+Mnemonic Augmentation**, **+Stigmatized**, **+Temperature Tolerance[All]**, **+Vacuum Sealing**, **+Eidetic Memory**, **+Mental Speed**

Skulker:

Skulkers are a stealth swarmanoid designed to infiltrate sensitive areas and avoid detection by sensors.

Armor: +3

Upgrades: **+Access Jack**, **+Cortical Stack**, **+Cyberbrain**, **+Mesh Inserts**, **+Mnemonic Augmentation**, **+Stigmatized**, **+Temperature Tolerance[All]**, **+Vacuum Sealing**, **+Radar Invisibility**, **+Swarm Composition**

Slitheroids:

Slitheroid bots are synthetic shells taking the form of a 2-meter-long segmented metallic snake, with two retractable arms for tool use. Snake bots can coil, twist, and roll their bodies into a ball or hoop, moving either by slithering, burrowing, rolling, or pulling themselves along by their arms. The sensor suite and control computer are housed in the head.

Armor: +1

Tags: Upgrades: **+Access Jack**, **+Cortical Stack**, **+Cyberbrain**, **+Mesh Inserts**, **+Mnemonic Augmentation**, **+Stigmatized**, **+Temperature Tolerance[All]**, **+Vacuum Sealing**, **+Chemical Sniffer**, **+Enhanced Senses**

Spare:

Spare morphs are small, cheap, lightweight, synthetic shells designed to be used as a replacement should someone's original morph be killed or destroyed. A cortical stack (retrieved from the character's previous morph) can be easily plugged into the spare morph, effectively resleeving them (they must make Integration, Alienation, and Continuity Tests as normal). Once plugged in, it takes only a few moments for the cortical stack's data to be read and checked for integrity and the ego to run inside the spare's cyberbrain. Spares are designed for portability. Packed as a flat disc 15 centimeters in diameter and with a mass of 2 kilograms, when activated they pop into a spherical shape with 6 slender and retractable 20-centimeter limbs (3 arms and 3 legs). They are a common piece of equipment for gatecrashing teams.

Armor: +1

Tags: Upgrades: **+Access Jack**, **+Cortical Stack**, **+Cyberbrain**, **+Mesh Inserts**, **+Mnemonic Augmentation**, **+Stigmatized**, **+Temperature Tolerance[All]**, **+Vacuum Sealing**, **+Magnetic System**, **+Puppet Sock**

Steel Morph:
This morph was developed by technicians and designers who are members of the Lunar synthmorph rights movement, the Steel Liberators. Middle-class Lunars who came out of poverty and continue to actively support the Steel Liberators sometimes choose this morph, despite the fact that this choice often results in them experiencing significant prejudice from biochauvinists. There is a variant that possesses **+Synthetic Mask** but it's rarer, as most who use this morph want to make a point.
Armor: +1
Upgrades: **+Access Jack**, **+Cortical Stack**, **+Cyberbrain**, **+Mesh Inserts**, **+Mnemonic Augmentation**, **+Stigmatized**, **+Temperature Tolerance[All]**, **+Vacuum Sealing**, **+Eidetic Memory**, (Pick 1: **+Hidden Compartment**, **+Synthetic Mask**)

Steel Morph (Liquid Silver Variant)
Designed as a top-end version of the steel morph, this shell's entire outer covering is composed of active nanomachines. A number of synthmorph performers use this shell's shape- and color-altering capacities as part of their acts. However, the fact that this morph can disguise itself as any other humanoid synthmorph, including the ubiquitous case morph, means that a number of covert operatives and criminals also make use of this morph. This version of the steel morph cannot use a synthetic mask.
Armor: +1
Upgrades: **+Access Jack**, **+Cortical Stack**, **+Cyberbrain**, **+Mesh Inserts**, **+Mnemonic Augmentation**, **+Stigmatized**, **+Temperature Tolerance[All]**, **+Vacuum Sealing**, **+Shape Adjusting**, **+Skinflex**

Swarmanoid:
The swarmanoid is not a single shell per se, but rather a swarm of hundreds of insect-sized robotic microdrones. Each individual "bug" is capable of crawling, rolling, hopping several meters, or using nanocopter fan blades for airlift. The controlling computer, cortical stack, and sensor systems are distributed throughout the swarm. Though the swarm can "meld" together into a roughly child-sized shape, the swarm is incapable of tackling physical tasks like grabbing, lifting, or holding as a unit. Individual bugs are quite capable of interfacing with electronics.
Armor: +3
Upgrades: **+Access Jack**, **+Cortical Stack**, **+Cyberbrain**, **+Mesh Inserts**, **+Mnemonic Augmentation**, **+Stigmatized**, **+Temperature Tolerance[All]**, **+Vacuum Sealing**, **+360 Degree Vision**, **+Swarm Composition**

Example Class 2 Synthmorphs

Blackbird:
When they're seen at all, these morphs resemble a matte gray neo-corvid with many odd, sharp angles. Blackbirds are consummate stealth morphs, designed to evade visual observation and radar during recon or infiltration. In part due to aesthetics, they're a favorite of neo-ravens.
Armor: +1
Upgrades: **+Access Jack, +Cortical Stack, +Cyberbrain, +Mesh Inserts, +Mnemonic Augmentation, +Stigmatized, +Temperature Tolerance[All], +Vacuum Sealing, +Enhanced Senses, +Invisibility, +Puppet Sock, +Radar Invisibility**

Daitya:
This huge, vaguely anthropomorphic synthmorph is designed for large construction projects and similar heavy industrial uses, such as moving large objects. At just under three-meters tall and with a mass of almost one ton, the daitya is essentially an industrial mech. Modified versions have occasionally been deployed for combat purposes.
Armor: +3
Upgrades: **+Access Jack, +Cortical Stack, +Cyberbrain, +Mesh Inserts, +Mnemonic Augmentation, +Stigmatized, +Temperature Tolerance[All], +Vacuum Sealing, +Pneumatic Limbs, +Radar/Lidar, +Reinforced, +Weapon Mount**

Mimic:
In its basic form, with its limbs retracted, a mimic morph resembles a spare and is only a bit larger than a human head. With its four pencil-thin telescoping legs fully extended, it can stand up to two meters tall, and its arms can also each reach up to two meters from the morph. These limbs can all be fully retracted and the user can also alter the morph's shape and appearance, causing it to look like almost any small object such as a briefcase, cleaning robot, or household appliance. This morph can easily fit through small spaces and hide itself with great ease and is ideal for infiltration and sabotage missions.
Armor: +1
Upgrades: **+Access Jack, +Cortical Stack, +Cyberbrain, +Mesh Inserts, +Mnemonic Augmentation, +Stigmatized, +Temperature Tolerance[All], +Vacuum Sealing, +Enhanced Senses, +Shape Adjusting, +Skinflex, +Telescoping Limbs**

Opteryx:
This recon morph is designed to be a fast, lightweight runner, climber, and flyer. The opteryx looks like a one-meter-tall winged, synthetic dinosaur and adopts an almost horizontal body posture when running, its tail held out for balance. Its wings are fully functional arms equipped with claws. This morph is a favorite for gatecrashers and neo-avians in the dinosaur identity subculture. It comes equipped with cartography package software.
Armor: +1
Upgrades: **+Access Jack, +Cortical Stack, +Cyberbrain, +Mesh Inserts, +Mnemonic Augmentation, +Stigmatized, +Temperature Tolerance[All], +Vacuum Sealing, +Cyberclaws, +Enhanced Senses, +Pneumatic Limbs[Legs], +Prehensile Tail**

Sphere:
Popular with AGIs and synthmorph activists, this morph is a sphere approximately one meter in diameter. It can extend up to four flexible limbs as required, and typically hovers at approximately human eye level. The first tests of this morph revealed that a holographic surface was necessary because it allows the user to display the image of a face, which made most transhumans both more comfortable talking with this morph and less likely to assume that it is a robot.
Armor: +1
Upgrades: **+Access Jack**, **+Cortical Stack**, **+Cyberbrain**, **+Mesh Inserts**, **+Mnemonic Augmentation**, **+Stigmatized**, **+Temperature Tolerance[All]**, **+Vacuum Sealing**, **+360 Degree Vision**, **+Enhanced Senses**, **+Extra Limbs**, **+Gas-Jet System**

Synthtaur:
The synthtaur resembles an elegant mechanical centaur, but is a versatile and extremely durable synthmorph. The shape adjusting enhancement allows it to switch between being a two-armed quadruped standing 1.7 meters tall or a four-armed biped standing 2.4 meters high, as well as allowing it to fit into small spaces. Its telescoping legs even allow it to reduce its height to become a 2-meter-tall bipedal humanoid. This morph is popular with gatecrashers, people exploring ruined habitats, and anyone going into dangerous and remote situations.
Armor: +1
Upgrades: **+Access Jack**, **+Cortical Stack**, **+Cyberbrain**, **+Mesh Inserts**, **+Mnemonic Augmentation**, **+Stigmatized**, **+Temperature Tolerance[All]**, **+Vacuum Sealing**, **+Extra Limbs**, **+Pneumatic Limbs[2 Hind Legs]**, **+Shape Adjusting**, **+Telescoping Limbs**

Takko:
The first synthetic octopus design from the engineers at Feral Robot is a hardy shell custom-designed to make octopi uplifts feel more at home in a synthetic body with eight functioning appendages. Though it lacks ink sacs, the takko features vectored-thrust jets for microgravity propulsion.
Armor: +1
Upgrades: **+Access Jack**, **+Cortical Stack**, **+Cyberbrain**, **+Mesh Inserts**, **+Mnemonic Augmentation**, **+Stigmatized**, **+Temperature Tolerance[All]**, **+Vacuum Sealing**, **+360 Degree Vision**, **+Chameleon Skin**, **+Extra Limbs**, **+Grip Pads**

Example Class 3 Synthmorphs

Fenrir:
Named for the monstrous wolf of Norse legend, the fenrir is one of the most imposing combat morphs ever developed. It is found only in the armed forces of the Hyoden city-state on Callisto (though blackmarket blueprints/copies are rumored to be available elsewhere). A massive, squat quadrupedal morph designed to be operated by up to six egos simultaneously, the fenrir is more akin to a super-heavy tank than a regular morph. It is possible that a single ego could fill all six ego slots at once through the use of alpha forks, but this has never been tested. The most common weapons mounted are linked HEAP and/or plasmaburst seeker launchers, exoatmospheric plasma beam bolters, and machine railguns loaded with AP rounds.
Armor: +3
Upgrades: **+Access Jack**, **+Cortical Stack**, **+Cyberbrain**, **+Mesh Inserts**, **+Mnemonic Augmentation**, **+Stigmatized**, **+Temperature Tolerance[All]**, **+Vacuum Sealing**, **+360-degree vision**, **+Ego Sharing**, **+Enhanced Senses**, **+Reinforced**, **+Clumsy**, **+T-Ray Emitter**, **+Weapon Mount** (x6)

Gargoyle:
Gargoyles are an anthroform synthetic morph designed as a mobile sensor unit. They are used by media, freelance journalists, forensics teams, and anyone who is regularly required to document a situation thoroughly. Though humanoid in shape, gargoyles stand taller than average transhumans for better viewing. Much of their exterior surface is covered in quantum dot camera-displays.
Armor: +1
Tags: Upgrades: **+Access Jack**, **+Cortical Stack**, **+Cyberbrain**, **+Mesh Inserts**, **+Mnemonic Augmentation**, **+Stigmatized**, **+Temperature Tolerance[All]**, **+Vacuum Sealing**, **+360-degree vision**, **+Chemical Sniffer**, **+Enhanced Senses**, **+Radar/Lidar**, **+Nanoscopic Vision**, **+T-ray Emitter**

Guard:
Everyone knows that synthmorphs are tougher and better equipped for serious combat than biomorphs. However, many people in the inner system are not comfortable with using hulking synthmorphs as bodyguards or security personnel. Instead, some choose this subtle and extremely deadly alternative. This morph's enhanced senses allow it to more easily detect any threats to the person the user is guarding, and the built-in weaponry and moderate armor make it highly resistant to damage. The synthetic mask disguises it quite effectively as an olympian or fury morph.
Armor: +1
Upgrades: **+Access Jack**, **+Cortical Stack**, **+Cyberbrain**, **+Mesh Inserts**, **+Mnemonic Augmentation**, **+Stigmatized**, **+Temperature Tolerance[All]**, **+Vacuum Sealing**, **+Chemical Sniffer**, **+Enhanced Senses**, , **+Radar/Lidar**, **+Synthetic Mask**, **+T-ray Emitter**, (Pick 1: **+Cyberclaws**, or **+Hand Laser**)

Kite:

This small shape-shifting synthetic shell is capable of flight no matter the atmospheric environment—or lack thereof. Its default mode is turbofan-driven rotorcraft; its light weight allows it to fly and hover even in thin atmospheres and heavy gravities. In streamlined ionic mode, it can travel at high speeds and maneuver in hurricane-force winds. In vacuum, it can drive itself with thrust-vector nozzles. Sometimes called "multifliers," kites are popular among gatecrashers and gatehoppers due to their adaptability and usefulness for aerial recon and surveys.

Armor: +1

Upgrades: **+Access Jack, +Cortical Stack, +Cyberbrain, +Mesh Inserts, +Mnemonic Augmentation, +Stigmatized, +Temperature Tolerance[All], +Vacuum Sealing, +Direction Sense, +Enhanced Senses, +Flight, +Radar/Lidar, +Shape Adjusting, +T-ray Emitter**

Reaper:

The reaper is a common combat bot, used in place of biomorph soldiers and typically operated via teleoperation or by autonomous AI. The reaper's core form is an armored disc, so that it can turn and present a thin profile to an enemy. It uses vector-thrust nozzles to maneuver in microgravity and also takes advantage of an ionic drive for fast movement over distance. Four legs/manipulating arms and four weapon pods are folded inside its frame. The reaper's shell is made of smart materials, allowing these limbs and weapon mounts to extrude in any direction desired and even to change shape and length. In gravity environments, the reaper walks or hops on two or four of these limbs. Reapers are infamous due to numerous war XPs, and bringing one into most habitats will undoubtedly raise eyebrows if not get you arrested.

Armor: +2

Upgrades: **+Access Jack, +Cortical Stack, +Cyberbrain, +Mesh Inserts, +Mnemonic Augmentation, +Stigmatized, +Temperature Tolerance[All], +Vacuum Sealing, +360 degree vision, +Armored, +Cyberclaws, +Shape Adjusting, +T-ray Emitter, +Weapon Mount**

Rover:

Rover morphs are a smaller, defense-oriented version of the sphere morph. Each rover is 0.6 meters in diameter and, with its limbs retracted, has the ominous appearance of a reflective, shiny, black globe. It can extrude three arms, each with a built-in weapon: extendable claws and either a small laser or a heavy rail pistol loaded with 200 rounds of ammunition. Rovers are stealthy and highly maneuverable and so favored for bodyguard and police purposes in some areas. They are often deployed via remote control.

Armor: +1

Upgrades: **+Access Jack, +Cortical Stack, +Cyberbrain, +Mesh Inserts, +Mnemonic Augmentation, +Stigmatized, +Temperature Tolerance[All], +Vacuum Sealing, +360-degree Vision, +Chameleon Skin, +Cyberclaws, +Extra Limbs** (3 Arms), **+Gas-Jet System**, (Pick 1: **+Hand Laser, +Weapon Mount**)

Xu fu:
Named after a historical Chinese explorer, many gatecrashers consider xu fus the ideal exoplanet exploration synthmorph. Its main body sits atop 6 legs (up to 2 meters long, though retractable) that end in multidirectional smart wheels for quick travel, capable of rolling in any direction and over rough terrain. For exceptionally difficult terrain, the wheels can be retracted and the xu fu can maneuver as a walker. In addition to two standard arms, it features a third 2-meter long sensor-equipped limb for reaching far distances, overseeing obstacles, etc. Xu fus have an impressive sensor package and are ideal for surface-based scouting as well as investigating tunnels, collecting samples, and so on.
Armor: +1
Upgrades: +Access Jack, **+Cortical Stack**, **+Cyberbrain**, **+Mesh Inserts**, **+Mnemonic Augmentation**, **+Stigmatized**, **+Temperature Tolerance[All]**, **+Vacuum Sealing**, **+Direction Sense**, **+Energy Sense[Electricity, Radiation]**, **+Enhanced Senses**, **+Radar/Lidar**, **+t-r**

Infomorphs

An infomorph is a software emulation of your ego's neural architecture, running virtually on a computer system, in the mesh, in another person's ghostrider module, or elsewhere. An infomorph running in a simulated world environment is technically called a "simulmorph" but the term is not consistently used.

As a vitual entity, infomorphs do not have a damage track, instead, virtual attacks on an Ego's integrity are resolved using Take Trauma.

Infomorphs interact with each other on a software level and, with the right talents or software (i.e. Cyberbrain Hacking), can try to hack each other to figure out any software enhancements or upgrades that might be running on another virtual person.

Informorphs can be "sleeved" into Eidolons, custom software shells that can optimize the virtual ego for certain tasks. This is how Upgrades are added to a naked ego running in a simulspace.

Infomorph Design: All Class 0 Infomorphs have the following properties:
• **+Virtual** (You are entirely virtual. Any physical body you appear to have is entirely simulated)

Upgrades: Pick 2 upgrades when designing Class 1 Morph, pick 4 for Class 2, etc.
Infomorph Upgrades

Example Class 1 Infomorphs
Example Class 2 Informorphs

Infomorph Upgrades

+Active Countermeasures	May attempt to foil Cyberbrain hacking. Face Adversity using Willpower.

+Autodelete	You can delete yourself, even in systems where you don't have the necessary permissions
+Copylock	You cannot be copied, forked, or resleeved without the proper encrypted password
+Digital Veil	You can hide any Upgrades running on your Ego
+Eidetic Memory	You remember everything you encounter perfectly
+Emergency Backup	You send automated backups through the mesh to a secure site every 48 hours
+Hacking Alert	You have a software package running that alerts you to hacking attempts
+Mental Repair	You have a program running that constantly seeks to repair data-damage to your ego. Automatically recover minor and major instabilities.
+Mental Speed	You think significantly faster than average
+Mnemonic Augmentation	You record everything you experience and can play it back or share it with others
+Panopticon	You are optimized to actively monitor more data feeds than most egos can handle
+Skillware	Artificial neural net that can be programmed with one or two skills the ego may not possess

Example Class 1 Infomorphs

Digimorph:
A basic eidolon with built-in data storage
Upgrades: **+Virtual**, **+Eidetic Memory**, **+Mnemonic Augmentation**

Elite:
An eidolon optimized for social interaction
Upgrades: **+Virtual**, **+Mental Speed**, **+Mnemonic Augmentation**

Example Class 2 Informorphs

Agent:
An eidolon optimized for infiltration into software systems.
Upgrades: **+Virtual**, **+Eidetic Memory**, **+Hacking Alert**, **+Mental Speed**, **+Mnemonic Augmentation**

Sage:
An eidolon optimized for mental computation, the infomorph equivalent of a menton.
Upgrades: **+Virtual**, **+Eidetic Memory**, **+Mental Repair**, **+Mental Speed**, **+Mnemonic Augmentation**

Wirehead:
An eidolon optimized to monitoring information feeds
Upgrades: **+Virtual**, **+Digital Veil +Mental Speed**, **+Mnemonic Augmentation**, **+Panopticon**

Weapons

Shortcuts:
Melee Weapons
Firearms
Heavy Weapons
Explosives

Weapon Types: There are four broad categories of weaponry; Melee weapons, Ranged weapons, Heavy weapons and Explosives.
Weapon Range: This is the optimal range to use the weapon. Too far or too close, it becomes inaccurate or outright useless.
• Melee: Within arm's reach.
• Adjacent: A few steps away.
• Close: Across the street.
• Far: Down the block.
• Distant: On that hillside.
Weapon Damage: Against players, melee weapons cause major injuries, ranged weapons cause severe injuries, and heavy weapons cause critical injuries. Against NPCs, weapons deal narratively appropriate injuries, based on the weapon's upgrades. Weapons without the Destructive upgrade deal reduced damage to machinery and vehicles. Similarly, unless they're Breaching, weapons deal almost no noticeable damage to starships or bunkers.
Ammo: Remaining ammunition is not tracked. Instead, running out of ammo or suffering an ammo jam is a potential consequence of a partially successful or failed Move when using the weapon.

Melee Weapons

Melee weapons are exceptionally common and easy to create. They are especially popular on space stations and starships, since most gunfire risks punching a hole in a wall or damaging important systems. Many larger tools can be used as melee weapons, should the need arise. Melee Weapons require strength, speed and health, used with Somatics-based actions like Launch Assault.

Melee Weapon Design: All Class 0 Melee Weapons have the following properties:
• Optimal Range: Melee.
• Choose 1 free upgrade (basic weapon form)

Upgrades: Pick 1 additional upgrade when designing a Class 1 Melee Weapon, pick 2 for a Class 2, etc.

+Concealed	Inconspicuous, easily hidden, doesn't show on scanners.
+Defensive	Can parry, deflect and disarm.
+Destructive	Causes property damage, damages machinery and vehicles.
+Energy	Glows with incandescent energy, melts, burns, cauterizes.
+Flexible	Whip length capable of binding and lashing. Optimal Range: Adjacent
+Glove	A heavy, weaponized glove. Can still manipulate objects.
+Hafted Two handed	Long reach. Sweeping attacks. Range: Melee, Adjacent
+Heavy Two handed	Massive, resilient. Devastating attacks, hard to block.
+Impact	Heavy kinetic force that breaks bones and knocks people over.
+Impaling	Can pin targets, pierce thin materials, and stab with great accuracy.
+Penetrating	Ignores Armor.
+Ripper	Loud mechanical motion rips, tears, grinds or shreds.
+Severing	Chops, cuts, causes bleeding and can sever limbs.
+Shock	Electrocutes, causes malfunctions in electronics and robots.
+Stun	Non-lethal. Stuns, snares or renders unconscious.

+Stylish	Looks impressive, distinctive and unique.
+Thrown	Handful of small weapons/ single two-handed. Range: Adjacent, Close.

Example Melee Weapons:
• Combat Knife (Class 0, Melee, **+Severing**)
• Length of Chain (Class 0, Adjacent, **+Flexible**)
• Brass Knuckles (Class 0, Melee, **+Glove**)
• Stun Baton (Class o, Melee, **+Shock**)
• Chainsaw (Class 1, Melee, **+Heavy Two-handed**, **+Ripper**)
• Throwing Knives (Class 1, Adjacent/Close, **+Thrown**, **+Concealed**)
• Monomolecular Rapier (Class 1, Melee, **+Impaling**, **+Stylish**)
• Kinetic Hammer (Class 2, Melee/Adjacent, **+Hafted Two-handed**, **+Impact**, **+Destructive**)
• Storm Claws (Class 2, Melee, **+Severing**, **+Glove**, **+Shock**)
• Powered Vibrosword (Class 2, Melee, **+Energy**, **+Defensive**, **+Severing**)

Firearms

Firearms combine extreme deadliness with ease-of-use. They are the most widespread weaponry available in the galaxy, with endlessly inventive and varied ways to deliver death over long distances. Every faction and society has their preferred designs. These ranged weapons have considerable versatility and are usable in close quarter Launch Assault or longer range Open Fire.

Firearm Design: Choose one of the following basic designs for a Class 0 Firearm:
• Pistol: One handed ranged weapon, Optimal Ranges: Adjacent, Close.
• Rifle: Two handed ranged weapon, Optimal Ranges: Close, Far.

Upgrades: Pick 1 upgrade when designing a Class 1 Firearm, pick 2 for a Class 2, etc.

+Attachment	Attach Class 0 Small weapon with Sharp, Ripper, Energy or Shock.
+Burst	Instead of a single shot, sprays shots in a wide cone.
+Concealed	Inconspicuous, easily hidden, doesn't show on scanners.
+Chemical	Creates lasting chemical reaction. Ex: fire, corrosion, frost, smoke, etc.
+Destructive	Causes property damage, damages machinery and vehicles.
+Explosive	Loud. Causes messy wounds, property damage near the point of impact.

+Impact	Heavy kinetic force that breaks bones and knocks people over.
+Keyed	Can only be fired by you unless you unlock it.
+Laser	Projects focused beams of energy that can cut or melt materials.
+Launcher	Lobbed, arcing projectile with a modest area of effect.
+Mounted	Mounted to a forearm or shoulder rig, keeps hands free.
+Penetrating	Ignores Armor.
+Rapid Fire	Unleashes suppressing fire at multiple targets.
+Scope	Can fire at distant objects. Optimal Ranges: Far, Distant.
+Seeker	Can fire indirectly at targets behind cover
+Shock	Electrocutes, causes malfunctions in electronics and robots.
+Shrapnel	Causes amputation, bleeding and disfigurement in a small radius.
+Silenced	Suppressed muzzle flash and practically silent shot.
+Stabilized	No recoil, can be used in micro-gravity environments.
+Stun	Non-lethal. Stuns, snares or renders unconscious.
+Stylish	Looks impressive, distinctive and unique.

Example Firearms:
- Handgun (Class 0, One-handed, Adjacent/Close)
- Shotgun (Class 0, Two-handed, Close/Far)
- Stunner Pistol (Class 1, One-handed, Close/Far, **+Stun**)
- Scattershot (Class 1, Two-handed, Close/Far, **+Burst**)
- Laser Rifle (Class 1, Two-handed, Close/Far, **+Laser**)
- Sniper Rifle (Class 2, Two-handed, Far/Distant, **+Scope**, **+Silenced**)
- Grenade Launcher (Class 2, Two-handed, Close/Far, **+Launcher**, **+Explosive**)

Heavy Weapons

Heavy weapons are massive, potent firearms that deliver extreme firepower at great range. They are often used to take on vehicles or large groups; using them against individuals would be rather excessive. Heavy weapons are huge, Clumsy affairs, requiring both hands and stability to Open Fire.

Heavy Weapon Design: All Class 0 Heavy Weapons have the following properties:
• Heavy Weapon: Two-handed ranged weapon. Optimal Ranges: Far, Distant.
• **+Destructive**: Causes property damage, damages machinery and vehicles.
• **+Clumsy**: Heavy and awkward, forces Face Adversity on physical activity.

Upgrades: Pick 1 upgrade when designing a Class 1 Heavy Weapon, pick 2 for a Class 2, etc.

+Breaching	Damages bunkers, starships and other reinforced targets
+Chemical	Creates lasting chemical reaction. Ex: fire, corrosion, frost, smoke, etc.
+Concussive	Exceptionally loud and bright. Deafens, blinds and knocks away.
+Detonation	Explodes in a large blast radius.
+Impact	Heavy kinetic force that breaks bones and knocks people over.
+Keyed	Can only be fired by you unless you unlock it.
+Laser	Projects focused beams of energy that can cut or melt materials.
+Penetrating	Ignores Armor.
+Plasma	Fires bright bolts of supercharged, burning energy.
+Seeking	Projectile arcs towards a moving target, or targets behind cover.
+Shock	Electrocutes, causes malfunctions in electronics and robots.
+Shrapnel	Causes amputation, bleeding and disfigurement in a wide radius.
+Spray	Reduce distance, coverage increased to wide cone. Optimal Range: Close.

+Stun	Non-lethal. Stuns, snares or renders unconscious.
+Stylish	Looks impressive, distinctive and unique.
+Sustained	Unleashes a constant suppressing fire at multiple targets.

Example Heavy Weapons:
• Heavy Stubber (Class 0, 2H, **+Clumsy**, **+Destructive**, Far/Distant)
• LMG (Class 1, 2H, **+Clumsy**, **+Destructive**, Far/Distant, Sustained)
• Rocket Launcher (Class 1, 2H, **+Clumsy**, **+Destructive**, Far/Distant, **+Detonation**)
• Plasma Cannon (Class 1, 2H, **+Clumsy**, **+Destructive**, Far/Distant, **+Plasma**)
• Flamethrower (Class 2, 2H, **+Clumsy**, **+Destructive**, Close, **+Spray**, **+Chemical [Fire]**)
• Lightning Coil (Class 2, 2H, **+Clumsy**, **+Destructive**, Far/Distant, **+Shock**, **+Seeking**)
• Sonic Cannon (Class 2, 2H, **+Clumsy**, **+Destructive**, Far/Distant, **+Concussive**, **+Impact**)
• Bunker Buster (Class 2, 2H, **+Clumsy**, **+Destructive**, Close/Far, **+Breaching**, **+Seeking**)

Explosives

Explosives are small destructive payloads, either thrown or placed, which explode after a set amount of time. Throwing explosives is a test of one's Somatic ability, while placing heavier explosives requires considerably more time and Cognition.

Explosive Design: Choose one of the following basic designs for a Class 0 Explosive:
• Grenade (One-handed thrown explosive. Optimal Range: Close, **+Timed**)
• Charge (Two-handed placed explosive. Optimal Range: Melee, **+Triggered**, **+Destructive**)

Upgrades: Pick 1 upgrade when designing Class 1 Explosives, pick 2 for Class 2, etc.

+Breaching	Breaches reinforced buildings and starships. Charge only.
+Chemical	Creates lasting chemical reaction. Ex: fire, corrosion, frost, smoke, etc.
+Cluster	Scatters secondary explosives in the area of effect, which then detonate.
+Concealed	Inconspicuous, easily hidden, doesn't show on scanners.
+Concussive	Exceptionally loud and bright. Deafens, blinds and knocks away.
+Destructive	Causes property damage, damages machinery and vehicles. Grenade only.

+Focused	Directed high explosive force, little collateral damage.
+Haywire	Disrupts electronic systems, scanners and advanced weaponry.
+High Yield	Massive area of effect, city block or more. Charge only.
+Kinetic	Heavy kinetic force that breaks bones and knocks people over.
+Plasma	Creates a nova of incandescent energy that vaporizes matter.
+Shock	Electrocutes, causes malfunctions in electronics and robots.
+Shrapnel	Causes amputation, bleeding and disfigurement in a wide radius.
+Sticky	Attaches itself to any surface, difficult to remove.
+Stun	Non-lethal. Stuns, snares or renders unconscious.
+Stylish	The explosion looks impressive, distinctive and unique.
+Timed	Explodes after fixed time.
+Triggered	Explodes when conditions are met (signal, proximity, etc)

Example Explosives:
• Landmine (Class 0 Charge, **+Destructive**, **+Trigger [Contact]**)
• Smoke Bomb (Class 1 Grenade, **+Timed**, Close, **+Chemical [Smoke]**)
• Frag Grenade (Class 1 Grenade, **+Timed**, Close, **+Shrapnel**)
• Flashbang (Class 1 Grenade, **+Timed**, Close, **+Concussive**)
• Proximity Mine (Class 1 Charge, **+Destructive**, **+Trigger [Proximity]**, **+Sticky**)
• Shaped Charge (Class 2 Charge, **+Destructive**, **+Trigger [Remote]**, **+Focused**, **+Breaching**)
• Incendiary Grenade (Class 2 Grenade, **+Timed**, Close, **+Plasma**, **+Chemical [Fire]**)
• Bomb Briefcase (Class 2 Charge, **+Destructive**, **+Trigger[Signal]**, **+High Yield**, **+Concealed**)

Attire

Dress for success. The most basic attire is simply clothing, suitable for day-to-day life. Important tasks and dangerous situations requires tailored protection or armor.

A Note about Armor: All Asset Upgrades that grant an Armor bonus are cumulative.

Attire Design: Choose one of the following looks for Class 0 Attire:
• Rugged: Crude, patched, aged and worn.
• Simple: Utilitarian, favors function over looks.
• Cultural: Incorporates popular styles/elements of a culture.
• Formal: Well cut and stylish.
• Uniform: Easily identifiable as belonging to a specific faction or group.

Upgrades: Pick 1 upgrade when designing Class 1 Attire, pick 2 for Class 2, etc.

+Armored	+1 Armor
+Carapace	**+Clumsy**, +2 Armor
+Comms	Can receive and broadcast signals over great distances.
+Connected	Built-in CPU with eye-piece HUD, connects wirelessly to other systems.
+Impressive	Distinctive, intimidating, with embellishments and accessories.
+Jump Jets	Can give small burst jumps, slow descent, and controlled flight in zero-g.
+Meshweave	+1 Armor that looks like normal fabric.
+Rig	Choose a Kit: That Kit is integrated in the suit. Can still cary a 2nd Kit.
+Tough	Protects from elements, hard to damage, easy to repair.
+Sealed	Airtight suit with helmet and oxygen tank.
+Sensor	Choose a type of information. The attire scans for that subject and links to your **+Mesh Inserts**
+Shielded	+1 Armor provided by thin, invisible energy shield projected by the suit.
+Stealthy	Muffled, blends in to environments, difficult to pick up on scanners.
+Visor	Choose a type of information. The visor detects that subject.

Example Attire:
• Jumpsuit (Class 0 Uniform)
• Evening Gown (Class 0 Formal)
• Coat, Brown (Class 0 Rugged)
• Body Armor (Class 1 Uniform, **+Armored**, +1 Armor)
• EVA Suit (Class 1 Simple, **+Sealed**)
• Customs Uniform (Class 1 Uniform, **+Visor[weapon detector]**)
• Climbing Gear (Class 1 Rugged, **+Rig[Wilderness]**)
• Bulletproof Suit (Class 1 Formal, **+Meshweave**, +1 Armor)
• Regalia (Class 1 Cultural, **+Impressive**)
• Wing Suit (Class 2 Simple, **+Jump Jets**, **+Sealed**)
• Battle Plate (Class 2 Rugged, **+Clumsy**, **+Armored**, **+Carapace**, +3 Armor)
• Boarding Armor (Class 2 Uniform, **+Sealed**, **+Armored**, +1 Armor)

Resources

Transhumanity after the Fall is a post-scarcity society where nanofabrication has rendered the struggle for basic amenities obsolete. As a result, various factions have developed a wide variety of methods for determining value based on rarity of feedstock or necessary investments in time and energy varying from traditional money-based models to social-network-enabled reputation economies. A character's personal ability to acquire needed goods and services is represented by one or more Resource Assets.

Resource Design: Choose one of the following methods of valuation or invent your own.
• *Credits* (Cash. Valuable to those economies that still use it)
• *Fame* (Banking on your personal brand)
• *Barter* (You have a stock of rare or valuable items to trade)
• *@-List Rep* (You have a reputation among the Autonomists)
• *CivicNet Rep* (You have a reputation among the hypercorporations)
• *EcoWave Rep* (You have a reputation among ecologists, preservationists, and reclaimers)
• *Guanxi* (You have mutual aid connections among the criminal underworld)
• *The Eye* (You have reputation in the Firewall secret society)
• *RNA* (You have a reputation among the Research Network Associates, scientists and Argonauts)
• *ExploreNet* (You have a reputation among Gatecrashers and colonists)

Your Resource Asset's Class is used when rolling the Acquisition move. On a 10+, your Class Rank won't decrease. On a 7-9 or a failure, it may become depleted in whole or part. Your roll may have Disadvantage if you're trying to use a Resource that isn't compatible with a particular economy or faction's market (for example, trying to pay Anarchists with credits, or impress Argonauts with your tabloid celebrity status).

Vehicles

Shortcuts:
Land Vehicles
Flyers and Shuttles

Vehicles in Action: A vehicle's pilot uses their Moves with the vehicle to control it in dangerous situations; most often Somatics-based Face Adversity for land vehicles and Coordination-based Face Adversity for flyer stunts.

Vehicle Damage:
A character controlled vehicle takes damage much like a character; the driver rolls Take Damage using the vehicle's armor. The vehicle has Minor, Major, Severe, Critical and Catastrophic (Fatal) breakage. However, unless the source of damage is Destructive, the vehicle automatically reduces the severity of the damage it will take by one before rolling Take Damage.

When a vehicle suffers a breakage, it might also cause certain aspects of the vehicle to malfunction. Additionally, if the vehicle already has suffered harm of that severity, then the breakage "rolls up" to the next, higher severity (Minor becomes Major, Major becomes Severe, etc). Minor, major and severe damage can be fixed with a Patch Up, but more serious Critical damages needs to be sent in for repairs.

As with all things, NPC-controlled vehicles suffer damage as the fiction demands, based on the source of the damage.

A Note about Armor: All Asset Upgrades that grant an Armor bonus are cumulative.

Land Vehicles

While they lack the convenience of flying transportation, land vehicles are still far more popular among all but the most advanced markets. Land vehicles are sturdy, safe, easy to produce and maintain. All Land Vehicles have a base of +1 Armor, and can be further upgraded with more armor.

Land Vehicle Design: All Land Vehicles have a base +1 Armor.
Choose one of the following designs for a Class 0 Land Vehicle:
• Bike: A fast, two-wheeled vehicle with a maneuverable frame. Up to one passenger.
• Groundcar: A sturdy 4 or 6-wheeled transport. Fits a driver plus up to 4 passengers.
• Walker: A bipedal humanoid chassis with lifter arms. 1 pilot suspended within.
• QuadWalker: A quadruped vehicle for up to 3 people. All-terrain mobility with stability.

Upgrades: Pick 1 upgrade when designing a Class 1 Land Vehicles, pick 2 for Class 2, etc.

+Agile	Quick, maneuverable, able to perform stunts.
+Armed	A heavy weapon (purchased separately) attached to the vehicle, fired by the pilot.
+Boosters	Greatly increases overland speed. Allows short jumps.

+Controlled	Can be remotely activated and given directions with Intuition.
+Luxury	Impressive, high quality and very comfortable. Various quality-of-life features.
+Plated	+2 Armor
+Reinforced	**+Slow**. +2 Armor. Ignores Armor Piercing and Destructive. Must be Breached.
+Rugged	Protects from elements, resists environmental damage, easy to repair.
+Sealed	Fully enclosed frame with oxygen source. Can function in space, under water, etc.
+Sensors	The vehicle gathers various types of information.
+Stealthy	Silent, difficult to pick up on sensors, occupants invisible to sensors.
+Tool	Choose a melee weapon upgrade to represent a tool attached to this vehicle.
+Transport	Can carry a dozen people or a cargo container. Groundcar and Quad Walker only.
+Turret	A heavy weapon (purchased separately) on a swivel mount, fired by a passenger.
+Workspace	Choose a Kit to be integrated into the vehicle.

Example Land Vehicles:
• Stunt Bike (Class 1 Bike, +1 Armor, **+Agile**)
• Truck (Class 1 Groundcar, +1 Armor, **+Transport**)
• Dune Rover (Class 1 Groundcar, +1 Armor, **+Rugged**)
• Repair Mech (Class 1 Walker, +1 Armor, **+Tool-Welder[Energy]**)
• Stretched Limo (Class 1 Groundcar, +1 Armor, **+Luxury**)
• Ambulance (Class 1 Groundcar, +1 Armor, **+Workspace [Medical]**)
• Spider Tank (Class 2 QuadWalker, +3 Armor, **+Reinforced**, **+Slow**, **+Turret**)
• Assault Mech (Class 2 Walker, +3 Armor, **+Plated**, **+Armed**)
• Surveillance Van (Class 2 Groundcar, +1 Armor, **+Stealthy**, **+Sensors**)
• Sleek Bike (Class 2 Bike, +1 Armor, **+Boosters**, **+Luxury**)

Flyers and Shuttles

The advent of compact fusion energy technology has allowed for many smaller, lightweight flying vehicles. They have since become widespread, especially among large communities or in environments with dangerous overland travel. Most flyers are enclosed to safeguard against high altitudes, but they are unable to exit the atmosphere unless they have the **+Sealed** upgrade.

Flyer Design: Choose one of the following designs for a Class 0 Flyer:
• Speeder: A tiny, maneuverable flying vehicle. Space for a pilot and at most one passenger.
• Shuttle: A flying vehicle for up to six people that can hover and take off vertically.

Upgrades: Pick 1 upgrade when designing a Class 1 Flyer, pick 2 for Class 2, etc.

+Agile	Quick, maneuverable, able to perform stunts.
+Armored	+1 Armor
+Armed	A heavy weapon (purchased separately) attached to the vehicle, fired by the pilot.
+Controlled	Can be remotely activated and given directions with Intuition
+Luxury	Impressive, high quality and very comfortable. Various quality-of-life features.
+Rugged	Protects from elements, resists environmental damage, easy to repair.
+Sealed	Fully enclosed frame with oxygen source. Can function in space, under water, etc.
+Sensors	The vehicle gathers various types of information.
+Shielded	+1 Armor provided by extended electromagnetic field. Blocks remote Access and hacking.
+Stealthy	Silent, difficult to pick up on sensors, occupants invisible to sensors.
+Tool	Choose a melee weapon upgrade to represent a tool attached to this vehicle.
+Transport	Can carry a dozen people or a cargo container. Shuttle only.

+Turret	A heavy weapon (purchased separately) on a swivel mount, fired by a passenger.
+Workspace	Choose a Kit to be integrated into the vehicle.

Example Flyers:
• Skycar (Class 0 Shuttle)
• Interceptor (Class 1 Speeder, **+Armed**)
• Suborbital Rocket Shuttle (Class 1 Shuttle, **+Sealed**)
• Cargo Lifter (Class 1 Shuttle, **+Transport**)
• Grav Crane (Class 1 Shuttle, **+Tool [Flexible]**)
• Hover Bike (Class 1 Speeder, **+Agile**)
• Runabout (Class 2 Shuttle, **+Sensors**, **+Shielded**)
• Grav Tank (Class 2 Shuttle, **+Armored**, **+Turret**)
• Scout Speeder (Class 2 Speeder, **+Stealthy**, **+Kit [Survey]**)
• Starfighter (Class 2 Speeder, **+Sealed**, **+Armed**)
• Bomber (Class 2 Shuttle, **+Sealed**, **+Turret**)

Crew

Some crews are temporary, hiring on for a specific purpose or freely associating with the character for a time. Others are long-standing subordinates, following the character through trials and adventure. While crew members are considered 'assets', they are far from mindless; they regularly get into trouble, make mistakes, argue, and rarely get along with the subordinates of other characters.

Roll Call: The number of people in a crew is intentionally left vague, though it usually consists of between 3 and 10 individuals. Their names, personalities and quirks will emerge during the course of the story; be sure to keep track of them. Some may remain in the background for a while, undefined until one of the more prominent members of the crew bites the dust.

Make it So: Crews are assumed to go about their day-to-day tasks (to the extent of their personality) without the intervention of their superior. Giving them an important task usually triggers the Command Move. Crews are almost always considered "a group that is inclined to follow your orders". That said they will often refuse to follow specific orders that are suicidal or far outside of their skill set (as determined by their upgrades).

Morale: Crews that have suffered losses, setbacks or failures may become disgruntled or reluctant to follow orders. Maintaining a crew's morale should always be a consideration; providing their wants and needs and addressing their grievances will go a long way to building (or rebuilding) loyalty. Ignore the situation too long and they may quit, or worse.

Crew Design: Choose one of the following designs for a Class 0 Crew:
• *Squad:* Disciplined and stolid. Equipped with a similar type of weaponry (pistols, stun batons, rifles, etc). Able to guard areas and engage in small scale combat.

• **Techs:** Educated and well trained. Equipped with basic tools. Able to provide technical or manual assistance to a variety of scientific or engineering projects.
• **Gang:** Crude and self-reliant. Equipped with a smattering of mismatched weaponry (pistols, shotguns, chains, knives, etc). Able to attack people or break things.
• **Staff:** Refined and professional. Able to serve guests, keep accounts, prepare meals and perform daily household chores.

Upgrades: Pick 1 upgrade when designing a Class 1 Crew, pick 2 for Class 2, etc.

+Armed	Choose a Class 1 Firearm. The crew is equipped with it and trained in its use.
+Artillery	Able to bombard with artillery, turrets or starship weaponry.
+Athletic	Graceful, swift, strong and flexible. Much better than average, physically.
+Beautiful	Chosen for their good looks and wit. Able to distract and entertain.
+Builders	Able to build small structures or assist in construction projects.
+Criminal	Able to commit small-scale criminal activity or assist with larger crimes.
+Equipped	Choose a Kit. The crew carries various tools from that kit, and can use them.
+Fearless	Never afraid or intimidated, will follow insane orders but often go too far.
+Imposing	Imposing in some way. Able to frighten, threaten, dissuade, etc.
+Informants	Able to collect information and report back, or pass on information.
+Loyal	Only take orders from you. Quickly recovers to their normal disposition.
+Mechanics	Able to service and maintain machinery, and assist in repairs and overhauls.
+Medics	Able to provide long-term convalescent care or assist in medical procedures.

+Numerous	There are a large number of them, you have trouble keeping track of them all.
+Rugged	Can work in harsh climates for extended periods of time.
+Stealthy	Able to sneak into (or out of) places, and pass unnoticed.
+Teamsters	Able to quickly load, unload, assemble and pack away heavy objects and cargo.
+Wreckers	Able to destroy terrain and structures.

Example Crew
• Grad Students (Class 0 Techs)
• Rabble (Class 0 Gang)
• Soldiers (Class 1 Squad, **+Armed**)
• Arsonists (Class 1 Gang, **+Wreckers**)
• Models (Class 1 Staff, **+Beautiful**)
• EMTs (Class 2 Techs, **+Medics**, **+Equipped [Medical Kit]**)
• Messengers (Class 2 Staff, **+Stealthy**, **+Informants**)

Kits

The right tool for the job. Kits bundle dozens of tools, gadgets and miscellaneous items which are required to perform certain tasks. Kits are usually contained in backpacks or heavy bags. When specific tools are needed to perform a task, they can be pulled from a kit, though rummaging in a dangerous situation may require a Face Adversity. Like most assets, kits can run out of supplies or be damaged as a consequence of a failed or partially successful Move. A character carrying more than one kit is Clumsy; Kits are relatively heavy and bulky.

When acquired separately (through Acquisition or starting gear), Kits are considered to be Class 1 Assets.
• *Broadcast Kit:* Tools to send and receive signals. Collapsible broadcast antenna, signal boosters, wires, vid screens, recording hardware, portable data drives, etc.
• *Computer Kit:* Tools to access, program, diagnose and repair computer systems. Laptops, diagnostic tools, wires, handheld power sources, portable data drives, etc.
• *Engineering Kit:* Tools to repair and dismantle machinery. Hammers, drills, cutters, wrenches, welders, grips, cables, diagnostic tools, cage lamps, misc spare parts, etc.
• *Infiltration Kit:* Tools to gain access to forbidden places. Mechanical lockpicks, intrusion hardware, chloroform, glass cutters, disguises, ropes, climbing tools, etc.
• *Medical Kit:* Tools to perform medical treatments. Bandages, scalpels, gels, stimms, surgical braces, dermal regen spray, etc.
• *Research Kit:* Tools to study and experiment out in the field. Specimen jars, hammer and chisel, scalpels, chemical analyser, data recorder, etc.
• *Survey Kit:* Tools to observe and monitor. Range finders, tracking devices, motion sensors, deep scanner tripod, holo-map projector, data recorder, deployable transmitter, etc.

• ***Wilderness Kit:*** Tools to traverse hostile landscapes. Ropes, climbing tools, light sources, breather mask, tent, sleeping bag, heat lamp, thermal blanket, water filter, etc.

Develop Connections

Player characters shouldn't be a random collection of people. They should have a reason to associate with one another. To that end, all players will develop ***connections*** to one another according to the following system.

1. All players sit at the gaming table. Starting with one, have that person turn to the person to their right.
2. Both players select a ***connection*** for their characters. They can make it up, choose from the list below, or randomly roll it!
3. All other players, in turn, assign a ***motivation*** to one or the other characters.
4. Both players then tweak and hash out details, or start over if things aren't really gelling for them.
5. Move to the next person at the table, repeat.
6. Once all characters have one ***connection***, start over, this time creating a second connection to the person seated to each player's left.
7. Once all characters have two connections, you're done.
   1. @-LIST
   1. Social Theorist & Adherent
   2. Judicial Freelancer & Security Contractor
   3. Revolutionary & Supporter
   4. Roboticist & Test Pilot
   5. Body Mod Artist & Canvas

   2. CIVICNET: CORPORATE SPHERE
   1. Indenture & Owner
   2. Oligarch & Retainer
   3. Attorney & Client
   4. Black Marketeer & Smuggler
   5. Kept Person/Thing & Paramour

   3. CIVICNET: CIVIL SERVICE
   1. Detective & Informant
   2. Ex-cop Ego Hunter & Former Boss
   3. Hab Engineer & Ops Coordinator
   4. Customs Agent & Spaceport Worker
   5. Tax Assessor & Local Official

   4. ECOWAVE
   1. Nano-Ecologist & Terraforming Technician
   2. Reclaimer Field Scientist & Bodyguard
   3. Preservationist Eco-Guerrilla & Weapons Merchant
   4. Activist Lawyer & Litigant
   5. Journalist & Whistleblower

5. FAME
1. Celebrity & Entourage Member
2. Heir & Hanger-on
3. Artist & Patron
4. Impresario & Talent
5. XP Dealer & Self-Recorder

6. GUANXI
1. Hacker & Client
2. Lieutenant & Soldier
3. Genehacker & Xenobiology Bootlegger
4. Outlaw Microfacturer & Blueprint Runner
5. Fixer & Freelancer

7. RNA
1. Uplift & Creator
2. Gatecrashing Teammates
3. Emerged AGI & Person Helping Them Stay Hidden
4. Researcher & Test Subject
5. Academic & Student

8. OUTER SYSTEM
1. Ultimate & Aspirant
2. Jovian Envoy & Contact
3. Prospector & Resource Planner
4. Comrades in the Militia
5. Argonaut Consultant & Government Contact

9. THE BRINK
1. Singularity Seekers Sharing Research
2. Grew up in a weird Isolate community together
3. Divergent forks of the same person
4. Scum Barge Roommates
5. Rogue Muse & Former Owner

ADDING NEW CHARACTERS TO AN EXISTING GROUP
When a new character joins the group, repeat the process above. Pick two other characters for the new player character to have relationships with. If the new character is replacing a character who died, pick relationships with whomever the player's previous character had ties. Do the same if it's a new player replacing a departing player. If adding a new player to the group, tie their character to the characters of the players to their left and right at the table or determine ties randomly.

Persona

Answer the following questions in your character's background for a Unique Move designed in collaboration with the GM.

- Someone convinced you to come on this expedition. Who was it? Why did you agree to come?
- What's the most important thing you're leaving behind?
- You have an ally or relative or lover on this expedition. Who is it?
- You have a rival or enemy or foil on this expedition. Who is it?
- What do you hope to find?