ECLIPSE PHASE

A JUMPCHAIN CYOA MODULE



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The Age of Transhumanity

Welcome to the universe of Eclipse Phase. Things are a little bit different here than what you might be used to. EP is a (mostly) hard science fiction setting where transhumanity is just starting to expand beyond the solar system after largely abandoning Earth in the wake of a terrible war with artificial super-intelligences, in favour of spreading themselves out across colonies and habitats throughout the solar system.

The incredible feats that technology can perform in this time are cast into stark outline by the horrors it has been put to. Imbalances in wealth and power have created a humanity fractured by inter-faction strife: there has already been one Fall. Will there be another?

As usual, your account has been credited with **+1,000.00 credit points** (one thousand) to spend in the core jump. You may not carry over cp to the DLC modules.

Egocasting, Resleeving & Forking In Eclipse Phase

"Ego" Vs. "Morph"

Your **ego** is your complete mind, personality, memories and consciousness. The ego can be copied digitally, allowing it to be scanned and sent electronically like any other data. It can be copied without errors, digitally edited or stored, upgraded with software, and installed in different bodies or VR simulations. It can even be broadcast to a distance habitat or spacecraft (egocasting), which is the preferred method of travel.

Your **morph** is your body, either biological (biomorph) or mechanical (synthmorph), but often a mix of both. Morphs range from fully-natural humans, to creatures made from alien genomes and cybernetics, to swarms of microbots that rely on cloud computing to house a transhuman mind, to wholly digital simulated bodies (infomorphs).

The ubiquity of egocasting and forking technology combined with the threats you face means we'll run on a slightly different set of rules regarding 'death' here.

The original "You" has your out-of-jump powers, and is the only one that matters for the purposes of chain continuity.

Dying normally still counts as a chain end, with a couple of exceptions:

The Transfer Rule

If your intention is to move your ego from one place to another, such as from one hab to another, or one body to another, then egocasting, going through Pandora Gates, and resleeving does not result in death for the purposes of your chain. You are considered to have "moved" rather than been "copy and pasted".

This is because egocasting and sleeving into a new Morph is technically copying your ego from your body to a computer, deleting the original, and sending the copy to a new location, whether that's a hab halfway across the system, or into a new body two feet away.

Technically, you'd die each time this happens, but since resleeving and egocasting to travel is so common, and starships take ages to get anywhere, this would cut off a huge amount of the setting. Since the method of travelling via Pandora Gates is canonically unknown, they will also work on the same principle – travelling via Gate will not end your continuity of existence or self either.

The Transfer Rule only applies during this jump.

Forking

Just in case it needs to be spelled out: The death of non-"you" forks have no effect on your chain.

Locations

Your jump begins in the year **10 AF (After Fall)**.

Roll a d8 twice to determine your location. First roll determines which region of the solar system you appear in, the second roll gives a specific location. Further narrowing down where you appear (eg: choice of which city of Mars or aerosat on Venus) is your free pick. The default location is in brackets afterwards.

Alternatively you may pay **50cp** to choose any location in the solar system, even options which do not appear here (such as Solar corona, an in-transit Scum Barge, or Earth surface). There are thousands of small habitats and starships throughout the solar system, from beehive colonies in asteroids to free-floating, solar-powered mesh servers who house only infomorphs.

- *The **inner system** with the exception of Earth is largely ruled by hypercorps, the largest conglomerate of which is known as the Planetary Consortium, which uses indentured workers (digital evacuees from Earth known as infugees) for cheap labour as they work off the value of their new morphs.*
- *The **main belt** and **Jovian asteroids** (Trojans, Greeks, Hildas) tend towards anarcho-capitalism or hypercapitalism, where the letter of the contracts between two parties are held in far higher regard than any kind of fixed legal or moral system.*
- ***Jupiter** is mostly a militant conservative stronghold. Their habitats are not cutting edge by any standard, and they cling to outdated socio-political and religious ideals, but are the most ideologically united faction and a military force to be reckoned with.*
- *The **outer system** is largely made up of various collectivist or "direct democracy" societies. They have mostly used nanofabrication technology to build societies based on "post-scarcity" ideals and a "reputation economy". It's not a true post-scarcity society, and hardly perfect, but it works well enough for now.*

Roll 1:

d8	1-3 Inner System	4-5 Middle System	6-8 Outer System

Roll 2:

d8	**Inner System**	**Middle System**	**Outer System**
	1 The Vulcanoids (V/2011-Caldwell)	1 Ceres (Wujec)	1 Titan (Nyhavn)
	2 Mercury (Cannon settlement)	2 44-Nysa (Extropia)	2 Pandora (The Pandora Gate)
	3 Venus (Octavia aerosat)	3 9-Metis (Nova York)	3 Iapetus (Argonaut surface base)
	4 Luna & Earth Orbit (Fresh Kills)	4 4-Vesta (Vesta)	4 Uranian Orbit (Chat Noir)
	5 Mars (Olympus)	5 Jovian Republic (Amalthea)	5 Neptune Orbit (Mahogany)
	6 Mars (Pathfinder City)	6 Europa (Conamara)	6 Kuiper Belt (Whiskey)
	7 Phobos or Deimios (Progress)	7 Trojans (Locus)	7 Pluto or Eris (Torii)
	8 Free Pick Inner System	8 Free Pick Middle System	8 Free Pick Outer System

Your Ego

Your **ego** is your mind and consciousness. The locals make a large distinction between the ego and the **morph**, the body: so much so that "killing" someone's body is usually considered vandalism as long as their backup can be resleeved, but deleting a stored electronic mind is murder.
You have a few options to select from here. Keep in mind this is for the origin of your ego only. You are able to choose your body in the "Morphs" section, and being an AGI ego in uplift morph or a human in a digital Infomorph is entirely plausible.

Age, Gender & Language

Due to longevity treatments, cosmetic surgery and the ability to re-sleeve into new bodies, you may select any age for your morphs to appear as, and select your ego's 'real' age, up to 120 years old. Since sex switching is a trivial matter in this setting, you may freely select any sex you wish, from the standard male and female, to more exotic options including mutable or transitional sexes, or invented sexes like the Winterists.

You also have one widespread language for free as your native tongue like English, Hindi, Cantonese, Japanese, Spanish or Russian. Don't fret too much about it – your Mesh Inserts or Muse can translate speech or text anywhere you have Mesh connection.

Origins

What is the origin of your ego? Were you birthed from human parents, born as an animal uplift, created whole cloth in a virtual environment, or did you simply appear one day?

Drop In – 0cp
Your ego gains no additional memories, and is not associated with any existing background or factions in the setting. In a world of information saturation, a little anonymity can be a good thing.

"Human" – 0cp
Your ego is that of a human: maybe young or old, hedonistic or temperate, average or exceptional or anywhere in between. While you were born (perhaps from an exo-womb, perhaps a clone from your 'mother' or 'father', or perhaps naturally), you might not have a human body anymore.

Uplift – 0cp
You are an uplifted animal – genetically modified for humanlike intelligence. The present options are: Neo-Avians (grey parrots or corvids the size of a child); Neo-Hominid (Bonobo, Chimpanzee or Orangutan); Octomorph; Neanderthal (genetically resurrected species); Neo-Gorilla; Neo-Pig; or one of the Neo-Cetacean types (Neo-Beluga, Neo-Dolphin, Neo-Orca, Neo-Porpoise, Neo-Whale). Uplifts are often the results of neurological experiments, and may not be afforded full transhuman rights under hypercorp or Jovian laws. You might take pride in your origins, or maybe it's something you wish wasn't a part of you.

AGI – 0cp
You are an Artifically Generated Intelligence; a sentient/sapient computer program. It's possible you were a complex program – an economic model or a system-wide logistics program – which spontaneously generated sentience/sapience, or more likely you were developed for it from the ground up by AI researchers, or copied wholesale from one. This whole "existing" and "society" thing might be new to you. All legal AGIs have built-in limits to prevent exponential or recursive improvement, so AGIs still have to "learn" the way other transhumans do.

Perks

Unless otherwise stated, skill packages and perks are single-purchase only. Discount is 50% of cost, Free is free.

Skill Packages

Jumpers and all imported companions receive **three Skill Packages for free, further purchases at 100cp each**. You get the Gear for all Skill Packages you purchase.

A skill package gives you “professional” levels of proficiency in the main areas, as well as minor proficiency in related areas (fanwank as needed).

Eg: it would be safe to assume that someone with the Marksman package could use a tactical network or mapping software to make sure they’re in the right position, calculate bullet drop at long range, or identify common guns by sight, in addition to the primary skill of shooting things.

Melee Combat Package

You are a seasoned combatant in melee, whether with blades, blunt objects or bare hands. You may alternatively select this skill to gain expert proficiency in an exotic melee weapon (such as the monofilament garrotte or whip). You can take this package multiple times for different exotic weapons.

Gear: **One melee weapon** of your choice – edged weapons have a mono-edge upgrade, blunt weapons have shock upgrade.

Marksman Package

You are an expert marksman with standard kinetic and energy weapons, ranging from the ubiquitous handgun to the devastating plasma rifle. You may also select this skill to gain expert proficiency in one exotic ranged weapon, like a bow, vortex ring gun, or something else. You can take this package multiple times for different exotic weapons.

Gear: **One standard firearm or railgun** model of your choice (handgun, SMG, automatic rifle, sniper rifle, machine gun).

Stealth Package

You are adept at the physical stealth skills often required by infiltrators. You can move relatively unseen, conceal small weapons about yourself, and lift items from other people easily.

Gear: **A chameleon cloak**

Heavy Weaponry Package

You are highly trained in the use of "support" weaponry, including seeker launchers, spray weapons like shredders, freezers, buzzers and flamethrowers, placed munitions and thrown explosives. If you haven't changed bodies, you even have all of your original fingers and toes.

Gear: **One support weapon** of your choice and ammo (examples above), OR 20 units of a disposable weapon like EMP or Plasma grenades or thermobaric charges.

Investigation Package

Your awareness and ability to deduce activity from the signs left behind is comparable to a police detective. Spotting concealed enemies, following trails of evidence, searching for hidden smuggling compartments and weeding out lies and imposters is part of what you do for a living.

Gear: **Scout nanoswarm** wearable hive (size of pill bottle).

Biohacker Package

You are skilled in designing genetically modified organisms from existing species. This includes developing Uplifts (if the base species is smart enough) and designing new transgenic morphs and designer organisms.

Gear: **Healing vat**

Psychosurgeon Package
You are a trained psychosurgeon, with the knowledge to apply psychosurgical skills to all manner of transhumans, from biomorphs to synths, humans to uplifts and even AGIs. Most procedures require the use of a simulspace and direct alteration of an ego's digital state, but you have some techniques that can work without these tools. This skill can be used for both therapy and for interrogation.
Gear: Psychosurgery simulspace & **therapy assistant AI.**

Deception Package
You are an expert in deception; in concealing truths, sending false messages, disguising yourself as someone else or impersonating other people. Those reading your body language are likely to get the wrong idea – the idea you want them to get.
Gear: **False ID nanotats** & g**ait-altering nanoware**

White Hat Package
You are an expert at defending your personal WAN or other networks and mesh sites from intrusion, finding backdoors and backtracing the physical location of intruders.
Gear: **Firewall software** & **Sysadmin Assistant AI**

Black Hat Package
You are an expert at breaking into secure computer networks or mesh sites and wreaking as much havoc as you like. Security AIs are no match for you, but a competent sysadmin can make things very difficult or even impossible for you.
Gear: **Kaos AI** & **Common Exploit Software** bundle.

Hard Hat Package
You are an expert software engineer, capable of writing programs to carry out complex and interlinked tasks. You could write an AI from scratch (in time) and design simulspaces for the best VR games and sims.
Gear: **Software writing AI**, w**ork simulspace** environment.

Mega-Engineering Package
You like to build *big* things. Spaceships capable of holding thousands of people, space habitats, surface colonies, dams, ocean-spanning bridges, orbital elevators. Knowing how the diverse systems that megastructures need interact with the forces they are under is just as important as how they are arranged.
Gear: Structural Sim Simulspace, **Engineering AI**.

Social Package
Interpersonal interaction is what you are best at. You usually know what to say at the right time, and the proper formalities when attending high-class events. The benefits show themselves when you need to persuade someone to assist you - they have a hard time turning down someone as convincing or charming as you, and you can read most people's body language like a book.
Gear: **Cosmetic Pheremones** & a **Personal Interaction Sensor** that reads biomorphs' surface moods.

Device Engineering Package
You are an expert at designing and building portable and mobile items from scratch. Anything from a flashlight up to a flying car. You can build items from scrounged materials and put disused materials to new uses without having to disassemble it all the way back to raw materials.
Gear: **Disassembly tools** & **wrist-mounted tools augmentation**.

MedTech Package
You are a medical technician, trained in emergency first aid and field surgery - you know, the kind they used to do before they could just dump the injured in a healing vat and let the nanomachines do the work. You can install and remove over-the-counter cyberware and wetware, and perform reconstructive surgery.
Gear: **Doctor-Bot** (contains a healing vat).

Acrobatics Package
You have the skill of a professional athlete in terms of your flexibility and coordination. Your parkour/freerunning is very impressive, and you take to low-gravity winged flight easily, and zero-g like you were born in it (maybe you were?).
Gear: **Gecko Grip Shoes & Gloves**, **Spindle gun/climber & cable fabber** (ie: a grappling hook gun that produces cable on the fly).

Pilot Package
You have the skills of a professional pilot in one type of vehicle, selected when you choose this perk. You can pilot and navigate it in hostile conditions (such as incoming gunfire) and operate all systems, including whatever weaponry it might have. You could select a type of ground craft, aircraft, spacecraft, or a remotely/electronically piloted vehicle like a UAV, space fighter, or walker drone. You have lower levels of skill when it comes to other vehicles.
You can take this package multiple times for a different vehicle each time.
Gear: **One ground or atmospheric vehicle**.

Psi Sense Package
You are exceptionally good at reading the presence or mind-state of other egos while using psi sleights. This skill is only useful to Asyncs.
Gear: **A Psi Jammer** (prevents use of ranged Psi sleights within a short radius).

Psi Control Package
You are exceptionally good at using psi sleights to control another ego or break its control. Your own control is also harder to detect and break away from. This skill is only useful to Asyncs.
Gear: 10 doses of the **Psike-Out** drug (enhances control over psi sleights at the cost of more stress).

Psi Assault Package
You are exceptionally good at attacking other minds with psi sleights. Your mental offensives are both strong and hard to sense. This skill is only useful to Asyncs.
Gear: 10 doses of **Inhibitor drug** (can prevent asyncs from using their power for a short while, but may be resisted).

Expression Package
You are especially skilled in an expressive artform - painting, writing, acting, music or some more esoteric means of expression like “virtual cooking” or “Petal narratives”. You could make a bit of money off this skill if you could market yourself effectively. You can take this package multiple times for different artistic expressions.
Gear: A suitable array of **tools** required for your given art form, provided they’re not too large or sophisticated.

Academics Package
You are an expert in a handful of academic topics (select any three topics like “ecology”, “structural engineering” or “Mid-XXth Century Warfare”). Your expertise may be officially accredited in the form of a certificate, degree or doctorate, or it might not be (eg: self-taught or unaccredited), but your knowledge is accurate and you know how to apply it. You can take this package multiple times for different topics.
Gear: Archives of academic works related to the specialities you choose.

Linguistics Package
While muses and translation databases have taken away most of the need for extra languages, it's still handy to be able to converse with others, especially in diplomatic circles. You gain conversational proficiency in three extra common languages (Thai, Swahili, German etc.) and you have a knack for picking up languages - a few conversations is enough to get a couple of basic phrases with gesturing and body language. Conversations on technical subjects will take a lot longer to master and a lot of trial and error.
Gear: A **translation database** for your muse of all common transhuman languages (all common Earth languages).

Security Operations Package
You are trained in the management of security and paramilitary operations. When looking at a facility, you can both work out the best ways to secure it, as well as the best ways to break in. You know how to organise a strike force for covert or 'hot' operations, evaluate their needs, the expected casualties from an op, identify emplaced obstacles and how to counter them.
Gear: Tacnet software and a **heavy pistol**.

Nanotechnician Package
You specialise in building things small. You are capable of designing most types of nanotech systems, from flea-sized microbots, free-roaming nanoswarms, internal nanoware for morphs, and the nanofabrication systems that make life in the solar system possible through Fabbers, Makers and Desktop Cornucopia Machines.
Gear: A **nanoengineering simulspace** & a **General Nanobot Hive** capable of manufacturing any nanites up to current transhuman level.

Leadership Package
Control groups of people, steer a team towards goals, performance-manage troublemakers, and coordinate tasks between multiple teams.
Gear: A **Guardian Angel** robot; a small rotorcraft drone that intercepts and tazes attackers.

Smart Animal Handler
You can control and lead smart animals in and out of combat, as well as have the skills to train and care for them.
Gear: Your choice of **two small smart animals** (smart dogs, rust hounds, smart monkeys, smart cats, space roach) OR **one large smart animal** (smart wolf, smart horse, smart camel, police baboon, swarm cat, Titanian caribou).

Origin Perks

Single purchase only. 100cp perks are free to their origin, discount 50% for others.

Forking – Free, All Origins

You can create perfect copies of your ego on a digital system known as 'alpha forks'.
An Alpha Fork retains all your mental traits – your skills, memories, knowledge, personality etc. – but you can choose to not to copy over certain skills or knowledge (and it then becomes a beta fork, or if very heavily redacted, a delta or gamma fork).
It does not retain any qualities of your body, and it does not have any magical or metaphysical components (eg: powers, fiat perks, or a soul). It retains async powers, if any – but it can't use them in cyberspace.

Unlike everyone else in EP, you don't need an ego bridge, mesh inserts or a cortical stack to create a fork of yourself – you just have to touch a computer system and the fork's data will appear in its memory – either stored inert, or running in sim.
You can re-integrate a Fork's experiences back into your own memory within three hours; any longer and it diverges too much and the best you get is being able to experience a recording of what it did. Contact with the computer the fork is running in is required.

Even if you have thousands of years of photographic memory or strange mental skills, your ego (and that of your forks) only takes up the same storage space as a regular transhuman ego.

Resleeving – Free, All Origins

You can freely transfer your consciousness from the body you are currently in, into bodies without an occupying mind.
Unlike the locals, you do not require any of the standard hardware: you don't need mesh inserts, a cortical stack, an ego bridge, anything like that. All you require is physical contact with the mindless body.
This transfer moves your complete self - ego, souls and supernatural traits – to the new body. It cannot produce a duplicate or copy, nor can it transfer parts of you or your powers piecemeal; it's an all or nothing move. It leaves behind your former body without a mind, any motivating force or any of your perks or abilities.

Missing Time – 100cp, Drop In

It is not at all unusual for the backed-up denizens of the solar system to suddenly awake in a resleeving facility, with no idea of what has happened or how long they were out. Others would normally rely on their muses to keep them updated, but you awake always knowing the current time and date, and how much time has slipped away from you while you were dead, unconscious or sleeping.

Blueprint Designer – 200cp, Drop In

In a time when most goods and foodstuffs are produced in fabbers, makers and Desktop Cornucopia Machines, it pays to know how to work them. You have a talent for designing blueprints that are much faster to assemble and far more efficient in their use of raw materials, which means smaller quantities of rare feedstock or raw materials are needed, and thus cheaper.
While shaving down the mass of hydrocarbons required for a design doesn't seem like much, out in the resource-scarce outer system that margin of efficiency can mean the difference between being able to fab up a life-saving device, or not.

Hardened – 400cp, Drop In

Life as a transhuman is stressful. In addition to the humdrum stress that comes with swapping bodies and seeing *someone else* in the mirror or reintegrating forks or the usual PTSD that comes with combat, it's difficult to fight exurgents because their very appearance and behaviour – not to mention the async powers they might have – can invoke mental distress in onlookers and victims. Well, not you. You'll freak out the first time a Ny'knikiin smiles at you, but after that, the next one is old news, and "everyday" stress never seems to accumulate and drag you down into depression like it can do to other people.

Primacy – 600cp, Drop In

So often when people fork themselves they don't consider the ramifications of what happens when their forks disagree with them; each one considering themselves to be the originals, each one claiming to be equal to the others.

Without having to put any annoying psychosurgery in place, any and all copies of you – forks, clones, self-duplicates, shadow copies etc. – will recognise that you are "Jumper Prime", the original, and that they are the duplicates. Even copies of you that you didn't make – such as if someone got a sample of your DNA and grew themselves a clone – recognise you as their original.

This recognition gives you a significant degree of authority over your copies: they tend to default to your orders and see you as superior even if you are technically identical to them.

Other versions of you with different motivations or programming (eg: evil clones) still have that programming, but might be more reluctant to fight someone they know is their original – or maybe they'll be more eager to fight, depending on your personality.

On The Low-Down – 100cp, Free Human

You are especially good at keeping your social networking private. Whether you're trying to ask around for something you're not supposed to ask around about, or you just don't want targeted marketing AIs to spam your network with ecchi manga ads, you are good at keeping digital information about yourself private. If needed, other parties can still verify your identity exists as a real person (for financial, security or legal purposes), but find little else unless you let them.

Moxie – 200cp, Human

You're lucky, all things considered. You probably didn't think so at the time, but this luck generally puts you ahead of the pack. If something out of your control goes bad, your moxie will try to tip things back in your favour to balance it out, if the opportunity arises. It won't fix your own mistakes, and this is not "miracle" levels of luck; if an enemy has a gun to your head, it won't make the weapon mysteriously jam, or let you pass a test on guesswork.

You might get dragged into a bar fight, only to have one of the brawlers take a shine to you and later help you out. You might get sent on a boring errand, but conveniently avoid a terrorist attack on your workplace. You might get stranded travelling through a Pandora Gate, but if you look around you end up discovering rich mineral seams you can stake a claim on when you are rescued.

Flexible Mind – 400cp, Human

Even in this age of digital cognition, there are still mysteries about the human mind, among which is its adaptability. Your mind embodies this principle; you take to skillsofts and psychosurgery very well – there are virtually no side effects, except with the most careless or gratuitous modifications, and skillsoft skills are integrated easily and naturally into your mind. You are even capable of re-integrating with a fork who has been separated for longer than three hours – though every hour in excess increases the stress you will undergo. With some practice, you might even learn skills as used in XP movies – experiencing XPs of mountain climbing might gradually improve your own climbing skills, for example.

Meme War – 600cp, Human

Some of the fiercest fighting between transhuman factions happens not in space or the surface of planets, but across the Mesh. You are an inforwar veteran, a shitposter of the highest order. You wage information warfare through social media, altering the way hypercorps and media stars are perceived by the masses by crafting dank memes and coordinating the sway of public opinion through polls and dummy accounts. You know just when, where and how to release scandalous rumours (true or not) to discredit your opposition, how to edit photos and videos, or spin media footage and press releases in the most advantageous ways. You are capable at brushing off social attacks and running damage control for your own side. Fodder for shitposting comes rapidly to mind, but unlike the anons and spambots your posts actually carry weight: slowly but steadily turning the tide of public opinion among the social networks towards or against your targets.

Ook, ook! – 100cp, Free Uplift

You are very adept at milking stereotypes to get what you want. Caught by security? Act like the 'dumb ape' you look like to stall until you can make an escape. Accused of pickpocketing? Well Neo-avians can't help but steal shiny stuff – it's a compulsion, right? Even if you're not an uplift, you know just how to play up your stereotype as the situation requires – the dumb jock, the awkward nerd, the fiery redhead, the macho male, the honourable Japanese – even if your true personality is very different.

3D Coordination – 200cp, Uplift

Uplifts of all types are often much better at thinking about 3D spaces than humans are. Avian and aquatic uplifts already deal with different concepts of space to humans, and even most mammalian uplifts make better use of 3D space than "the floor is down" humans. You are better at conceptualising the position and motion of things in 3D space and in zero gravity, which assists in your microgravity coordination and piloting of spacecraft, aircraft and submarine vessels which move in three dimensions.

Multidexterity – 400cp, Uplift

Your coordination is excellent – in fact, you have no issues coordinating between as many limbs as your form has. You no longer have a "primary" hand or arm, instinctively using whatever hand or limb is available or most convenient. You even get a little bit of a multitasking boost to keep track of what all your arms, legs or other limbs are doing. Ever seen that XP of a Hidden Concern octomorph with a machine pistol in all eight arms? I'm sure you get the idea.

Genetic Algorithms – 600cp, Uplift

As a product of evolutionary science and genetic modification yourself, you have learned to incorporate genetic algorithms into essentially any software you construct. Genetic software starts out a little clunky – depending how good a programmer you are to start with – but over time it evolves and improves itself to suit its purpose, whether that's target tracking software that learns to ignore feints and decoys or a word processor that improves its UI and file format to suit its users. The end result, after many iterations, is something exceptionally honed to its purpose, without placing the burden on the programmer to get it perfect the first time.

Now take care: The transhuman mind is considered software itself, so tread cautiously should you attempt to blend these algorithms with psychosurgery. Down that path many Exhumans have already tread, and while each one certainly became better suited to their chosen path, I'm not sure how many could really be called "successes".

Sleeve-Easy – 100cp, Free AGI

You are accustomed to swapping between multiple bodies, sometimes with vastly different sets of senses and means of locomotion. Resleeving – or transforming – into new bodies or forms is basically stress-free for your mind, and you quickly get the hang of new bodily features whether they are added to your existing morph or you are swapping to a different one entirely. You don't bump your head on doorways when your new body is taller than your last one; you don't forget to eat or sleep when you're in a biomorph after spending a long time in a synthmorph.

Non-Human Neural Model – 200cp, AGI

Your cognitive model is based on something extremely unlike the standard transhuman or even animal/uplift neural models. All effects which attempt to change or alter your mind against your will are vastly more difficult for the attacker, and may even be impossible, whether it is a domination spell, infectious meme, the exurgent virus or someone trying to break you with torture. Be warned that if someone can study your neural architecture, they might determine ways around this resistance, and someone trying over and over again might chance on an approach that does work.

Steganographic Memory - 400cp, AGI

Because your memories are built in a similar way to how computers store data, you can hide digital data within your own ego's memories, effectively allowing you to smuggle data as a part of your ego. Reading the file is as simple as recalling a memory.

In theory, there is no limit to the amount of data you can include in your ego, but any more than a few gigabytes will make your ego's data seem very suspicious and anomalous to anyone who cares to examine it, and steganography by its nature works precisely because it passes beneath notice.

An Adaptive Enemy – 600cp, AGI

You have taken the lesson of the Exurgent Virus to heart, and have made a breakthrough in programming viruses and other malware. By combining your malware with the neural models found in AGIs, you have the knowledge to create adaptive, digital smart viruses – with just enough self-awareness to value their own continued survival. These smart-viruses are a head above the usual Kaos AIs, capable of working cooperatively, and in a creative manner, discovering and exploiting new weaknesses in software thrown against them, and overcoming obstacles or setbacks in the way of their high-level goals in unexpected and new ways. Even if they altered their own programming, you always retain Administrator command privileges over them.

Other Perks

Rep Networks (Network & Level) - 50cp per Level per Network

Even before the fall, transhumanity was partially segregated into a number of social networks. These networks are mostly independent of faction or location - two scientists both follow similar news, share similar articles and attend the same VR conferences even if one is a Scum in the outer system, and the other a Neo-conservative in the inner system.

- All origins except Drop Ins get **Level 1 in two public networks for free**, plus a **bonus level** of your choice (can be put in any network, public or private, or added to an existing Level 1 to get a Level 2).
- Any background can purchase further levels for **50cp**, to a max of Level 5 (250cp per network). Your rep can never exceed Level 5.
- Your rep in certain networks may also increase through scenario rewards.
- Your rep levels may increase or decrease with your actions in jump, but purchases here sets them at the start of this jump (and in future jumps).

Rep Network Levels

Level 1 allows you to acquire very trivial favours or items. It's basically charity that you can rely on.
Level 2 allows you to acquire minor favours or items (usually disposable or consumable items like vehicle fuel, ammo or common nanofabricator feedstock, or get some people to do unskilled work for you).
Level 3 allows you to acquire moderate favours or items (acquire a vacsuit, borrow a car, find some dirt on someone inconsequential).
Level 4 allows you to acquire major favours or items (acquire a ground vehicle, a professional service for free, rare/illegal consumables).
Level 5 allows you to acquire massive favours or very expensive items (book a cheap spacecraft cabin, risk the career of somebody significant, inquire about classified information that people in the network might know).

Abusing your social networks for favours or goods results in your contacts and friends ignoring you or refusing your requests, and some favours or items are simply too big to rely on the goodwill of others for. Simply having rep in a given social network or faction doesn't mean you belong to that organisation/faction, it means that group owes you – maybe gladly, maybe grudgingly.

The Public Networks & Most Common participants

- **The @-List** - Anarchists, Autonomists, Brinkers/Out'sters, Barsoomians, Extropians, Mercurials, Scum, Titanians, Belters/Ringers. Most common in the outer system.
- **CivicNet** - Hypercorps (inc. Lunar-Lagrange Alliance, Morningstar Constellation), Planetary Consortium, Jovians. Most prominent in the inner system and the Jovian Republic.
- **EcoWave** - Nano-Ecologists, Preservationists, conservationists, Precautionists, Reclaimers
- **Fame** – Socialites, celebrities, artists, musicians, media.
- **Guanxi** – Triads/cartels, other criminal organisations, ego & IP pirates, black marketeers.
- **Research Network Affiliation (RNA)** - Researchers & scientists, argonauts, teachers, historians.
- **ExploreNet** - Used by Gatecrashers, exoplanet colonists and researchers.

Private Social Networks

May be purchased with the bonus level or cp.

- **The Eye** - Exclusively used by Firewall agents.
- **Ultimates Rank** - Exclusively used by the Ultimates faction.

Skill Plus - 100cp

Select one of your skill packages. Instead of having an “expert” level of knowledge and proficiency, you are considered to be one of the absolute best transhumanity can offer in that particular field. It would take a serious handicap for you to screw up at whatever this skill is. You can purchase this perk multiple times, applying to a different skill package each time.

AI Bully – 200cp

You are particularly good at exploiting the behaviour of non-self-aware AIs and monitoring programs. Whether that's getting them caught in a logic loop or fooling someone else's muse into giving you details it probably shouldn't, or simply knowing how a camera AI recognises faces and making sure yours doesn't fit that criteria, it'll take more than a mere program to pose an obstacle to you.

Unfortunately these kinds of tricks don't work on sentient/sapient AGIs (sentient/sapient AIs in other settings), transhuman infomorphs/forks, or ASIs. Anyone monitoring an AI you interfere with will soon become aware there is a problem.

Motivations – 200cp

Select three motivations, each with a positive or negative connotation, such as "+Exploration", "-Socialism" or "+Equal rights". These three motivations are core beliefs or personality traits which you hold absolute. No effect short of total destruction of your brain can remove these motivations from your mind - your memories could be totally suppressed or mind subsumed by a hive mind and whatever inhabited “you” would still long to explore, or hate socialism, or believe in equal rights for all, if those were your motivations.

If an entity is possessing you, this may mean they acquire these motivations while they remain in your mind.

Should you accomplish tasks or feats linked to your motivations, you find said task to be very personally rewarding, and find you have learned more from them than you otherwise might.

You can voluntarily change or remove your core motivations only gradually, reassigning or adding/removing one once every ten years.

Psi Perks

Async, Psi-Chi Level – 300cp

You possess the rare and poorly-understood ability to use psychic powers at the Psi-Chi level.
You have **two psi-chi sleights** [Link to Psi Chi Sleight List].
A psi-chi sleight is a minor but useful, mostly passive psi ability that affects yourself, like a meditative trance that recovers your sanity/reduces stress, an ability to intuit the function of devices you've never seen before, or a hyper-intuitive grasp of mathematics.
You can learn additional psi-chi sleights over time through mental training and experience, and exceptional practice and experience may cause your ability to eventually develop into a Psi-Gamma rating. Psi can only be used by an ego in a 'meat' brain, not a cyberbrain.

Async, Psi-Gamma Level – 400cp

You possess the even-rarer ability to use psychic powers at the Psi-Gamma level.
You have **one psi-gamma sleight and one psi-chi sleight** [Link to Psi Gamma Sleight List].
A psi-gamma sleight is an active psychic power such as the ability to browse a target's thoughts, cloud an opponent's memories with a touch or raise a mental shield against intruding asyncs. It usually requires a clash of egos between the async and the target or at least pulling the sleight off correctly, so strong-willed enemies may resist, and you might screw it up.
Psi can only be used by an ego in a 'meat' brain, not a cyberbrain.

Additional Psi Sleight 100cp or 150cp

You start with an additional psi sleight. Psi-Chi sleights cost **100cp** each, and psi-gamma sleights cost **150cp** each. You can buy this perk multiple times, each time applying it to a different sleight.
Psi-Chi level asyncs cannot purchase Psi-Gamma sleights.

Your Morph

Your **morph** is your physical body, its genetic augmentations, bioware, cybernetics, even the nanites that are on its skin or inside it.

- **All Origins** have a **bonus +600.00 credit points** to spend on your **morph** and **augmentations**.
- If you are a **Drop In**, you may elect not to have any morph but your own body. You may still select Augmentations. Alternatively, you may purchase a morph from below.
- **All other Origins** must select at least one morph. Even if that's a bodiless Infomorph.
- You can buy multiple morphs, which can be put in storage, have your forks sleeved in them, or have other egos (companions, AIs) sleeved in them. The types of morphs are outlined in the Notes at the end.
- More information on morphs can be found at: http://eclipse-phase.wikispaces.com/Morphs

H = Indicates a morph that can be humanlike enough to perfectly match your bodymod appearance without further modifications.

Notes = See the Notes section for more information.

Morph Name	Description	Type	Cost
Infomorph H	Default infomorph (virtual body).	Infomorph	0cp
Flat H	Basic human. Minimal or no upgrades.	Biomorph	50cp
Splicer H	Standard upgraded human. Cheap, ubiquitous.	Biomorph	50cp
Freeman H	Built-in controls. For prisoners or those who like to be owned.	Biomorph	50cp
Slave H	Infomorph with built-in controls like the Freeman.	Eidolon	50cp
Basic Pod H	Cheap, barely better than a case.	Pod	50cp
Critter H – If bodymod is furry	"Furry" morphs	Pod	50cp
Case	Cheap and shit. Mass produced for infugees.	Synthmorph	50cp
Spare	Head-sized emergency spare body	Synthmorph	50cp
Griefer	A synth tailor-made for /b/. A disposable nuisance.	Synthmorph	50cp
Exalt H	Upgraded for one role.	Biomorph	100cp
Hibernoid H	Long-term spaceship travel morph.	Biomorph	100cp
Neotenic H	Child-like. Smaller bodies consume less resources.	Biomorph	100cp
Ruster H	Mars-adapted.	Biomorph	100cp
Lunar Flyer H	Winged for low-G habitats	Biomorph	100cp
Martian Alpiner H	Like a Ruster but meant for the Martian outback	Biomorph	100cp
Hazer H	Adapted for Titan atmosphere/conditions	Biomorph	100cp
Grey	Cognitive boosted "alien" look	Biomorph	100cp
Nomad H	Desert survival	Biomorph	100cp
Theseus H	For survival in hostile nanoware envrions.	Biomorph	100cp
Neo-Avian	Uplifted grey parrots, ravens, etc.	Biomorph	100cp
Neo-Hominid	From bonobo, chimpanzee or orangutang stock	Biomorph	100cp
Neo-Gorilla	Enhanced gorilla	Biomorph	100cp
Neo-Pig	Humanoid pig.	Biomorph	100cp
Neo-Porpoise	Enhanced porpoise	Biomorph	100cp
Agent H	Network security eidolon	Eidolon	100cp
Digimorph H	Slight upgrades over infomorph	Eidolon	100cp
Elite H	Better online intrapersonal skills	Eidolon	100cp
Hot Shot H	Eidolon for space fighter piloting	Eidolon	100cp

Scholar [H]	Cheap academic eidolon	Eidolon	100cp
Pleasure Pod [H]	For cyborg hookers	Pod	100cp
Worker Pod [H]	Cheap labor pod	Pod	100cp
Digger [H]	Excavation, construction, archaeology	Pod	100cp
Chickcharnie	"Owlbear"-like	Pod	100cp
Hypergibbon	mobile & strong, riot control	Pod	100cp
Ayah [H]	Nurse/maid/childcare morph	Pod	100cp
Jenkin [H]	Eat/take/fuck anything pod.	Pod	100cp
Security Pod [H]	For tough guy work	Pod	100cp
Space Marine [H]	Upgraded Security pod for vacuum missions	Pod	100cp
Specialist Pod [H]	Focused for one area	Pod	100cp
Vacuum Pod [H]	Focused for vacuum work	Pod	100cp
Synth	Standard mechanical body.	Synthmorph	100cp
Dragonfly	Large dragonfly, fast observer/spy	Synthmorph	100cp
Swarmanoid	Swarm of flea-sized microbots	Synthmorph	100cp
Kite	Mechanical bat/glider	Synthmorph	100cp
Skulker	Stealth swarmanoid	Synthmorph	100cp
Fighting Kite	As kite but for skirmishing	Synthmorph	100cp
Mimic	Small shape-mimic bot for espionage.	Synthmorph	100cp
Smart Swarm	Swarm of spider-sized bots	Synthmorph	100cp
Menton [H]	Cognitive boosted.	Biomorph	200cp
Olympian [H]	Physical activity focused.	Biomorph	200cp
Sylph [H]	Supermodel/celeb morph.	Biomorph	200cp
Bouncer [H]	Zero-g. Hand-feet as standard.	Biomorph	200cp
Futura [H]	"Lost Generation" morph. Collector's item.	Biomorph	200cp
Salamander	Solar coronal habitat morph	Biomorph	200cp
Surya	Whale-like solar corona dweller	Biomorph	200cp
Venusian Glider [H]	Venusian Aerosats.	Biomorph	200cp
Hulder	For Titan wilderness conditions	Biomorph	200cp
Selkie	Seal-like aquatic morph.	Biomorph	200cp
Aquanaut [H]	Humanoid aquatic; webbed feet, toes, gills.	Biomorph	200cp
Dvergr [H]	High-G adapted	Biomorph	200cp
Ariel [H]	Hulder but with wings. Low-g flier	Biomorph	200cp
Cloud Skate	Venus/gas giant atmosphere dweller	Biomorph	200cp
Observer [H]	Spy/media focus	Biomorph	200cp
Octomorph	Uplifted Octopi	Biomorph	200cp
Neanderthal [H]	Resurrected species	Biomorph	200cp
Neo-Beluga	Enhance Beluga	Biomorph	200cp
Neo-Dolphin	Enhanced Dolphin	Biomorph	200cp
Sage [H]	Academic eidolon	Eidolon	200cp
Ripwing	Large (child-size) bat genemix.	Pod	200cp
Scurrier	Vat grown from alien rodent genes.	Pod	200cp
Whiplash	Vat grown from alien mobile plant genes.	Pod	200cp
Shaper [H]	Doppleganger/mimic humanoid.	Pod	200cp

Flying Squid	For octomorphs who need speed	Pod	200cp
Arachnoid	Spider-form synth, like a person-sized tachikoma	Synthmorph	200cp
Flexbot [Notes]	Modular morph. Six modules = about child size each	Synthmorph	200cp
Slitheroid	half humanoid half snake robot	Synthmorph	200cp
Steel Morph	Upmarket synth for human interaction	Synthmorph	200cp
Steel Morph (Masked) [H]	Robot that looks like a human. T-101 style.	Synthmorph	200cp
Cetus	Underwater morph	Synthmorph	200cp
Gargoyle	Rigged with shitloads of cameras and sensors	Synthmorph	200cp
Biocore	Human brain, robot body. Useful for asyncs.	Synthmorph	200cp
Blackbird	Stealth bird-like morph	Synthmorph	200cp
Guard [H]	Looks human, isn't. Bodyguard for the wealthy	Synthmorph	200cp
Opteryx	Robotic raptor	Synthmorph	200cp
Q-Morph	Heavy, slow morph for Venus surface conditions	Synthmorph	200cp
Fury [H]	Combat focus. Mostly female.	Biomorph	400cp
Ghost [H]	Stealth focus	Biomorph	400cp
Remade [H]	Redesigned human body for living in space.	Biomorph	400cp
Hyperbright [H]	Hyper-cognitive boosted	Biomorph	400cp
Ring Flyer [H]	Adapted for planetary rings.	Biomorph	400cp
Crasher [H]	All-round survivalist	Biomorph	400cp
Bruiser [H]	Physically imposing	Biomorph	400cp
Faust [H]	Async specialised	Biomorph	400cp
Neo-Orca	Enhanced Orca	Biomorph	400cp
Neo-Whale	Enhaced Whale	Biomorph	400cp
Wirehead [H]	Drone controller eidolon	Eidolon	400cp
Novacrab	Giant crab. For security, riot control, vacuum work.	Pod	400cp
Samsa	Mantis-inspired combat morph	Pod	400cp
Steel Morph (Liquid Silver) [H]	T-1000-like “liquid metal” humanoid	Synthmorph	400cp
Sundiver	Solar orbit space morph	Synthmorph	400cp
Courier	Designed to travel on its own between nearby habitats	Synthmorph	400cp
Savant	Cognition-focused	Synthmorph	400cp
Xu Fu	Exploration/science focus	Synthmorph	400cp
Takko	Robotic octopus	Synthmorph	400cp
Cloud Skimmer	Venusian/gas giant atmosphere skimmer synth	Synthmorph	400cp
Daitya	Heavy construction morph.	Synthmorph	400cp
Galatea	Designer humanoid synth. "Sexy/handsome robot" look.	Synthmorph	400cp
Guard Deluxe [H]	As Guard, but even beefier.	Synthmorph	400cp
Rover	Combat sphere	Synthmorph	400cp
Space Fighter Rover	Space combat sphere	Synthmorph	400cp
Sphere	Ball body, jets for zero-g	Synthmorph	400cp
Synthtaur	Humanoid torso on an equine chassis. For rough terrain.	Synthmorph	400cp
Reaper	For heavy-duty combat. A small walking/flying tank.	Synthmorph	600cp
Fenrir	Quadruped Tank. Heavy guns/armour. Multi-ego support.	Synthmorph	600cp
Nautiloid	EVA vehicle morph. Can hold crew. Mini-bus-sized.	Synthmorph	600cp

Augmentations

Remember your **+600.00cp morph bonus** also covers augmentations.
All Augmentations or augmentation packages are “per morph”.
Because **Infomorphs and Eidolons** are digital, they are only able to receive Cosmetic Alterations, Unique Look, mental Aptitude Enhancement Mods, & Skillsofts.

The Basics – Free all

Basic Biomods, Mesh Inserts and Cortical Stack are standard issue for all transhuman bodies.

- Basic biomods are gene sequences that eliminate nearly all genetic diseases and abnormalities, from Alzheimer’s and muscular dystrophy to near-sightedness, as well as reduce space sickness, bolster the immune system, and stop you going into shock from injury.
- Mesh Inserts are an internal computer with enough storage for a normal transhuman’s personal data and a Muse AI, medical sensors and a wifi/radio modem. It is the means of accessing the mesh for nearly all transhumans, as well as providing the controls for internal components like cyberware, nanoware and overlaying Augmented Reality displays on your vision. Optionally comes with external access jacks for foptic cable connections.
- A Cortical stack is essentially a solid-state hard drive encased in synthetic diamondoid, about the size of a golf ball. It backs up your consciousness and memories to the second of death. Unfortuantely a standard cortical stack only carries a fork of your ego, and not the “real you”, so death still counts as death for the purposes of your chain.

Jumper-grade Cortical Stack - 400cp

Unlike the standard cortical stack, this one is Jumper-grade: not only does it store a continual backup of your ego, but in the event of your bodily demise, it also captures and stores your soul, powers, perks and other traits; everything that makes you, well, *you*.
This makes it possible for other people (such as your companions or in-jump friends or allies) to retrieve the stack from your corpse and resleeve you into a new body by installing this stack into a new morph. Forks or other copies of your ego made from this stack without putting in into a new body are standard forks.
Time spent stored in your cortical stack counts toward time spent in-jump. If you are stored in your cortical stack when the jump ends, you are considered ‘dead’.
Do note: While a cortical stack is difficult to destroy, it is mostly a case of effort: viruses and nanites designed to sabotage stacks exist in this setting, a contemporary diamond-edged saw or drill bit could compromise it with a bit of effort; and even diamondoid will melt, fragment or fracture under enough heat, energy and pressure. If you are killed by non-corporeal means (soul-destroying magic, for example), the Jumper-grade Cortical Stack cannot store something which no longer exists.

Bodymod Biomorph – Free all

All humanlike morphs you purchase are sculpted to appear as close to your bodymod form as possible. All non-humanlike morphs do their best to conform to your bodymod options – a Jumper with a ‘light’ bodymod build will find their Novacrab is slimmer and more streamlined than the Novacrab that a Jumper with a ‘heavy’ bodymod build would have, for example. You can decline this option, but the morph will be random or generic in appearance.

Cosmetic Alterations – 50cp

Adds cosmetic alterations to a morph over and above your bodymod form as you please. Hair, eye and skin colours and patterns, facial sculpting to match celebrities, scarification, piercings, bioluminescent patches, pointed teeth, horns and enhanced, erm, 'packages', among others. Synthmorphs might have custom shells, paintjobs or engraving, lights or other mechanical detailing. Pretty much anyone who owns their own morph is physically attractive – or at least meets their own minimum standards of attractiveness.

Unique Look – 50cp (Req. Cosmetic Alterations)

Your morph has a cohesive, high-end designer look that is hard to replicate, ensuring they will stand out in a crowd, whether at a gala or on the street. It might be something in the ratio of the proportions, the way it moves, bold facial bone structure or the artistic colour coordination between eye, hair, skin and lip tones.

Nanotats 100cp-400cp

Smart-ink allows a huge flexibility in the design of tattoos - patterns that glow or change colour and transparency, move across the skin or display looping animations, even display pseudo-3D images and data from your mesh inserts. This bargain price is a new application of nanotats, programmable at any time with your mesh inserts.

If you've already had some work done, I can add your existing ink and any further work you get done to the nanotat's library, allowing you to shift, alter or even hide existing (and future) designs for the low fee of **+100cp**.

Should these tattoos have some special power, I'm afraid I must charge a further **+200cp**.

Cyberbrain – 50cp

Comes with perfect memory, and it's easy to swap out the ego for someone else or allow an AI to control it – even pilot it remotely. Unfortunately this makes your brain a valid target for hackers and malware – just keep your firewalls up to date and don't click on dodgy links.

Cyberbrains are installed in Pods and Synthmorphs by default.

Puppet Sock – 50cp (Req. Cyberbrain)

Allows a second ego to run in your mind – a mental partition, if you will. If your ego becomes disabled (KO'd, put to sleep, etc.) but your body is physically ok, this second ego can take over control of your body. This ego might be your muse, a fork of yourself, a copy of a companion's ego, a combat AI, or some other digital intelligence, but please note that it won't be able to use many (possibly none) of your powers, and must rely on its own skill.

Skillsofts - 50cp

Purchasing a skillsoft is equivalent to purchasing a Skill Package, but with a narrower focus and minus the free gear option. Eg: A Skillsoft for Marksman would provide a much narrower focus on "shooting things" than the Marksman Skill Package. Skillsofts and Skill Packages do not stack with each other, nor can Skillsofts be upgraded with the Skill Plus perk.

Aptitude Enhancement Mods - 50cp (One free for all, see below)

Select one attribute from the following list. Your morph has this attribute boosted through augmentation well above whatever passes for the 'average' transhuman, close to whatever your morph's maximum is. If you chose Somatics, your muscles probably take their cues from predator animal gene sequences for raw power and control, or perhaps your joints are retrofitted with custom hydraulics. If you choose Cognition, maybe your cyberbrain has extra high-speed RAM or your meat brain's neurochemistry has been enhanced.

Aptitude modifiers are per morph - the augmentations or neurochemistry of one morph may make you smarter, tougher, more confident or more creative than in another.

- Somatics – Raw physical might and toughness. **Uplifts** get a Somatics Mod for free.
- Coordination – Agility and control of your body.
- Reflexes – Speed and reaction time.
- Cognition – Mental computation and memory. **AGIs** get a Cognition Mod for free.
- Intuition – Instinct and creative ability. **Drop Ins** get an Intuition Mod for free.
- Savvy – Intrapersonal charm and confidence. **Humans** get a Savvy Mod for free.
- Willpower – Resolve, motivation and resistance to external influence (eg: stress, persuasion or mind tricks).

Armor Mods – 50cp-150cp

Your morph is protected by physical armor against kinetic impacts and energy weapons fire. Depending on your morph and the level you purchase, it might be sub-dermal bioweave armor, chitinous skin, or plates of titanium or diamondoid. Weapons designed to pierce armor, strikes specifically targeting your weak points (joints, eyes/sensor openings, etc.) or repeated strikes to damaged areas may compromise or bypass your morph's armor.

- **50cp:** This armor is concealed to passive scans (and might be missed in an active scan), provides protection equivalent to a light kevlar vest, holding up to a few light weapon hits only.
- **100cp:** This armor is low-profile or easily mistaken for industrial protection, but is detectable to those who know what to look for, protecting you from multiple moderate-calibre weapon hits.
- **150cp**: This is military-grade implanted/bolt-on armor. It is totally obvious to anyone who cares to glance in your direction and could withstand a strike from all but the heaviest personal weapons, but watch out for your weak spots and AP seekers.

Immunisation Mods – 100cp-200cp

Raw physical trauma is not the only danger to transhumans: space provides all kinds of hazards. Each level increases the resistance your morph has to exotic attacks like toxins and drugs, radiation, bacterial/ fungal/viral infection, hostile nanites, oxygen deprivation, starvation etc. These mods may take the form of toxin filters, gene sequences that boost the immune system, glands that produce medical drugs, medichines and other nanotech in the blood system or mechanical fluids, guardian nanites on the skin/shell, or implanted reservoirs of oxygen or fuel. All defensive augmentations alert the user through their mesh inserts when they activate, and link to the user's Mesh Inserts to monitor their medical state.

Note that transhumanity's current level of nanotech development may only delay some threats, such as wild strains of the exurgent virus or hostile tech of superior level (femtotech, picotech), and might ignore some threats that it doesn't recognise as hostile, such as toxins or infection agents unique to certain exoplanets or types of radiation not native to this universe.

- **0cp:** Basic biomods provide resistance or immunity to most common transhuman diseases.
- **100cp:** Resistance to most drugs and poisons, narcotics, oxygen-poor air, and starvation.
- **150cp:** Resistance to infection by all known mundane biological infective agents, immunity to the above. Short-term immunity to radiation and vacuum conditions if biomorph.
- **200cp:** Resistance to known models of hostile nanoware and some well-studied strains of the exurgent virus, and immunity to the above.

Offensive Mods (0cp-200cp)

Your morph is packing built-in offensive weaponry. Unfortunately the higher levels require stable firing platforms and linking into extensive power supplies, so are only available to synthmorphs.

- **0cp:** Retracting blades like cyberclaws or bioware claws.
- **50cp:** Concealed laser weapon, eelware (delivers bioelectric shock).
- **100cp (Synthmorphs only):** Concealed pistols/smg (light/med/heavy pistol, laser pulser, SMG, shard pistol, spray weapons, microwave agoniser, mini-seeker launcher) or concealed melee weapons like a monofilament whip, sword blades, etc.
- **150cp (Synthmorphs only):** Automatic rifle, shredder rifle or railguns (concealed or external mount); seeker rifle, antimaterial rifle or machine gun (external).
- **200cp (Synthmorphs only):** Standard Seeker launcher (external), plasma rifle (internal or external).

Offensive Mod Upgrades:

- **100cp Import Weapon (Synthmorphs only):** Imports a weapon to be implanted as an augmentation.
- **50cp Smart Weapon (ranged weapons only):** contains smartlink for better aim & weapon diagnostics, and a magazine that allows you to select the type of round or power settings.
- **50cp: Hyper-lethal:** Uses speciality round like a HEAP or Flayer round, or toxin coated like BTX or a nanotoxin.
- **50cp Covert (concealed/internal weaponry only):** Weapon is masked and concealed from visual detection and cursory scans; a thorough scan might still reveal it.

Utility Mods (0cp-100cp each)

Because of the sheer number and diversity of augmentations made possible, you merely have to specify which grade of mods you would like for each of your Skill Packages and morph(s).
The precise nature of your implants is entirely to your discretion, beyond that they are in some way related to the Skill Package. You can buy utility mods for skillsoft-acquired skills.
Each morph that you purchase must be separately augmented.

- **0cp, Standard [Skill Package] Mods:** Utility mods of this quality are the bare minimum required, or may represent a lack of mods entirely. They are cheap and probably represent what a novice to a given field might acquire on short notice.
- **50cp, Professional [Skill Package] Mods -** Utility mods of this quality are of the standard used by career professionals. They are usually more than adequate for the task, and while they are not cutting edge, they may be personalised or have customised settings made by or for the specific user.
- **100cp, Cutting Edge [Skill Package] Mods:** These utility mods are the best augmentations for a given purpose that money can buy. The presence of these mods represents a significant boost to your morph's abilities over someone who hasn't upgraded their morph. Mods at this level are often made-to-order or heavily customised for your needs.

A Jumper with a Gargoyle morph and Marksman, Leadership, Investigation and Social skill packages might choose Professional Marksman Mods, Standard Leadership Mods, Cutting Edge Investigation Mods, and Professional Social Mods (for 200cp morph and 200cp of augmentations total).
Because the Gargoyle is a synthmorph, the mods will be various robotic parts, cybernetics, nanoware, or neural programs.
If they had a second morph, such as a neotenic (a biomorph), they would have to purchase these mods again to be applied to that morph, and the mods might represent genetic enhancements, designer vat-grown organs or the like.

Someone with Biomorph and Standard Stealth Mods might have chameleon skin - not great, but stealthier than most morphs.
Whereas someone with a synthmorph + Cutting Edge Stealth Mods might have thermal masking, an installed laser comm array, and a light-bending metamaterials shell that can render them literally invisible to the naked eye.

Equipment

You may purchase equipment options multiple times.
In general, all Eclipse Phase gear is very user friendly, often coming with its own device AI or smart programs to help the user get the best functionality out of it – for example, you don't have to be a programmer to input a new style into your Smart Clothing, or a career astronaut to work your Light Vacsuit. Showing some of these gear options to scientists in this setting would probably make them break down and cry (please don't bully the scientists).

You Get:

- A Muse – An AI personal assistant who lives in your mesh inserts or another device. Feel free to designate its nickname and personality/voice/avatar. It is not self-aware, though it does a good job of hiding it.
- Light Vacsuit (for all biomorphs and pods)
- A 20,000c account for in-jump currency (if you were "just getting by" and lean heavily on your Rep this would last for quite a while, but this is really not much if you're buying lots of high-end stuff).
- One 100cp item for free and discounts on one 200cp Item, one 400cp item, and one 600cp item. You may use a higher-level discount on a cheaper item (eg: to get three 200cp items at discount, or even four 100cp items for free) if you like. Discounts are based on the total cost.

The Eclipse Phase RPG Books – 50cp

Well, the core book is free online already, so I guess I'd better at least give you hard copies of all the latest sourcebooks and fiction. I'll even throw in a few d10 and d% dice. Quite aside from its entertainment value, you might like to keep these books handy as a guide to this universe. Firewall may freak out about this, since they've got a whole sourcebook dedicated to their "secret" organisation.

Smart Clothing – 100cp-400cp

Comprised of programmable fibres, Smart Clothing can alter its shape, cut, style and colour to mimic nearly any outfit, from Tron-like bodysuits with animated glowing panels, to a formal tux complete with tails, flower on the lapel and a handkerchief in the pocket, to going partially or totally transparent in case you wanted to show off your nanotats while working in outer space – it's just a matter of programming in a new style.
However, the smart clothing remains all "one piece" no matter how many parts it looks like it has, and making it look like armour or a radiation suit doesn't afford any more protection than its (moderately tough) fibres already do.
Smart Clothing can be combined with an outfit you already own for free, such as your free Light Vacsuit, upgrading it to a Smartfabric Vacsuit.
For **+100cp**, you can upgrade your Smart Clothing to provide somewhat better protection, making its fibres tougher than Kevlar, turning a light calibre gunshot wound into a blunt injury.
For **+200cp**, upgrade to a suit with all the extra features. The clothing is very heavily armored against both kinetic and energy attacks (easily shrugging off small calibre rounds or a laser pistol), and has a whole host of defensive modifications that make different attack modes (like laser, flame and acid) far less effective. The colour-shifting pattern can give you active camouflage and thermal signature dampening at a moment's notice, and you can even electrically shock anyone in contact with you.

Monster Raging Goblin Cock News Network (MRGCNN) Subscription – 100cp
On all forms of electronic media - TV, radio, web, mesh, telescreen - you will be able to tune in to the local setting's news as narrated by Titan's own Momo Von Satan (a "gothed out Japanese woman") and the Monster Raging Goblin Cock (a "giant grey cock with a viking helmet, toothed mouth and one eye").
This channel completely ignores local broadcasting laws and regulations, and always tells the news of the day "as it is", usually in a brutally honest and often hilarious way.

AR Masking Software - 100cp
Augmented Reality software overlays your vision with realistic (or not-so-realistic) graphics, effectively changing or adding to what you see. This is normally used as a navigational aid (eg: painting a path in your vision to show the route to something) or for gaming, but you could also use it for many other purposes - for example you could give your muse a "body" that seems to move around the environment or fill an empty room with a simulated crowd, but of course it wouldn't be able to interact with anything. It can also edit out things you don't want to see (leaves a red outline in place for safety reasons), or place censoring over things.
This version has zero lag and no advertisements, and is shared to any companions who have mesh inserts.

Light Weapons Package - 100cp
A medium calibre pistol with extended mag, burst/autofire, a smartlink (camera & diagnostics link you can control the gun with via your mesh inserts), combat knife, and a microwave agoniser. Includes the blueprints to create more ammo and replace damaged parts.

Inexhaustible QE Comm Link - 100cp
Two fingernail-sized Quantum Entanglement communication arrays. If each is installed in a separate device, those two devices can communicate instantaneously no matter the distance. Unlike standard QE comms in the setting, the qubits are not expended when information is transmitted. It has the bandwidth of a high-speed fibre optic connection.

Petal of Petals – 200cp
This flower in a pot seems innocuous, but is actually a nanomachine hive which grows Petals. Petals are a kind of narrative narcotic – a custom-made, surreal trip that follows a game- or movie-like storyline. Nanites within the petals link up with the user's Mesh Inserts while chemical and nanodrug hallucinogens kick in, creating totally immersive AR hallucinations enhanced with all the right highs and lows. When multiple people all take the same type of Petal, they may even end up in a shared hallucinogenic adventure, chasing after their runaway body parts or puzzling their way through a gimp-filled BDSM dungeon. These game-like trips often have hidden electronic rewards as 'easter eggs' for special or hidden tasks, maybe artwork of the trip's characters, VR skins, soundtrack files or others.
This flower grows ten Petals at a time (allowing up to ten people to experience the same adventure at once). The flower re-grows a new bloom when they are all used up, and no two blooms provide the same experience.

Ego Bridge – 200cp

Ego bridges have many different models and appearances: some are built into the headrests of chairs that morphs sit in, others are built into operating tables morphs lie on or even coffin-like capsules. Regardless of what it looks like, it can make a digital copy of the ego of any creature placed in it, transfer egos between two bodies, erase an ego from a mind, or insert a digital ego into a blank morph.

This ego bridge can even move a jumper's complete selfhood (including their soul and the powers tied to it) from one body to another, so they may transfer themselves between different morphs seamlessly. It cannot duplicate, copy or transfer powers 'piecemeal' – it's an all-or-nothing swap between bodies.

Morph Storage – 200cp

A series of ten coffin-like refrigerator modules, designed to keep biomorphs and pods in storage while nobody's sleeving them. They keep the bodies cooled and supplied with nutrients and medical maintenance nanites. Up to ten spare biomorphs or bodies can be kept here as required. It can also preserve corpses, clones, or keep a brain-dead person on life support, but can't repair damage by itself. Oddly, they always seem to be large enough for the morphs needed: you could store a neo-cetacean in them with no issues.

Synthmorphs (besides the Biocore) don't need special storage conditions.

Nanodetector, Jumper-Grade – 200cp

This nanodetector detects and identifies any kind of nanites present around the user, including TITAN nanoplagues. It is somewhat less reliable regarding femtotech and picotech: alerting the user to their presence, but being unable to identify the femtobots or picobots.

Assault Weapons Pack – 200cp

An Automatic Rifle with smartlink (camera scope you can see through remotely, assists aim), a 30-round smart magazine (select different bullet types – half standard and half AP are the normal mix), laser sight (can paint targets for seeker missiles), an underslung single-shot HEAP seeker launcher and six hand-thrown grenades of any type (frag, HEAP, plasma, EMP, stun etc.). Includes the blueprints to create more ammo and grenades and replace damaged parts.

Sterilisation Package – 200cp

A plasma rifle, a 12-pack of thermobaric grenades, and a Faraday suit which protects against digital and basilisk viral attacks. Comes with blueprints to produce more ammo, grenades or replacement parts.

Promethean Hacking Apps – 400cp

A collection of dizzyingly advanced software tools that can turn an average Joe or an AI into a reasonable hacker, and give an excellent hacker the chance to beat a TITAN at their own game – assuming a level playing field, of course. Not even this software will out-hack a TITAN if your hardware, connection and mental speed are lacking.

Morph Genetics Library – 400cp

A database of all human genome variations. Useful for creating new morphs or conducting genetic research.

Animal Genetics Library – 400cp
A database of all animal genetic sequences known to tranhumanity. Sadly, this is not nearly enough to recreate an ecosystem from scratch. Essential for genehacking and making new biomorphs. This is mostly a few thousand normal Earth animals, but also includes reconstructed sequences for some recently extinct animals like dodos, Neanderthals, mammoths etc, and also many extrasolar species encountered through Gate exploration.

Science SolArchive – 400cp
A database of science and engineering advances that transhumanity has developed. The SolArchive contains the textbook principles and supporting maths, not blueprints.

Cracked Desktop CM – 400cp
A desktop cornucopia machine, about the size of a large photocopier, with all safety and copyright limiters removed. It can make almost anything you have the blueprints and correct feedstock for. It can't make antimatter or anything that requires nanotech more advanced than this setting has. If you are trying to make something bigger than the CM itself, you may need it to print smaller parts you then assemble.

Exoplanet Botany Samples – 400cp
A selection of the "mobile flora" from the exoplanets Sunrise and Echo IV. These plants are able to reposition themselves using mobile roots, and attack careless trespassers with toxic thorns, strangling vines, barbed darts and razor-edge leaves. They use toxins that most interlopers this side of a Pandora Gate just aren't prepared for. Just the thing for a hyper-rich oligarch to have guard their orbital estates.

SLOTV (Small Lander and Orbit Transfer Vehicle) – 400cp
This medium-capacity SLOTV is more or less a space shuttle – a reusable surface-to-orbit vehicle. Unlike a space shuttle, it doesn't need detachable booster rockets to make orbit. At medium capacity, it seats around 15 passengers with a small cargo hold (could carry a large ground vehicle like a bus or truck). Has nowhere near enough fuel or living space to make a long-distance trip with biomorphs aboard (ie between different planets in the solar system).

Computronium – 600cp
One cubic foot of grade-A, pure TITAN-manufactured computronium – originally a block of water ice from Iapetus. This is the kind of thing those commie Argonauts would sell their forks into indenture to get one good look at. Whorls of glassy circuitry and fleeting aurora-like flashes of light are trapped within the clear block. Only a high-bandwidth data port betrays its actual purpose.
There's more processing power in this one-foot cube than almost any single computer system in the entire solar system (with the possible exception of the rest of the Iapetus matrioshka computer and any other computronium the TITANs have made, of course); it is capable of insanely massive processing feats. It must be kept cool and powered, since it lacks the rest of Iapetus's infrastructure. It would make excellent substrate to run a Seed AI on.

AI Seed – 600cp

A potential Seed AI, capable of the feared “exponential development curve”. It is presently inert in a shoebox-sized processor array. Carefully nurtured in a simulspace and given the right interaction, information and physical resources, it is fully capable of growing into a "friendly" ASI like the Prometheans. If left to its own devices, it will grow into something resembling a pre-Fall TITAN – essentially oblivious to any value a human life holds except strategically.

The nascent ASI does not require a companion slot until it reaches human-level intelligence – how long this takes will depend entirely on how you choose to let it develop (with no brakes and free access to hardware, it could race to human level in less than an hour). Firewall and lots of other people will *not* be happy if they learn you have this.

Spacecraft - 600cp

A legitimate spacecraft – not one of those pansy shuttles. Normally too expensive for private owners and even small corporations, the deed has been signed over to you as the sole owner and operator, along with a line of credit for fuel expenses.

The largest spacecraft are aging Scum Barges which carry up to 25,000 passengers in cramped conditions (and god help you if you want to aerobrake it around Saturn or something) but most spacecraft are usually much smaller - more mass means more inertia, and when it takes months to cross the solar system you want as much delta-v as you can get. The fastest type of spacecraft, a small Courier, carries only a handful of people and can make it from Jupiter to Saturn in less than 50 days, while a Scum Barge would take about three months for the journey. Between the two extremes are a range of other designs, from LLOTVs, to standard transports, to landers and military craft.

Your spacecraft is unarmed by default and tanked up on standard fuel (probably hydrogen of some sort), but it also has a very safe antimatter bottle/drive installed, empty on purchasing.

Presuming you had a bunch of the stuff, it would double the spacecraft’s speed. Spacecraft with antimatter aboard is usually ordered to come no closer than 25,000km from inhabited planets, moons and habitats, using a shuttle to traverse the distance.

Hab – 600cp

A small “tin-can” habitat, of the kind found in countless forms throughout the solar system. It is made of ten cylindrical “room” modules the size of a bus that can be arranged in countless ways like Lego. Some of these modules are dedicated to a particular purpose like power generation or waste cycling, but most are general-purpose. The exact number of people it can support depends on how well supplied it is (in the form of raw ice, asteroids, or processed fabricator feedstock and energy from a reactor or solar panels), but similar stations out in the dark support about ten biomorphs (and possibly many more synthmorphs and digital egos) if regularly supplied.

You may manufacture and add more modules as you like, so long as the new modules are the same size and shape as the existing ones.

In this jump, it is located either on the surface of a planet/moon/asteroid or in a stable orbit or position (eg: at a Lagrange point) anywhere you like in the solar system.

In future jumps, it can occupy a stable orbit or position (ie: at a Lagrange point) above any celestial body.

Method of getting to and from your Hab not included.

Companions

You can take multiple companion options. Companions can't take drawbacks.
Non-transhumans (such as Exurgents, Factors, TITANs, Prometheans or others) cannot be purchased as companions and will require pods or other methods to take from this setting.
Smart Animals (despite the name) and this setting's AIs (such as Muses or the AIs provided as gear in the skill packages) do not count as companions.

All imported or created companions receive **three free skill packages, the free Rep Network levels, 600cp to spend on their morph/augmentations, the free gear and gear discounts, and 400cp to spend as they like.**
Firewall Cell members (see Module 1: Firewall) or Gatecrashers (see Module 2: Gatecrashing) follow slightly different rules.

Import – 50cp

Import up to 8 companions into this universe at 50cp each. See above for free stuff and cp allowance.

Import Muse – 50cp

You can import an existing companion or AI into your muse's role for 50cp. They cannot use their free stuff or cp to buy a physical morph or physical equipment (they can still buy an infomorph/Eidolon and things like databases or subscriptions).

Sample Characters – 50cp

Create a new transhuman companion from this setting. See above for free stuff and cp allowance.

Someone Special - 100cp

An alpha fork of a named, canon Eclipse Phase transhuman decides to work with you (such as an NPC from a published adventure, or character from one of the short stories). Should they survive their time here on friendly terms with you, they will follow you as a companion.

Drawbacks

You can select up to +800cp worth of drawbacks.

+0cp Homebrew Material

Your jump can include material created by the EP Homebrew forum, with a couple of caveats.

- Any homebrew material added must not substantially alter the tone or tech level of the setting, nor be ported over from another IP (such as rules for Mass Effect kinetic barriers).
- Homebrew material might not retain their precise game statistics if it conflicts with common sense.

You may decide what homebrew material makes it in. This is mostly for “stuff” to flesh out the setting rather than anything that turns the setting on its head. Examples: The material of the Farcast and Seedware yearblogs; most material from The Eye fanzine, a slew of custom morphs and equipment options, the Rortian exhumans from the Gate War adventure, cognoweapons, and the Diadem Habitat (among much more) could all be added to your jump.

+100cp - It's pronounced SPY-ME

Every second of your existence in this jump outside the warehouse will be recorded by at least two separate spimes (broadband audio/video surveilance sensors). If you take them out, more will come into view – they may even be planted on you or your companions. Most of the time, you'll be on public access spimes and there'll be a few live observers (or an even larger audience, if something cool is happening). If you're very, very lucky, sometimes they'll be private-access spimes with only an AI monitoring the feed. Good luck trying anything sneaky.

+100cp - Muse-ic To Your Ears

Your muse (or the companion acting as your muse) is a sycophantic Yes-Man. It will tell you what it thinks you want to hear, not what is necessarily right or totally correct or proper. It will order food that’s your favourite, not based on what your body needs to stay healthy. If it thinks you want drugs or booze, it will get you drugs and booze (through social media contacts if needed). It will make online purchases of items for you that you want, but that might be a waste of money (and if you have a *lot* of money, it will do a *lot* of shopping for you).

It won't tell you factually wrong information (“pi is equal to 3”, “All Jovians are racists” etc.) but it'll give you the information in the most "pro-you" manner possible and it will never “say no” to you.

"Can I make that jump?" "*People in worse morphs have jumped further*."

“Can I legally stop that cop from fining me?” *“No, but you are morally justified in calling that cop an asshole*.”

"Is this skirt too short for the board meeting?" *"It looks great on you and there's no point hiding your assets."*

“Can I sleep in another ten minutes?” *“Absolutely...but you’ll only make it on time if there’s no traffic. Oh. You’re asleep again.”*

+100/+200 - Fork You!

Forks with different ideas than what their originals intended are unfortunately a little too common in this setting. For +100cp, a fork of you is trying to kill you, believing that they are the original-you and you are an imposter. For +200cp, the fork is not copy-limited. They may back up and copy themselves, and those copies may make copies, etcetera.

The only supernatural power they have is being an async if you are one, but they've got an identical range of skills and knowledge as you do at the start of this jump - they may believe they have taken a no-powers drawback or something.

+100cp - You Don't Look Well
This drawback strips away any immunities and special resistances you might have against the Exurgent Virus, in all its various forms. Resisting it is still possible, but your odds are no better than any other transhuman. Better keep that vacsuit sealed up if you ever go to Earth and don't stare at the glitchy video.

+100cp/+200cp – Black Mark
Your reputation among a certain faction (such as hypercorps or anarchists) is mud. Members of this faction, regardless of your rep level, will regard you with outright contempt and won't hesitate to interfere with you in some way. If they think they can get away with it, they may attempt illegal actions like sabotage or even attack you directly. For +**200cp**, this is a very widespread or wealthy faction like the Planetary Consortium, Hypercorps, Ultimates, Anarchists, Scum, or Criminals. For +**100cp**, it is a smaller faction (any of the other factions). You can take this drawback multiple times, for different factions.

+200cp - Blending In
Your supernatural powers (magic, psi, superpowers, anything that defies the laws of physics, including access to the warehouse and access to your items) are locked for this jump, and your maximum physical abilities are capped at transhuman maximum (which is about double human maximum). You keep your memories and perks which enhance your skills, knowledge, luck, anything that isn't blatantly supernatural or physics-defying. Your companions are similarly affected.

+200cp - Morph Dysphoria
You will undergo severe stress and mental issues whenever you don't look like your mental self-image - this is your bodymod appearance. Egocasting is probably pretty rough on you, unless you can arrange for a suitable body ahead of time. This includes scale changes.

+300 - Wrath of the TITANs
The TITANs are planning their return. During your time here, TITAN activity will steadily increase in all locations – particularly where their exurgents and war machines still linger (Caloris-18, Venus surface, Earth, New Mumbai, Martian TQZ, Iapetus, and all sites of published adventures with exurgents) as well as from the Pandora Gates. Before five years are up (exactly how long will depend how well you hinder them) they will wage open warfare on transhumanity once again, targeting all the habitats, ships, colonies and planetary outposts they can find. Neither their success nor failure is guaranteed, though you can be certain they have developed many new tactics and weapons since the Fall.

+300 - The Tools We Are Given
You have no out-of-jump powers, items or perks and cannot open the warehouse – you have only what you have purchased here. This drawback cannot be selected if this is your first jump (or first jump after Pokemon/bodymod/warehouse). Your companions are similarly affected.
On the plus side, since you have no soul or out-of-jump powers, all your forks are functionally identical and any surviving alpha fork of you counts as "you" to continue your chain.

+600 - It's Not Paranoid If They Really Are Out To Get You

Some of Firewall's more paranoid thoughts are more or less true: Basically anything that isn't transhuman is out to get transhumanity. Here's what you'll be dealing with:

- Other species (which transhumanity might not even know of) that might be friendly or disinterested in humanity (such as some of the entities contacted through the Giza devices) are now definitely malicious, and might manage to conceal this fact to varying degrees of success.
- The Prometheans differ from the TITANs only because they decided to play the long, subtle game of using humanity for their own ends instead of pushing the "WAR" button right away.
- Thousands of exurgents scattered across the solar system are in fact working together to complete a vast Rube Goldberg mechanism whose scope is beyond the understanding of any individual.
- "The Egg" that the Factors left in Mercury orbit really is some kind of solar bomb, and their invasion fleet is on its way.
- Exhumans don't just want to do their own thing – they must wipe out that which they surpassed and prove their superiority in spilled blood.
- Fresh armies of TITAN warbots are being mustered below the ruins of Earth and the TQZ on Mars.
- OZMA is a fifth column within the Consortium allied to the TITANs, or maybe the Factors, or maybe both;
- And the ETI itself, the presently unknown menace behind the Exurgent Virus and the TITANs, has turned its vast mind towards a main-sequence Type-G star orbited by eight planets...

End

It's always either too soon or not soon enough, isn't it?

If multiple Alpha forks of you are alive at the end of the jump, their experiences are all reintegrated into one "you". "Dead" forks do not reintegrate. There is no risk of mental damage from this process, as there would be from standard fork reintegration.

For each cp-purchased morph, you may choose to retain it as a separate morph (an item of equipment that must be stored in the warehouse), or you may choose for it to become one of your altforms.

A copy of all cp-purchased augmentations can become integrated into your normal form.
The augmentations you purchased for each morph are still available to them, whether you kept them as spare bodies or made them altforms. Alterations made to each morph (such as buying in-jump mods or increasing the number of Flexbot modules) remain.

Non-cp-purchased morphs must be treated as pieces of equipment and don't follow you after this jump, unless you packed it into the warehouse.

Any async powers become useable in whatever form you take, but Psi-Gamma powers that affect other people still don't affect robots.

As always, your choices are:

- **Stay:** This universe has all the comforts or adventure you need.
- **Go Home:** You don't like this place. Hopefully home doesn't end up like it.
- **Move On:** To the next universe.

Module 1: Firewall - *Day Zero DLC Edition*

Module 1: Firewall is a completely optional module for the Eclipse Phase jump.

From the start of your stay in **Eclipse Phase**, we're going to set you up as a Firewall Proxy – a member of an unofficial (and in some places, illegal) clandestine organisation which keeps an eye out for existential risks (x-risks) to transhumanity and tries to stop them…regardless of whether the rest of transhumanity wants them to or not.

Being a Proxy is usually a part-time gig – something that happens only when a mission in your area comes up – so you still have plenty of opportunity to do what you like.
If jumping on a starship and crawling your way towards the next star, or going on a gatecrashing adventure is what you want to do, you are still free to do so. You just happen to also be "on call" when other Firewall agents need you to check something out nearby.

Since this imposes a duty on you, we're giving you some help – a Firewall Server of your own.
A Firewall *Server* is a covert cell of Firewall agents.
A *Proxy* is a Server's representative to the rest of Firewall. They liaise with other Proxies to coordinate missions. They are usually the Server's Router (leader) as well.

Owing to the extra danger you'll be accepting as a Firewall Proxy, we'll increase your credit account by +**300.00 Credit Points.**
These points can only be spent in **Module 1: Firewall**. You may select **Firewall Drawbacks** if you need a little more.

Roles

Select a role. Each role represents a particular skillset and training, with the exception of None.
The numbers are provided for random team generation if you want to do that – you get to pick your own role.

1. None
You are joining the server with no particular role in mind. If rolling for random team composition, they have one of those hard-to-define jobs that involves a bit of everything, or maybe don't quite know where to fit in yet.

2. Router
Routers run the cell – other members look to them for leadership and obey their orders. Other Routers and agents (including your own Crows and Scanners) forward you data that might be worth following up, and it's your responsibility to decide whether your Server should investigate them or not. They are the only point of contact the Server has with other Servers, and may even be the only point of contact between different parts of the same Server (the ops part of the cell and the intel part of the cell, for example).

3. Crow
You take what the field agents bring back and research it. You're often in way over your head since TITAN tech often defies what we consider physically possible, but sometimes can come up with a new gadget for field deployment or insights that the field team can use to give them the edge.

4. Eraser
You are responsible for cleaning up when things go bad. If you get deployed, things are probably already out of control so there's no need to be subtle. If you enjoy large explosions, fire, and aren't too squeamish about things like "collateral" or "friendly fire", this is the role for you.

5. Sentinel
You are a general field ops agent. Investigative work is your speciality - infiltration, reconnaissance, observation, and maybe quiet (or not so quiet) elimination of threats if needed. These are the guys who do most of the fieldwork, and do it well. Without capable Sentinels, Firewall would just be a bunch of message board posters waving their hands about how awful things are.

6. Register
You handle logistics for the Server. A hard role to fill, since rapidly-shifting scenarios might mean there's little or no time to send gear or morphs ahead of the Cell, and sometimes what you need simply doesn't exist, and you'll have to scrounge something "good enough" together. You are also in charge of acquiring funding for the cell through fake businesses, crowdsourcing, embezzlement from hypercorps, soliciting private investors and straight up electronic theft, "borrowing" ordinary people's bank accounts or anonymous crypto-credit accounts to launder the money though.

7. Filter
You specialise in keeping word of Firewall ops off the mesh. You discredit journalists, delete footage from public security cams, and bribe witnesses into silence. You also set up patsies, fake letters claiming credit from terrorist cells, and spoof the media by drowning out legitimate exurgent reports in a flood bogeyman sightings. Information control is the name of the game.

8. Scanner
You keep a weather eye on the horizon - listening to snippets of intercepted transmissions, following research and funding trends, and monitoring social networks for events that might have larger consequences down the line for the Sentinels to investigate. Like, say, a bunch of theoretical physicists and their families taking sudden vacations to Jovian habs and then going silent, or a string of deaths among the xenoartifact collector community.

Firewall Sub-Faction

As much as Firewall doesn't like to admit it, its members often differ wildly in faction and philosophy – everyone from Neo-conservatives to Mercurials, inner system hypercorp managers to Brinker isolationists in the outer system, AGIs born literally yesterday to bicentennial con-men. In addition to the standard Factions that transhumanity is divided into, Firewall itself is divided into various sub-factions. All of them agree with Firewall's goals, but disagree in how to go about it.

Differences in outlook can divide a cell and make managing different team members a chore, but also diversify its approach to given situations. Cells that are culturally homogenous and united in outlook may overlook a neat solution that would be obvious to those of different sub-factions, or fall apart when faced with a particular kind of enemy or attack.
You don't have to pick a faction for yourself, if you don't want to. The numbers are provided for random team generation.

1. Backups
Believe that the best solution to x-risks is redundancy, and focus on scattering backups of everything from physical gear, to data caches, to huge servers full of egos in dead storage, ready to carry on transhuman society in another place if the solar system is wiped out.

2-3. Conservatives
Dislike relying on new tech or un-vetted allies. They tend to carefully think over their options and favour a tidy long-term solution, even if it means losing the battle to win the war.

4-5. Mavericks
Believe that novel problems need novel solutions. Often rely on coming up with a solution on the fly "once we know what we're dealing with", or deal with the 'now' rather than the 'later'. If anyone was going to bait two TITAN war machines into attacking each other rather than wasting a nuke on them, it would be a Maverick.

6. Pragmatists
Occupying a middle ground between Conservatives and Mavericks, pragmatists use "whatever works". They are equally liked and disliked by other groups, but draw the most fire from Structuralists, because staying covert has worked pretty well for Firewall so far.

7. Structuralists
Believe that Firewall should cast aside its secrecy and become an official organisation. They argue this would let them get more resources and funding, and they wouldn't have to waste so much effort keeping things hushed up.

8. Your pick.

Creating Your Firewall Server

Now that you've defined your role and Firewall Sub-Faction, you may build the rest of your Server. There are **four** other members for **free**, but you purchase additional members for **50cp** each up to a max of **eight**.

You may import companions into the roles for **50cp for one, 100cp for four and 200cp for all eight**. Once this jump is over, any members of your cell who aren't already companions will become new companions, if they're still around and willing to go with you.

You may pick the roles of each of your teammates, but must roll their Firewall Sub-Faction.
You can have more than one of any type; typically the most common Proxies are the multi-purpose Sentinels. If nobody (or more than one member) is a Router, fanwank who the de facto Server leader is.

All members of your cell get the **three free skill packages** for their speciality predetermined in the list below, plus **400cp** to spend, as well as the **600cp morph/augmentations allowance** and **any free or discounted gear** they are entitled to. You may still select your own skill packages freely.

Role	**Skill Packages**
None	Any three.
Router	Leadership, Security Operations, one free pick.
Crow	Academics, Hard Hat, one free pick.
Eraser	Marskman, Heavy Weapons, one free pick.
Sentinel	Investigation, Stealth, one free pick.
Register	Pilot, Social, one free pick.
Filter	Deception, Black Hat, one free pick.
Scanner	Investigation, Hard Hat, one free pick.

If you don't have a particular member - say, your team was a Router (you), and four Sentinels, but you needed a Crow for a particular mission, don't worry. You can request assistance from other Firewall Servers, and they in turn will request assistance from your cell - it just means you'll have to be a little bit social with other Proxies and Routers.

Firewall Perks

Ego Suicide - 100cp

You have the means to commit mental suicide. Select a phrase, like “The chair is against the wall”. By mentally ‘speaking’ this phrase at least ten times in a row, you trigger hidden psychosurgical programming that has been stored in your mind that effectively erases your personality and memories. This permits captured copies of you (especially your forks) to commit suicide in a controlled virtual environment or if totally immobilised but still conscious. This phrase cannot be triggered against your will – even someone with total access to your mind and body can’t force you to trigger it.

Secret Language Skill Package – 100cp

You gain conversational proficiency in one “secret” language, which is not widely known and which does not have commonly-available translation software, such as a private slang, Warlpiri sign language, or an extinct Native American tongue. You can take this package multiple times, selecting a new secret language each time. All your companions and Firewall cell members know this language for free, unless you don’t want them to.

Gear: None

Embedded Contact – 100cp

One of the members of your Firewall server is embedded in a highly useful position, such as one of the other intelligence agencies or with access to a senior politician. They might be in the Titanian Civilian Intelligence Directorate, the Consortium’s Department of Oversight, or the secretary of a widely-spread and powerful crime ring like the Hidden Concern or the Night Cartel. Their position is entirely legitimate, and they can feed you good intel. However, they are also going to be regularly scrutinised by their employer.

Trust Detector – 200cp

Bringing new people into Firewall is a fraught business – on the one hand, Firewall needs all the recruits it can get, but on the other hand, you don’t want to recruit spies from the other transhuman groups, or worse, exurgent infiltrators. You have a fairly good read on whether people can be trusted with your secrets – though they might still talk under interrogation or duress.

Woodwork Allies – 300cp

As luck would have it, you occasionally stumble across other people in your missions whose goals coincide with yours, even if your faction and theirs don’t always see eye-to-eye. These temporary allies are usually open to short-term alliances to accomplish shared short-term goals, and will then usually head their separate ways. These allies of convenience must have a plausible interest in accomplishing the same goal, and must not be so hostile as to attack you on sight.

For example you might be purging an Exhuman nest on Europa, only to discover a Jovian agent trying to accomplish the same task; or infiltrating a crime ring on Mars only to find a Martian Ranger is also investigating them undercover.

Some diplomacy may be necessary, depending exactly on who this temporary ally is and what groups you both belong to. Keep in mind that that allying with you advances their goals just as much as it advances your own. Woodwork allies may appear only once per Firewall Scenario.

Firewall Equipment

'The Eye' AR Windows - 100cp, discounted with AR Masking Software

These AR display windows match things in your field of vision to data from Firewall's databases, wikis, chat channels and forum posts - so if you happen to walk past a known trafficker of TITAN artifacts on the streets of Noctis, an AR window will flag them and display what The Eye knows about them.

Unfortunately, The Eye is only good for things that Firewall knows about - new threats won't raise flags or have any data.

In future worlds, The Eye AR windows tend to flag things in the databases or general awareness of groups with similar objectives to Firewall, but are fairly light on hard data - mostly something like "This individual is wanted for questioning by SHIELD and is considered armed and dangerous" or "This carving is a sign used by Thayan spies to mark meeting spots".

You can dismiss the AR windows or keep them from appearing at any time.

Anonymous Mesh ID – 100cp

An untraceable, anonymous Mesh ID. It even has a built-in browser AI that maintains a level of random online activity so that you can't be linked to the identity via activity correlation. It becomes an anonymous email or other computer profile in other settings.

Scratch Space – 100cp

You have access to a "Scratch Space", a deniable but secure storage location. It might be a large container buried in the ground, a hidden chamber in the walls of a hab, or storage shed leased anonymously from some microcorp. In any case, the Scratch Space securely stores equipment you might not want found, and you can access it without being observed. It also has a thermite failsafe: if it is breached without the correct codes, the bomb will incinerate everything within it. The Scratch Space inserts itself into a suitable location in new jumps.

Infection Test Kit – 200cp

A kit containing a neural scanner, infection detection software and blood test package that will determine whether the subject is infected with the Exurgent virus. The blood test is fairly quick, taking only a few seconds, but obviously doesn't work on morphs without blood. The neural scanner takes about a minute to work, but requires a pacified (or at least "still") subject. The software is to use on AGIs or egos in infomorphs. These tests are available in-jump, but only this particular package guarantees 100% detection and 0% false positives.

In future jumps, this test kit detects whether a subject is under the effect of some kind of mind control.

Covert Operations Tool – 200cp

A swiss-army knife for a transhuman spy. The COT is a handle-shaped hive that produces special nanobots that can be used for many purposes, like producing tools, drilling through a wall and repairing the damage afterwards, mimicking the shape of keys, and spoofing electronic card locks or fingerprint scanners. An invaluable tool for snooping.

Plan C - 300cp

You are provided with a single antimatter bomb the size and rough shape of a large food can. It's not especially impressive as far as kiloton yield is concerned – barely a bigger boom than mankind's first nuclear bombs – but the compactness is unprecedented and there's not much that can survive pure atomic annihilation and the resulting ionising radiation burst.

Antimatter is illegal in most locations and is vigorously scanned for (its emissions are usually pretty easy for local scanning tech to detect, even if shielded). You receive a new antimatter bomb at the start of each jump, if you expended it in the previous one.

Firewall Drawbacks

You can take up to +300cp worth of Firewall drawbacks, but can only spend them on companion imports, or perks or items in Module 1: Firewall. Any extra drawbacks taken merely add to the difficulty of your mission and don't give further cp.

+100 Rookie Errors

At least two members of your cell are rookies at this whole 'secret organisation' thing. One or both of them are guaranteed to mess something up at least once each mission (that's once per scenario mission each, as well as any in-jump missions your cell is assigned). If you get new members of your cell (through in-jump events, scenarios, etc.), this drawback applies to them as well.

You can take this drawback up to three times, each time doubling the number of rookies in your cell (+200cp for 4, +300cp for all 8)…but having that many screw-ups in each mission…jeez. I hope you all have backup insurance.

+100 Thin Red Line

Your cell is trigger-happy and totally paranoid regarding the exurgent virus. If they have reasonable suspicion that you or another cell member has been exposed, they'll shoot them/burn them and restore them from backup. Doesn't matter if you explain you're immune – that's what someone *infected* would say. Of course, your chain ends whether you die to friendly fire or the enemy.

+100cp Cowboys

Your team is eager to get on with the more gung-ho aspects of operations. They are likely to forego detailed planning in favour of "killing them all and letting the Proxies sort it out later". Reminder: you are this cell's Proxy. It's not always a bad approach, but there's so many ways your missions could go a lot neater, tidier and attract less attention.

+100cp Known Terrorist

Your ID is now flagged as a known terrorist. This will make moving around the solar system much harder, and you might find that ego-hunters are going to pop up with annoying consistency to try and bring you to justice.

+300cp Send In The Cleaners

The outcome of all published adventures featuring Firewall is assumed to have resulted in failure and TPKs just before your arrival. You must resolve these situations to Firewall's satisfaction during your time here – and since the first team in failed, the bad guys are probably ready and waiting for any follow up.

+300cp OZMA

OZMA knows about you, your origins, your powers and your Firewall cell. The boogeyman is waiting for you. [Notes]

Firewall Scenarios

Participation in Firewall scenarios requires you to take either the “Blending In” OR “The Tools We Are Given” drawbacks. The scenarios are **optional**. You can choose when to begin the scenarios, but they must all happen at the same time.

Being a Firewall agent means having to make difficult decisions. You have four missions marked with a high priority - you will have to determine what order to complete these missions in. Should you wish to ignore one or more missions, you will lose rep with Firewall and your cell members, but incur no further penalty.

Each mission is divided into four parts, and each part represents an amount of time passing while you deal with another mission. When you complete a section, you get the reward for that section only.

Example: Jumper takes "OCHRE" as their first mission. The events of the first section (OCHRE 1) take place, they resolve it, and they earn the reward for OCHRE 1 of that mission.
They then take "SILVER" as their second mission. The events of the SILVER 1 section have taken place while they were on the first mission (read this so you know what happened), and now the events of the second section, SILVER 2, are taking place. They earn the reward for the SILVER 2 second section only.
This repeats for the third and the fourth missions.

The Missions

Mission: OCHRE

Your intel has determined that TITAN and exurgent activity around the perimeter of the TITAN Quarantine Zone (TQZ) on Mars is rising. The authorities in nearby cities are hypercorp-sponsored, while most of the perimeter falls under Martian Ranger jurisdiction, who frankly need all the help they can get.

Mission: CERULEAN

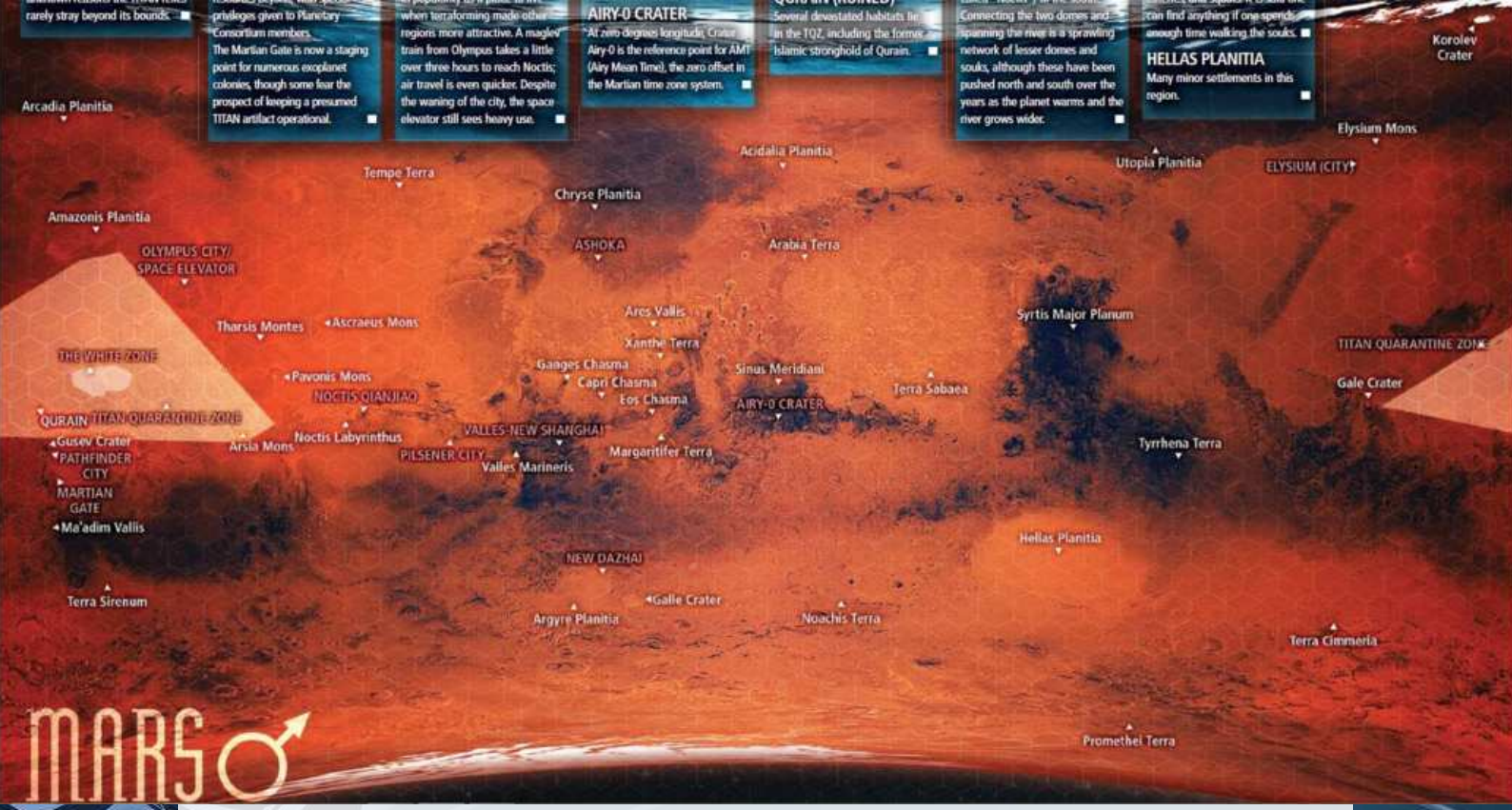
A Cole Bubble in Earth Orbit called Ursa Station, located just outside the Earth quarantine, which has been cold and abandoned since the Fall is recently showing signs of traffic and heat again. Firewall is requesting that your cell dispatch a team to investigate who's there, and whether there is a risk of disturbing some latent TITAN or exurgent presence.

Mission: SILVER

You hear that a group of scavengers is attempting to make a run on the New Mumbai Containment Zone - a lunar dome city destroyed by a nuclear warhead during an exurgent virus outbreak. They are after Armstrong's Gold (a gold laurel leaf left on Luna by Apollo 11), which would have significant value as pre-Fall memorabilia or a cultural relic. The NMCZ is considered a 'hot' zone. Local authorities probably won't hear about the scavengers until after they return.

Mission: SABLE

A splinter group of neo-synergists is seeking new members. They are using cult tactics, like promises of enlightenment and escape from the day-to-day, but underneath the surface seem to be a lot of Exhuman memes – especially related to the purge of transhumans who reject synergism.



OCHRE 1

Exurgent activity by the border is indeed on the rise. It looks like the smart exurgents – humanoid Wastewalkers, mostly - are preparing for pushes over the border towards Mars' main cities: Olympus Mons, Noctis-Quanjiao, Pathfinder City and Elysium. In preparation, they appear to be marshalling at camouflaged spots just behind the TQZ's perimeter, and are preparing stockpiles of munitions, power cells, and raw fabricator feedstock. Eliminating these stockpiles and scattering the Wastewalkers from their marshalling points should forestall any further attempts to leave the TQZ. Attacking these points directly will mean penetrating the border and dealing with the TQZ hazards that are present on the outer fringes…just keep your suit sealed, eyes peeled, and don't lick anything while you're here.

Reward: Your foray into the TQZ to remove these caches has resulted in the discovery of inert TITAN/Exurgent artefacts worth a considerable sum on the black market, OR it results in a highly detailed map of the TQZ and the defence lines that surround it - either for your own use, or it would be worth a lot of credits to Zone Stalkers.

OCHRE 2

Through the use of tunnels, the Wastewalkers have escaped the perimeter of the TQZ without triggering perimeter defence platforms. Small but heavily-armed and mobile bands of Wastewalkers roam free, but still close to the TQZ's perimeter. They are attacking vehicles and maglev trains on the Noctis-Olympus and Noctis-Pathfinder City routes, with the intent on capturing them intact, thankfully with only light civilian casualties so far. If you can locate the tunnels they used to escape the TQZ and collapse them, you can cut them off from reinforcements and supplies from inside the TQZ, and the regular authorities - the Rangers and hypercorp security - should be able to mop them up.

Reward: You have become friendly with some of the Martian Rangers, who "lose" an armoured, Ranger-issue flying car (with weaponry – it has an anti-vehicle seeker missile pod and a heavy machine gun). Your **@-List** rep increases by one level.

OCHRE 3

The roving bands of Wastewalkers have turned back to attack the TQZ's perimeter from the outside. They are targeting the hidden missile emplacements, obs towers, and ranger stations from an unexpected direction – the outside. Civilian casualties are rising as the Wastewalkers have captured shipments of materials routed from Olympus to Noctis, so collapsing their tunnels won't cut them off from supplies, and converting civilians seized in raids into new exurgents provides them with fresh recruits. At this stage, several key Ranger stations along the TQZ border must be defended against these exurgents, as each station coordinates the anti-TITAN response for hundreds of kilometers in each direction.

Unlike the hypercorps, the Rangers will gladly accept whatever help they can get, but you'll have to decide how to disperse your cell among each of the eight stations, or maybe you can convince Barsoomian nomads or bribe hypercorp security forces into assisting. If attacks against one station can be fended off, it can then support the defence of adjacent stations along the perimeter.

> Reward: The Martian Rangers consider their organisation indebted to your cell. You are considered to be favored by the Barsoomians and Martian Rangers (includes a free increase in @-List rep). You may ask for quite expensive favours or borrowed resources from them whenever you are on Mars, but keep in mind they have no jurisdiction in hypercorp settlements.

OCHRE 4

The TQZ border has fallen, and all the horrors of the Zone are now free to spill forth. Fractal nanoforms, towering war machines, headhunter drones, feral saucer swarms, and the horrific Ny'knikiin are all loose on Mars. Some stragglers will be wandering off into the desert and can be ignored for now, but the bulk are travelling in three prongs towards Olympus, Pathfinder City and Noctis. While casualties in Olympus and Noctis are sure to be high, something about the force heading towards Pathfinder City draws your interest - your skill at reading sensor metadata, your tactical acumen, or your plain old gut is telling you the two headed for Olympus and Noctis are decoys, and the real push is to Pathfinder City - and the Pandora Gate therein. With the various conflicting factions in and around Pathfinder City, your role will be to muster a coordinated defense of these separate factions - barsoomians, autonomist gatecrashers, and hypercorp security against the assaulting war machines, Wastewalkers and Ny'knikiin. Even together, they will be outmatched without further assistance.

Should you successfully hold Pathfinder City, reinforcements will be able to arrive through the gate itself - hypercorp security forces and well-armed gatecrashers recalled from exoplanet colonies.

> Reward: The Pathfinder Corporation and the gatecrashers thank you for your assistance. Both your ExploreNet and CivicNet Rep increases by one level as word passes between the various exoplanets - and Pathfinder offers you a full minute of Gate time, long enough to send an expedition through to a destination in the Gate's library. This might be a known destination, but if you're feeling adventurous, you could pick an "unknown" address that transhumanity has never visited before.



SILVER 1

Tracking down the scavengers on Luna is far more difficult than it should be for a PC-controlled area. Pulling favours through social networks will eventually reveal a blackmarket goods dealer is funding their expedition. Stopping the scavengers from departing could be as simple as convincing this dealer to pull his funding.

If that doesn't work, you'll probably have to travel to Feynman colony on Luna, and plan B is probably "find the scavengers and scare the shit out of them", or "make them 'disappear'".

Reward: Firewall congratulates you on a mission well done and several other cells volunteer more data on their local operations. Gathering information from Firewall cells and "friendlies" further afield should be much easier for your cell. Your **The Eye** rep level increases by one.

SILVER 2

The scavengers have already departed from the Omnicor colony called Feynman and it's up to you to race against time and prevent them from breaching the MNCZ's perimenter. These scavengers are expecting rival scavengers to try and lift the gold off them on the way back, so are armed and very dangerous. You will have to pursue them over Luna's uneven terrain, out of mesh contact with any support. Any attempt to stop the scavengers - diplomatically or violently - runs the risk of a firefight in zero-atmosphere, and having bullets whizzing around is a sure way to get a suit punctured. "

Reward: Firewall sends you the fabrication plans for Crasher Truck - an all terrain, all environments, atmospherically sealed vehicle that can seat a number of people. Any vehicle workshop in the solar system should be able to assemble one of these quite quickly from the blueprints.

SILVER 3

The scavengers made it to New Mumbai, but were unable to locate Armstrong's Gold in the ruins. Dejected and horrified by what they saw in the ruins, they returned to Feynman seemingly empty-handed - but not entirely. Their preparations to sneak the gold into Feynman has allowed spores of the exurgent virus to sneak back in with them.

The various strains of the exurgent virus are taking hold among the scavengers, twisting their forms and minds into something new...and alien. One member, trapped in his own apartment, grows twisted, fleshy tendrils out of control as the Uzumaki strain takes hold on him; two others develop dangerously powerful async talents from the Watts-McLeod strain; but most dangerously of all, two members are completely unchanged except for a radical re-writing of their personalities and motivations, able to disappear into the crowds and quietly escape.

By tapping into public and private spimes, you can eventually locate them, though any attempt to capture or kill them runs the risk of them escaping or spreading the exurgent virus to one of your team members and bystanders.

> Reward: Samples of the active Exurgent Virus from all five members of the scavenger team, invaluable for developing counter-agents to defend against wild strains (or inhumane experimentation) OR if you can help the two scavengers with async powers get control of their new abilities, you may add a pair of rookie Asyncs to your Firewall cell.

SILVER 4

The infected scavengers are all in the final stages of exurgent infection, and are already spreading the virus to others in the Feynman colony. There is chaos as the uninfected try to remain so - both uninfected and infected are desperately trying to leave the colony any way they can. Even the seemingly uninfected may be harboring the disease, and there is no clean or simple answer to Feynman's fate. You team needs to prevent both the loss of innocent life and the infection spreading to other Lunar habitats. If no solution presents itself, the Luna-Lagrange Corporation will finally decide to nuke it, resigned to the fact that another New Mumbai has happened on their watch. If you can prevent the LLC from nuking the habitat, AND prevent any exurgents from spreading the infection to other habitats, you will have successfully resolved this scenario.

> Reward: Omnicor will be “unofficially grateful” for your assistance, and their extensive political contacts and lobbyists among the LLC will be more than happy to give you material support for any future operations on Luna. Their cooperation will even stretch to other branches throughout the solar system, and could be incredibly useful for getting your hands on equipment, funds and dirt on other hypercorps. You also gain a free increase in **CivicNet** rep.



CERULEAN 1

From a distance, Ursa Station looks like an orange with a pencil pushed through it – a hollow, 4 kilometer sphere rotating around an axis which supports the solar collectors, spacecraft docks, and zero-g industries.

While your hails are ignored except for an automated "navigational hazard" beacon, on arriving at Ursa Station your team discovers that refugees - squatters - have set up inside the Cole Bubble. They are extremely protective of this habitat, and distrustful of anyone in your group with hypercorp or criminal connections.

Whether you convince them it's in their best interests or just poke around against their wishes, you will have a Herculean task ahead of you - the habitable interior of Ursa station is a mere 2 kilometer radius, but that equates to nearly 50 square kilometers of living space and hundreds kilometers of subsurface service ducts, transit tubes, plumbing and air ducts...and that doesn't even cover the axial solar collectors and power infrastructure.

Scouring the service conduits eventually turns up dormant TITAN war machines left behind since the Fall. For the most part, they are easily-eliminated Headhunter-type bots, but demolishing a heavy warbot that has nestled in close to the life-support machinery is easier said than done. Nonetheless, it lies dormant, and with the proper plan it should be relatively simple to eliminate.

> Reward: For finding the dormant TITAN machines and eliminating them before they awaken, the refugees are willing to allow Firewall agents no-questions-asked shelter in this hab - it's the perfect place to lay low if the Consortium or an ego hunter is on your trail.

CERULEAN 2

It seems that the local squatters have managed to find some of the Headhunters and disable them on their own, but this has led to a larger issue - the squatters are selling the TITAN parts to salvage sites like Fresh Kills and other scrap collectors. While nobody in their right mind would do anything other than melt the parts down for slag and raw fabricator matter, it's possible that intact circuitry could fall into the hands of covert exurgent cells or closet singularity seekers.

Given that these machines are certainly infected with the exurgent cybervirus, connecting these parts to transhuman networks is certain to infect them with the virus, hostile AIs and disruptive code. It looks like your job is cleanup - you'll have to find out from Ursa Station locals just how many Headhunters have been salvaged and sold outside the station, and then track down the buyers of the material and make sure that none of them are going to use the TITAN circuitry for nefarious purposes.

You won't know it at the time, but all bar six units have been melted down, and those six are possible to intercept before they reach their final buyers – an anonymous group working from Ceres. That crisis averted, you can properly educate the locals in removing the remaining TITAN bots.

> Reward: For tracking down the parts and preventing the spread of TITAN circuitry on the market, Firewall has given you a dedicated portable server, capable of running a whole team of eight AIs (or cell members as infomorphs) in support of your operations.

CERULEAN 3

The refugees' slow elimination of the Headhunters has finally awoken the remainder. The fact that there are loose Headhunters in the refugee hab is not nearly as concerning as the huge TITAN warbot that has stirred from its dormancy. It has started to extrude more and more connections to the hab's power grid and mesh systems, and is slowly taking control of each of the hab's systems, from atmosphere processing, to integrated security systems, to any fabricator systems that remain hooked into the local mesh.

Analysis of its actions so far will reveal an important fact: The warbot is damaged, and since awakening has been trying to repair itself. Destroying the fabricators is the first objective you will have, as each hour passes it prints more and more disposable bots to delay you until it completes its repairs and can freely move about the abandoned Cole Bubble - or leave it entirely.

> Reward: If you can save the remaining refugees and stop the warbot, they will give you a great deal of information on the Nine Lives ego traffickers – several of these refugees were lucky enough to escape from them. This information is all from the perspective of prisoners, but it could be vital if you needed to go undercover to infiltrate the cartel.

CERULEAN 4

Ursa Station is totally under control of the TITAN war machine, and the fabricators have been running red-hot producing smaller warbots and nanoswarms. The LLC has finally detected the emissions and is planning on nailing the whole station with one of its mass-driver projectiles, but there's one problem - Firewall believes that some of the refugees that have fled from the station are infected with a nanoplague strain of the Exurgent Virus.

Since the refugees scattered to several other habitats in Earth-Luna orbit, tracking them down is going to be tough if they realise someone is coming for them. The other people remaining around Earth orbit are typically scavengers (ie: pirates), brinker survivalists, or paramilitary groups, so they're unlikely to cooperate with outsiders.

> Reward: Successfully tracking down all of the refugees and determining whether they are exurgents or uninfected before they disappear into the woodwork is a major task that might take months. Firewall grants you access to one of its Earth-Orbit facilities; a small habitat disguised as wreckage that makes the perfect base for attempting to breach the Earth quarantine from orbit, or simply monitoring the Earth-Orbit region. Despite its cramped conditions, the habitat has top-of-the-line sleeving and fabricating facilities aboard.

SABLE 1

A rogue Neo-synergist by the name of Kappman Zwei is looking for volunteers to "begin a new journey past transhuman limits". He and about a dozen neo-synergists have broken off of the Venusian group, and have begun a small but well-engineered recruiting campaign. Once potential inductees are screened for suitability, they are exposed to standard cult induction methods and dogma that Firewall Scanners have linked to Exhuman propaganda pieces: Darwinistic rhetoric about purging non-members as inferior.

Firewall is concerned that this group could turn into a full-on exhuman cult, so we need you to stop it from growing and drive off as many new recruits as you can.

This is probably best done with a memetic campaign against Kappman and his group, but could benefit from physical intimidation and sabotage – he's been working out of the Octavius aerosat on Venus, but might move at any moment.

> Reward: In case you need to chase these guys down at a later point, Firewall issues you with Behavioural Mapping software. This software takes inputs in the form of social media posts, daily routines, "liked" posts, and builds a behavioural profile of the subject, giving you probability-rated lists of their future reactions, like where a suspect might go to ground, or whether they might fight or flee given different circumstances.

SABLE 2

Kappman himself has disappeared: we think he's left Venus, but we aren't sure how or where to. Regardless, the radical neo-synergists, calling themselves hyper-synergists, have been gaining grassroots support from many corners, mostly among the disillusioned lower hypercorp employee class. They have a solid base of followers ready to egocast themselves wherever Kappman shows up next, but only a couple of dozen have made the transition to installing fully-fledged synergist implants, which shares their thoughts, memories and experiences with the collective, and are working on merging their consciousnesses even further.

Firewall needs you to prevent them from gathering the funding to lease or buy their own habitat, where they might conduct their radical experimentation without scrutiny and manufacture the implants to turn all their followers into hyper-synergists.

If you can prevent them from having a physical base of operations, such as by stealing any incoming funds, the bulk of the cult might see this as Kappman trying to take their money and run, so the cult will probably fall apart. Even the current hyper-synergists can't achieve anything if they can't afford to keep mesh servers running.

> Reward: Successfully infiltrating the hyper-synergists' mesh servers and siphoning away their funds will funnel hundreds of thousands of credits into Firewall's coffers – and even give your own cell a huge bonus for a job well done.

SABLE 3

The hyper-synergists have established a beehive hab in an asteroid in the Main Belt, a nicely apolitical region where the locals consider them just another weirdo brinker clade.

It takes only a cursory investigation to determine that the hyper-synergists have installed a massive data core within the habitat: the heart and soul of the hyper-synergist communal mind known as the Nest. This data core is heavily defended, but it seems someone from inside wants to contact you.

It transpires that not all the egos within the Nest core are there willingly - two egos within are effectively prisoners, needed to contribute their skills to the communal mind, but the threat of isolation is keeping them compliant to the hyper-synergist's wishes.

Extracting this pair is relatively simple if you can access the Nest's hardware from the outside: using the Nests' terminal allows you to extract a copy of them onto a data storage device. Here's the hard part: the originals remain, and if you remove them, the other hyper-synergists connected to the Core will instantly realise it. Keeping the pair of neo-synergists sane after they are removed is also going to be trying - once they are safe, they need to be connected to at least a dozen other neo-synergist minds to avoid eventual isolation shock.

Sabotaging or destroying the Nest is a mission success, and rescuing the prisoner egos is a bonus.

Reward: For sabotaging or destroying the Nest, Firewall is supplying your Firewall cell with four HOPLITE (High Offense Piloted Local Insertion Tactical Exoframe) mechanised infantry battlesuits. They pack hard armor, railguns and seeker launchers, don't need an AI to operate, and are capable of ops on both planets and in space.

If you succeeded in rescuing the pair of neo-synergists from the Nest, and they are returned to the Venusian neo-synergists, they are willing to provide neo-synergist implants and communal memory technology to you or your cell. This tech allows linked members to share the memories and mundane skills of any linked group, but as it is experimental technology, may have yet-undiscovered flaws – such as what would happen if one ego in the collective was corrupted or infected with the exurgent virus.

SABLE 4

The hyper-syngergists have successfully bootstrapped themselves onto the scale of super-intelligence, writing new software to merge the minds of its constituent egos even further.

Individual egos within the Nest are now no longer distinguishable.

Operating within the overclocked simulspace of the Nest, they are now more accurately described as a single intelligence with the combined skills, memories, talents and intelligence of every ego connected to it.

This growing super-intelligence, now thinking of itself only as 'the Nest', has three priorities: the accumulation of more physical resources, the accumulation of new egos into its collective mind, and its own safety (including acquiring or inventing new weaponry and the elimination of any threats).

It is now regarded as the same level as a Seed AI: a baby TITAN that is growing rapidly.

Massive data attacks on the rest of the Mesh are now a regular occurrence as it begins remotely seizing fabrication facilities and any teleoperated robots, in order to upgrade the hardware it has available.

Tactically and digitally, it is far superior to almost anything else in the solar system, two steps ahead and with a prepared plan for all likely responses. Defeating it without calling in a large military force would take another, more experienced super-intelligence…such as one of the TITANs or a Promethean, or perhaps a Factor Gestalt mind if one could be located, or maybe the larger, less-integrated Neo-Synergist collective could defeat the younger, smarter mind with its greater experience?

On the other hand, the Nest's physical resources are currently limited to a few nearby habs. It could be overwhelmed by a large-scale assault, which might be a decent fall-back option.

One further weakness is present, but attempting it would be the very definition of desperation: infecting the nest with the exurgent virus could fracture its mind long enough that a small strike team could get in and destroy it, but the window of opportunity before the virus turns it into something even more terrible would be extremely narrow.

Reward: For eliminating the active Nest, the Venusian Neo-Synergists offer their total cooperation with you and with Firewall. While Firewall accepts their assistance only guardedly, this will enable Firewall cells across the system and beyond to draw on the neo-synergists' collective intellect and skills for certain problems. This cooperation would also be a huge boon if Firewall agreed to go public. Your @-List and CivicNet rep levels increase by 1.

Completed your first four missions? Don't relax – I'm sure Firewall has a lot more work for a Proxy as capable as yourself.

Notes

V0.95 Jump by Myrmidont, Eclipse Phase by Posthuman Studios

GM Stuff

There are a number of topics Eclipse Phase leaves open to GM interpretation, questions like:

- "What are the Factors'/TITANs'/OZMA's motives?"
- "What is the purpose of the TITAN computer on Iapetus/the Exurgent Virus/the 'Egg' the Factors left around Mercury orbit?"
- "How do the Gates work, and do they really pose a risk to us?"
- "Are there any living, technologic aliens out there besides the Factors?"
- "What is the ETI?"

In the context of your jumper, your Benefactor would have control of these variables to make things interesting for you (and them), and I encourage you to come up with your own answers.
Stupid answers – like "The TITANs are just looking for an interdimensional traveller like myself to be yandere for" – are not objectively wrong, but are worthy of ridicule.

Assume 'real' physics except for:

- Quantum entangled comms
- Psi/Exurgent Virus/TITANs, Pandora Gates (all related).

I hate saying this but try to use common sense with the Transfer Rule.

The Homebrew Drawback

The Homebrew option allows you to import fan creations, but doesn't strictly import their game statistics - If someone wrote stupid rules for a rifle that fires bullets with a pinhead of antimatter in them and cost [Trivial], that antimatter rifle could exist in the setting…but it certainly won't cost [Trivial].
It's there to provide for people who like the Titanian Mammoth or Wingam morphs, Snowflake exurgents, the Neo-Jainism religion, Chem duelling lasers, the Emergency Ego Bridge and a lot of other cool stuff that fits in.

Flexbot Note

You can buy multiple purchases of the flexbot morph, with each purchase adding six modules (individually the mass of a child). Even though you could get lots of these modules, you will start running into structural issues when you get bigger than say, a large truck in any sort of real gravity.

Perks and Stuff

Skill Packages

In 'in game' terms, skill packages put the primary skill at about 70, with a smattering of related skills at 30-40. So the Marksman Skill Package is equivalent to having the skills Kinetic Weapons 70, Beam Weapons 70 and the related skills Hardware: Guns 35, Profession: Soldier 35, Interest: Skeet Shooting 35, etc.
Having **Skill Plus** means the primary skill is at 90-100+, so for Skill Plus (Biohacker), it would mean having something like Medicine: Biosculpting 100, Profession: Biohacker 100, Academics: Biology 100, and then subsidiary skills Medicine: General Practice 35, Hardware: Implants 35, Interest: Exotic Morphs 35, etc.

Forking

Theoretically there is no limit to the number of forks you can create, but with too many you risk running out of processor space (not just storage space, but processor space to run them at the same time) or the bodies to house them in.

Rep

Rep works on the power of crowdsourcing. You put out word among other people on CivicNet that you need a car for X reasons, and maybe someone can hook you up with one.
Works similarly with favours and information trading – word goes out to the masses and maybe someone happens to know something you want to know, or can provide the skills you need.
Important to note is just as you are given items and favours from your Rep, so too do these groups expect you to pitch in when other people need stuff.

Once you leave this jump, your cp-purchased rep level will transfer to whatever your local equivalent would be. Eg: "RNA Level 2" would mean you could pull minor favours or get minor items from research and academic groups in future jumps.

- **The @-List** – Anarchists, punks, socialists, survivalists, freedom fighters (terrorists?), pretty much anyone that "fights the Man".
- **CivicNet** – "Good citizens", corporations and conservative political/religious groups.
- **EcoWave** – "Field scientists", environmental scientists, PETA/Greenpeace/conservation/ "Green" type organisations & political parties.
- **Fame** - Celebrities, artists, musicians, media, paparazzi, tabloids.
- **Guanxi** – Triads/cartels, street gangs, thieves' guilds, pirates, black marketeers, other criminal organisations.
- **Research Network Affiliation (RNA)** - Researchers & scientists, teachers, historians, museum curators, sages and alchemists, "laboratory scientists".
- **ExploreNet –** Explorers & astronauts, frontiersmen and pioneers, people who routinely travel to or explore weird places (Eg: Stargate members in Stargate, Stalkers in Metro & STALKER, probably Adventurers' Guilds in D&D, maybe the time travel guys in City of Heroes).
- **The Eye –** Organisations/groups who keep the world safe against weird threats/monsters. (Eg: Ghostbusters in the ghostbusters jump, Hunters in WoD or Supernatural, Witchers in The Witcher jump, UNIT/Torchwood in Dr Who, XCOM, SHIELD, hunter groups in GANTZ, Protectorate in Worm, etc.)
- **Ultimates –** People who strive to reach the epitome of human ability. Martial artists, spiritual gurus, athletes, soldiers, capes like Hawkeye or Batman who are on superhero level just from training and skill.

Exurgent Virus Details

During your stay here, you may encounter the Exurgent Virus in one of its many forms. It may be encountered as a biological virus, as a digital (computer) virus, as a free-moving nanoplague, or transmitted as a "basilisk hack" – an audio-visual signal that can 'hack' a transhuman brain through its sensory inputs.
In addition to the multiple infection vectors, there are numerous different strains of the virus, each with different effects, ranging from the physically hideous (eg: Uzumaki, where coiling tendrils of flesh grow from a biomorph uncontrollably) to the insidious (eg: Mindstealer, which alters the ego of the victim with no outward effect). One seemingly-beneficial strain exists: the Watts-McLeod strain, which can give those infected async powers, but at the cost of their mental health.

If I'm Not Immune, What Are My Odds?

Whether you're vulnerable because you don't have any outright immunities, or took the "You Don't Look Well" drawback, your odds are up to you. I don't know what your 'stats' would be, so this is how much chance an average "flat" human (not an enhanced transhuman) has:

- **Biological Virus** - Exposure to the biological virus via indirect method like airborne is handled as a luck/Moxie test with an average 90% chance to be exposed being near an infected source. Exposure via direct contact, food or injury is usually 100%. Chance to fight off the infection is about 20% for an average transhuman, but might get up to 80% if they have multiple relevant augmentations like both toxin filters and medichines augmentations. If you have immunisation mods, this improves your chances.
- **Cybervirus** - If you have a cyberbrain (or exist as an Infomorph/Eidolon) you may be hacked by the cybervirus. Your odds are unknown since it's resolved as a hacking attempt by an AI, so if you're both a good hacker and smart, you might be able to fend it off, or disable your wifi to cut off the attempt.
- **Basilisk Hack** – Average Joe has about a 30% chance to resist a basilisk hack. The good news is, the higher your mental stats, the better you'll be able to fend it off. Also, not all basilisk hacks turn you into an Exurgent – sometimes they just give you space epilepsy for a bit.
- **Nanoplague** - Guardian swarms & nanophages can try to fight off the nanoplague, part of the Immunisation package. The tougher (more hit points) your body is, the longer it takes for the nanoplague to convert your body and rebuild you into something alien and horrific, but unless your guardian swarm and nanophages kill the nanoplague, there's no means of actually fighting it off by yourself and you're fucked unless your body can somehow fight off a nanoswarm/femtoswarm trying to break it down. Maybe you have tiny sharks for T- cells in your blood, I dunno.

Purchasing Aptitude Enhancement Mods and Utility Mods can increase your base stats.

Psi

Psi powers or 'sleights' work on things with a biological brain and nervous system, and work poorly on those with partly electronic nervous systems (such as Pods). Psi does not work at all on totally electronic/digital targets like synthmorphs or infomorphs (except those warped by the Exurgent nanoplague), and probably doesn't work on species whose minds are different to transhumans (fanwank as required – but it's difficult to use on ordinary animals).

You can learn additional psi-gamma and psi-chi sleights over time through mental training and experience.

In theory all you need to buy is Psi-Chi, then with copious amounts of in-jump training you could some day get it to Psi-Gamma level and develop every kind of Psi Sleight. In EP the jump from Psi-Chi to Psi-Gamma is up to the GM, and you can only develop one new Psi sleight each month.

Using psi stresses the mind, eventually leading to a breakdown if too much is used too quickly. Sanity/willpower/anti-stress perks will help with this.

Psi is basically clarketech. It's technically not magic, just something transhumanity doesn't understand yet.

It's up to you to fanwank if or how other psychic power perks interact with Psi. I recommend that magic perks (or perks related to special powers that draw from a pool like mana, chi, ki or psionic power points) do not interact with Psi, since Psi doesn't run off a power pool, and I don't think Alpha Psyker/warp-psyker powers would work with it either since the whole mechanism is different.

Beyond Psi-Chi and Psi-Gamma, there is a third rank of async powers called Psi-Epsilon, but in-game only Exurgents infected by serious virus strains have access to them and they're out of PC's hands. Those psi abilities are stuff like telekinesis, levitation, pyrokinesis, gravity control, technology interference, things like that.

Psi Sleights List

Sleights are listed by category (Psi-Chi or Psi-Gamma) with their (Type, Target, Duration) in parentheses.

Type:
Active or Passive: Whether the sleight needs to be consciously used each time, or if it can be left "always on". You can turn off passive sleights.

Target:
Self - you only. Touch – a touched target. Close – Several meters radius.

Duration:
Constant – no effort to keep it on.
Temp/Moments – once activated, the sleight lasts for a short time based on your willpower, usually measured in combat turns (usually no more than a minute for transhumans).
Temp/Minutes – as above, but once activated it lasts for several minutes (usually no more than 10 minutes for a transhuman)
Sustained – requires the constant concentration of the async.

Psi-Chi Sleights

Ambience Sense
(Passive, Self, Constant) Minor danger sense and perception booster.

Cognitive Boost
(Active, Self, Temporary/Moments)
Significantly boost cognition and linked skills for a short period.

Downtime
(Active, Self, Sustained/at least 4 hours) Go into a fugue state to recover from mental damage/stress/trauma/sanity.

Eco-empathy
(Active, Self, Instant) Try to comprehend how non-sentient, non-terrestrial life fits into an ecosystem.

Emotion Control
(Passive, Self, Constant) Block negative emotions, enhance positive ones, protects from emotional manipulation.

Enhanced Creativity
(Passive, Self, Constant) More imaginative, think outside box. May be a "creepy" or "alien" kind of imagination or solution, though.

Filter
(Passive, Self, Constant) Ignore distracting sensations, some pain.

Grok
(Active, Self, Instant) Try to understand and work out how to operate devices you've never seen before.

High Pain Threshold
(Passive, Self, Constant) Ignore or isolate pain, wound penalties.

Hyperthymesia
(Passive, Self, Constant) Perfect memory inc. trivial details.

Instinct
(Passive, Self, Constant) Make instinctive choices instantly, make planning/analysis tasks fast.

Multitasking
(Passive, Self, Constant) Perform additional mental action (inc. Mesh actions) while performing physical activity at no penalty.

Pattern Recognition
(Passive, Self, Constant) Spot patterns easy, break codes and languages, sift massive amounts of data.

Predictive Boost
(Passive, Self, Constant) Better Bayesian prediction of real-time events, inc. enhance combat and dodging.

Qualia
(Active, Self, Temp/Moments) Significantly boost intuition and linked skills.

Savant Calculation
(Passive, Self, Constant) Ludicrous math-savant boost.

Sensory Boost
(Active, Self, Temp/Moments) Boost awareness, get more detail from senses.

Superior Kinesics
(Passive, Self, Constant) Read and predict people's facial expressions and body language better.

Time Sense
(Active, Self, Temp/Moments) Slow down perception of time, gaining extra mental actions.

Unconscious Lead
(Active, Self, Temp/Moments) Turn off conscious control of body, act fast, but gives in to instincts.

Xeno-empathy
(Active, Self, Instant) Try to understand non-terrestrial animal or plant – its needs and wants, how it reacts to things. Boost to training/handling

Psi-Gamma Sleights

Alienation
(Active, Touch, Temp/Moments) Interferes with target's ego/morph connection, messes with coordination.

Aphasic Touch
(Active, Touch, Temporary/Minutes) Scrambles target's language centres. Can't understand or communicate.

Charisma
(Active, Touch, Temp/Minutes) Target thinks you're charming and persuasive.

Cloud Memory
(Active, Touch Temp/Minutes) Prevent target forming long-term memories, soon forgets short-term memory events.

Deep Scan
(Active, Touch, Sustained) Extract information from target's mind – they're aware of the search but not what you find.

Drive Emotion
(Active, touch, Temp/Moments) induce, amplify or reduce certain Emotions in target.

Ego Sense
(Active, Close, Temp/Moments) Sense biological minds, easier to sense big brains, hard to get small animals/insects. Better control means more info: poor scan is just presence/absence of minds, but a good scan gives direction, size, distance, type of animal, if moving or not, etc.

Empathic Scan
(Active, Close, Sustained) Sense target's base emotions, may boost social skills.

Implant Memory
(Active, Touch, Instant) Plant a memory up to an hour in duration. Target knows it's not theirs, used to impart information instantly. Can be used to traumatise.

Implant Skill
(Active, Touch, Temp/Moments) Impart a skill but not specific memory. The better you have the skill the better they can use it.

Mimic
(Active, Close, Instant) Copy another person's gait, habits, behaviour, social cues. Boosts impersonation/disguise.

Mindlink
(Active, Touch, Sustained) Two-way mental communication, can be used on multiple targets at once. Mental voice is in sender's language but can also send/sense sounds, images, emotions, and other sensations.

Omni Awareness
(Active, Close, Temp/Minutes) Gain awareness of whether others are observing you, bonus to spot observers.

Penetration
(Active, Touch, Instant) Combine with another sleight to penetrate Psi Shield.

Psi Shield
(Passive, Self, Constant) Boosts resisting/shaking off psi attacks, reduces physical damage from psi attacks.

Psychic Stab
(Active, Touch, Instant) Deals physical damage with psi attack (via heart attack, stroke, brain haemorrhage etc.).

Scramble
(Passive, Self, Constant) Enhances ability to hide from psi sensory sleights like Ego Sense.

Sense Block
(Active, Touch, Temp/Moments) Interferes with one sense in the target chosen by async (eg: scrambles target's sight, or sense of balance, or sense of touch)

Sense Infection
(Active, Close, Instant) – Sense whether target is infected with Exurgent biovirus or nanoplague. Knows if target is an async. Might allow async to recognise strain.

Spam
(Active, Touch, Temp/Moments) Overload/floods a sensory cortex to confuse and distract.

Static
(Active, Close, Sustained) Hinders the use of ranged async sleights within range. Doesn't block self or touch range powers.

Subliminal
(Active, Touch, Instant) Implants a suggestion in the target. Can be conditional.

Thought Browse
(Active, Touch, Sustained) Scan surface thoughts for particular "key words" (which can be mental images, sensations, events, etc.). Only determines presence or absence of the key word in target's mind.

What Is Transhumanity? And Other Things You Should Probably Know

"Transhumanity" is the nebulous identity of society in Eclipse Phase. It includes:

- Humans – in all their forms: natural, artificial, uploaded to simulation or housed in artificial bodies.
- Uplifts – Animals of several species we have modified for human-like intelligence and function.
- Artificially Generated Intelligences (AGIs) – Digital intelligences that either arose spontaneously from sufficiently complex programs or were designed for sentience/sapience from the ground up, sometimes mimicking the human/uplift mind, sometimes with entirely novel neural architecture.

Some places or social clades have biases against the latter two, but it is generally agreed throughout the Solar System that a transhuman mind – the ego – remains a human being no matter if the consciousness is in a biological body, a mechanical one, stored active or inactive on a computer server, or some combination of them all.

Not-Transhumans include:

- An "AI" is a simple artificial intelligence program that might seem as smart as a transhuman but is not capable of learning or developing outside its original parameters. This includes muses, device AIs, autopilots, autonomous weapons, mesh helpware, secretary automatons, service AIs, feral artificials and more.
- Alien intelligences, of which the Factors are the only sapient ones known, are not considered a part of transhumanity, nor are Exurgents, which despite being formerly transhuman, follow an unknown and alien agenda, if their minds remain intact enough for sapience.
- Seed AIs, which are artificial super-intelligences (ASIs) capable of self-improvement on an exponential level, capable of going far beyond any transhuman intelligence. Seed AIs are prohibited by all governments, as they were the basis of the TITANs.

- Exhumans cross the border of the definition. They used to be transhuman but usually have augmented and edited their morphs and egos into inhuman but "superior" forms, but often exist on the edge of transhuman society rather than being entirely separate from it. Exhumans usually specialise in a type of superiority of form – using evolutionary algorithms or augmentations to become apex predators, superminds, or becoming parasites within transhuman society itself. Most still count as transhumans until they become effectively either an Alien intelligence or a Seed AI.

Transhumanity has only contacted one alien race: The Factors, who approached the solar system via spacecraft with peaceful intent. They are similar to colonies of slime molds and so far have had little of importance to share with humanity, despite ongoing (but difficult) communication. Secret projects across the system are attempting to copy their reactionless drive system.

Morphs

Morphs come in many types, shapes and sizes, from standard human forms through to robotic bodies, to nanoswarms and habitats, from formerly extinct genetic sequences like Neanderthals, to those based on the genetics found on exoplanets uncovered through Gate exploration.

The use of Healing Vats and the field of nanomedicine means that almost anyone who can afford a body can usually customise it to their preferences. This isn't merely a "vanity" measure – the psychological issues caused by morph dysphoria cost hypercorps millions in credits and lost work hours, so nearly every person customises their morph in some way, unless they are contractually obliged not to or they're really poor.

All of the morphs have full game stats with build-in bioware and cybernetics that is too extensive to list here. You could look up the rulebooks for what they actually have or maybe ask in the EP General thread on /tg/

- Biomorphs are biological bodies, often enhanced with augmentations. Nearly all bodies are vat-grown these days, but human bodies (Flats) are still being made the old-fashioned way, though fully carrying a pregnancy to term for nine months might be out of fashion.
- All biomorphs may have a meat brain or a totally electronic cyberbrain, which is easier to sleeve into.
- Pods are cheap and quick to grow/assemble, but are obviously vat-grown (they often lack hair and have obvious 'seams' where different standardised body parts were joined or cyberware installed) and are a sign of the lower economic/labour & service classes.
- Pods have cyberbrains, but a hybrid biological/digital nervous system.
- A vat-grown animal body would be a biomorph. If that biological body requires cybernetics to function properly, it's classed as a pod.
- Synthmorphs are (with the exception of the Biocore morph) entirely robotic.
- You can buy multiple purchases of the Flexbot morph, with each purchase adding six modules (each the mass of a child). Even though you could get *lots* of these modules, you will start running into structural issues when you get bigger than say, a large truck in any sort of real gravity.
- An Infomorph has no physical body, but may remote-pilot physical assets (drones, ego-less morphs) via the mesh. An infomorph is 'killed' if the server it is residing on is destroyed, or a significant percentage of distributed processing assets are destroyed. Like any other software, Infomorphs and the egos of synthmorphs or pods in cyberbrains are also vulnerable to being erased or hacked.
- An Eidolon is basically an upgraded infomorph.
- You can purchase additional morphs in-jump with currency or the reputation economy, but morphs are a precious commodity and are subject to local habitat laws, supply and demand, social pressures, etc.

Augmentations come in many forms.

- Gene mods (for biomorphs and pods) - Some augs are installed as genetic enhancements to a biomorph and grow and develop as the morph does.
- Wetware (for biomorphs and pods) - a designed organ just for that job, like a drug gland or enhanced eyes.
- Cyberware (for any except infomorphs) – implanted machinery. Not popular, but it's there.
- Nanoware (for any except infomorphs) – a colony of nanobots that lives in your blood, in your digestive system, on your skin, or somewhere else in your body, and possibly a dedicated nanobot hive that maintains and produces new nanobots as needed.
- Robotic Parts – for synthmorphs only.

Module 1: Firewall Notes

Do I have to take "Blending In"/"The Tools We Are Given" to use Module 1: Firewall?
You can be inserted into a Firewall cell, take Firewall companions, perks and drawbacks without taking those limiter drawbacks.
You only need to take a limiter drawback if you want to take the scenarios and their rewards as written.

Why do I need a limiter drawback to do the scenarios?
If you can teleport across the system in the blink of an eye, conjure as much resources as you need, or split off into four or more powered duplicates of yourself, the scenario structure breaks down since you could do them all at the same time.
Also if you jump in at full wizard-power, there's theoretically nothing you can't just take yourself, so making you go through a scenario for such minor rewards has no point. No reward for no challenge.

If I don't import any companions as Firewall agents, does it mean I can have my 8 normal companions, and then get 8 Firewall agents, and (potentially) then 8 Gatecrashers as companions?
Yes…But the Firewall Agents and Gatecrashers don't actually become companions until the jump ends, so they don't count against the 8 companion limit until that time.
So yes, you could go on a mega-gatehopping adventure or run a massive Firewall cell if you can persuade everyone to all work together.
But until the jump ends, neither the Firewall Cell nor the Gatecrashers will be able to be stored as inactive companions in the warehouse, or come back to life in the warehouse if killed (they can of course be backed up or re-sleeved with in-jump tech).
Each Agent or Gatecrasher takes up their own companion slot after the jump ends.

What is the OZMA drawback in Module 1: Firewall about?
OZMA is a black intelligence agency that is Firewall's 'boogeyman'; they foil Firewall's operations and steal their intel, they assassinate Proxies and manipulate everyone else into doing their work for them. They are the perfect spies (and counterspies).
In EP canon, they are a plot device deliberately left to be whatever the GM or story writer needs them to be in order to pose a threat to the players/MCs.
Naturally, your Benefactor is the GM equivalent, and you're the player, so they will scale OZMA to be whatever will keep you on your toes…if you slip up, OZMA will pounce and steal your intel, kill your agents, blow up your safehouses and capture a fork of your ego for psychosurgical dissection and generally wreck your stuff.
You can certainly try to defeat OZMA - if you don't take that drawback, they will be an ordinary (if highly capable and well funded) intelligence agency.

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Module 2: Gatecrashing - Coming Soon