

ECLIPSE PHASE

NPC FILE 1: PRIME



NPCs for The Roleplaying Game of Transhuman Conspiracy and Horror

NON-PLAYER CHARACTERS



The following NPCs represent a selection of characters the gamemaster may find useful when running *Eclipse Phase* adventures. Bonuses from implants and other gear are incorporated into aptitude scores. Gamemasters are encouraged to modify the listed stats, skills, gear, etc. as they deem fit.

AGI POD WORKER

“At least I don’t have to stay cooped up inside all day.”

AGIs are often employed to operate maintenance pods on habitats and orbital installations as they can work around the clock and provide a set of intelligent eyes on the exterior, where spimes and surveillance systems are isolated and subject to failure. They are preferred over standard narrow AIs due to their elevated intelligence and adaptability. Novacrabs are particularly popular sleeves due to their extra mobility and durability.

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

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

Morph: Novacrab

Skills: Climb 40, Fray 45, Free Fall 60, Interfacing 50, Hardware: Electronics 40, Hardware: Industrial 55, Interfacing 50, Investigation 40, Perception 40, Profession: Engineer 45, Unarmed Combat 50

Rep: c-rep 10

Implants: Basic Biomods, Basic Mesh Inserts, Carapace Armor, Cortical Stack, Cyberbrain, Enhanced Respiration, Gills, Mnemonic Augmentation, Oxygen Reserve, Puppet Sock, Temperature Tolerance, Vacuum Sealing

Gear: Micrograv Shoes, Repair Spray, Wrist-mounted Tools

Armor: 11/11 (carapace)

MELEE **Claw Attack 50** (DV 2d10 + 2)

VARIANT: SECURITY NOVACRAB

Some novacrab workers are dual-purposed in security roles. Use the same stats as listed above, with the following changes:

Additional Skills: Beam Weapons 40, Clubs 45, Profession: Security Ops 45

Additional Implants: Enhanced Vision

Additional Gear: Laser Pulser, Shock Baton

MELEE **Shock Baton 45** (DV 1d10 + 4 + shock)

RANGED **Laser Pulser 40** (DV 2d10, Mode SA, Ammo 100)

ANARCHIST SABOTEUR

“4 ... 3 ... 2 ...”

Some anarchists are not content to just live the outer system libertarian lifestyle. They want to bring the revolution to the inner system, strike at the heart of the capitalist beast, and liberate the oppressed clanking masses. These anarchists work

in decentralized cells to sabotage hypercorp operations, government facilities, and military units. These attacks typically target physical infrastructure and property and avoid loss of life—the goal is to raise the costs of business and support social struggles, not cause indiscriminate terror.

COG	COO	INT	REF	SAV	SOM	WIL	MOX
20	15	15	15	20	15	20	3

INIT	SPD	LUC	TT	IR	DUR	WT	DR
6	1	40	8	80	30	6	45

Morph: Splicer

Skills: Beam Weapons 40, Climbing 30, Deception 50, Demolitions 40, Fray 45, Freerunning 40, Infiltration 50, Interfacing 35 (Forgery 45), Infosec 40, Networking: Autonomist 60, Networking: Criminal 30, Perception 35, Programming 50 (Nanofabrication 60), Protocol 40, Scrounging 55, Unarmed Combat 45

Rep: @-rep 40, c-rep 20

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack

Gear: Anonymous Account, Maker, Microwave Agonizer, Microwave Link, Plasmaburst Grenade, Spray Armor (2/2), Wrist Tools

MELEE **Unarmed 45** (DV 1d10 + 1)

RANGED **Microwave Agonizer 40**

(AP 0/-5, DV pain/2d10, Mode SS, Ammo 50)

VARIANT: SUICIDE FORK

Some missions are so challenging that the saboteur is certain to be caught or killed. In cases like this, anarcho-sabs send a suicide beta fork.

COG	COO	INT	REF	SAV	SOM	WIL	MOX
15	10	10	10	15	20	15	1

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

Morph: Worker Pod

Skills: Beam Weapons 35, Climbing 25, Deception 45, Demolitions 35, Fray 40, Freerunning 40, Infiltration 45, Interfacing 30 (Forgery 40), Infosec 35, Networking: Autonomist 55, Networking: Criminal 25, Perception 30, Programming 45 (Nanofabrication 55), Protocol 35, Scrounging 50, Unarmed Combat 45

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Dead Switch, Mnemonic Augmentation, Puppet Sock

Traits: Edited Memories (remembers nothing before the mission), Neural Damage (Aphasia), Social Stigma (Pod)

Gear: Anonymous Account, Disassembler Nanoswarm, Microwave Agonizer, Microwave Link, Spray Armor (2/2)

MELEE **Unarmed 45** (DV 1d10 + 2)

RANGED **Microwave Agonizer 40**

(AP 0/-5, DV pain/2d10, Mode SS, Ammo 50)

ARMS DEALER

“That’s an original 3rd EU Cavalry battlesuit from BF 10. Don’t touch it.”

The arms dealer isn’t your standard low-level street dealer, nor are they working for a particular gang or syndicate. They are an independent operator, often with connections to multiple criminal organizations, not to mention influential government, military, and hypercorp personnel. As the head of their own private cartel, they are relaxed and confident in their personal skills, network connections, and the stopping power of their inventory. They are all business, however, and would rather walk away from a deal than draw weapons. Arms dealers are almost always accompanied by a bodyguard and at least two well-equipped criminal enforcers, just so no one gets any ideas.

COG	COO	INT	REF	SAV	SOM	WIL	MOX
15	30	15	20	20	25	20	2

INIT	SPD	LUC	TT	IR	DUR	WT	DR
7	1 (2)	40	8	80	50	10	75

Morph: Fury

Skills: Beam Weapons 50, Deception 45, Demolitions 40, Fray 70, Gunnery 50, Hardware: Armorer 60, Kinetic Weapons 65 (Submachine Guns 75), Networking: Autonomist 40, Networking: Criminal 70, Networking: Hypercorp 50, Perception 55, Persuasion 60, Profession: Smuggling Tricks 60, Seeker Weapons 50, Spray Weapons 40, Thrown Weapons 40

Rep: c-rep 75, g-rep 80

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

Gear: Anonymous Account, any weapon desired

Armor: 12/13 (Light Body Armor + Light Bioweave)

MELEE Unarmed 25 (DV 1d10 + 2)

RANGED “Agatha:” Light Rail Pistol 65

(AP -8, DV 2d10, Mode SA/BF/FA, Ammo 24) with

AMMO AP, Arm Slide, Extended Magazine, Safety System, and Smartlink

RANGED “Eloise:” SMG 75

(Modes SA/BF/FA, Ammo 20) with Extended Magazine, Safety System, Smartlink, and Smart Magazine

AMMO Hollow-Point 75

(DV 3d10 + 3, Mode SA/BF/FA, Ammo 10)

AMMO RAP 75

(AP -8, DV 2d10 + 2, Mode SA/BF/FA, Ammo 10)

RANGED “Hellen:” Plasma Rifle 50

(AP -8, DV 3d10 + 20, Mode SA, Ammo 10) with Safety System, Smartlink, and Underbarrel Seeker

RANGED Underbarrel Seeker 50 (AP -4, DV 2d10+6,

Mode SA, Ammo 6) with Homing Frag Micromissiles, Safety System, and Smartlink

ASSASSIN

“Shbbbbb.”

Though death is often just a temporary setback, elite assassins still play a role in the upper levels of crime and power. The assassin’s mission may be to send a message, kidnap an ego, or erase a memory before it is backed up. The most capable assassins get close enough to their targets to pop their stacks or disappear their targets entirely; missing people whose deaths are not confirmed may not be resleeved from backup for months, depending on their insurance provisions. The best killers leave no trace and protect their own egos with dead switches.

COG	COO	INT	REF	SAV	SOM	WIL	MOX
15	30	20	30 (40)	20	30	25	3

INIT	SPD	LUC	TT	IR	DUR	WT	DR
13 (15)	2 (3)	50	10	100	55	11	83

Morph: Ghost

Skills: Blades 75 (Wasp Knife 85), Climbing 75, Disguise 65, Exotic Melee: Monowire Garotte 70, Fray 65 (85), Freerunning 70, Infiltration 70 (Shadowing 80), Investigation 50, Kinetic Weapons 75 (Sniper Rifle 85), Networking: Criminal 80, Perception 60, Research 50, Seeker Weapons 60, Throwing Weapons 60, Unarmed Combat 65

Rep: c-rep 40, g-rep 70

Implants: Adrenal Boost, Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Light), Chameleon Skin, Cortical Stack, Dead Switch, Echolocation, Enhanced Vision, Grip Pads, Hardened Skeleton, Medichines, Mental Speed, Neurachem (Level 1), Reflex Boosters, Toxin Filters

Gear: Anonymous Account, Chameleon Cloak, Covert Ops Tool, Skinflex, Smart Clothing, Smart Dust, Spindle, Spindle Climber, Tracking Software

Armor: 12/13 (Light Body Armor + Light Bioweave)

MELEE Monowire Garotte 70 (AP -8, DV 3d10)

MELEE Wasp Knife 85 (AP -1, DV 1d10 + 5); injects

AMMO DTX2 (DV 2d10 + 10/turn for 3 turns, SOM x 2 Test or paralysis for 1 hour)

RANGED Light Rail Pistol 75

(AP -8, DV 2d10, Mode SA/BF/FA, Ammo 16) with AP ammo, Smartlink

RANGED Seeker Armband 60 (AP -6, DV 2d10 + 10,

Mode SS, Ammo 4) with Homing Plasmaburst Micromissiles, Safety System, and Smartlink

RANGED Sniper Rifle 85 (AP -15, DV 2d10 + 12,

Mode SA, Ammo 12) with Safety System, Smartlink, Smart Magazine, Sound Suppressor

AMMO Accushot 85 (AP -15, DV 2d10 + 12,

Mode SA, Ammo 2), ignores range and environment penalties

AMMO Hollow-Point 85

(AP -13, DV 3d10 + 12, Mode SA, Ammo 2)

AMMO Homing 95 (

AP -15, DV 2d10 + 12, Mode SA, Ammo 2)

AMMO RAP 85

(AP -21, DV 2d10 + 11, Mode SA, Ammo 2)

AMMO Zero 85 (95 for subsequent attacks with Zero in same combat turn) (AP -15, DV 2d10 + 12, Mode SA, Ammo 4)

VARIANT: EGO KILLER

On rare occasions, assassins may be tasked to hunt down an AI, infomorph, or fork. In these cases, a killer with a skill set oriented towards hacking is called for. Truly elite ego killers specialize in accessing secure backup services and deleting archived backups. It is rumored that some ego killers got their start in military networks during the Fall, hunting down remnants of the TITANS.

COG	COO	INT	REF	SAV	SOM	WIL	MOX
40	10	25	10	15	10	30	1

INIT	SPD	LUC	TT	IR	DUR	WT	DR
7	3	60	12	120	—	—	—

Morph: Infomorph

Skills: Hardware: Electronics 85, Infosec 90, Interfacing 85 (Scanning 95), Investigation 80, Networking: Criminal 70, Networking: Hypercorp 40, Profession: Security Systems 80, Profession: XP Producer 60, Programming 85, Research 80

Rep: c-rep 20, g-rep 80, r-rep 20

Enhancements: Mnemonic Augmentation, Multi-Tasking

Gear: Anonymous Account x 5, Software (AR Illusion, Bedlam, Cauterizer, Exploit, Image/Pattern Recognition, Sniffer, Spoof, Tracking)

ASVNC

“Don’t be disappointed, it takes a lot to surprise me.”

Those infected with the Watts-McLeod strain of the Exsurgent virus manifest strange abilities and are constantly aware of something fundamentally different in their ego. Fear of the strangeness in their own minds and the potential aggression that others might show them forces asvncs to learn skills to blend in with others and keep their true nature masked. Some asvncs view the “otherness” of their abilities as something to master before it masters them.

COG	COO	INT	REF	SAV	SOM	WIL	MOX
20	15	20	15	15	15	25	2

INIT	SPD	LUC	TT	IR	DUR	WT	DR
7	1	50	10	100	35	7	53

Morph: Futura

Skills: Control 55, Deception 40, Disguise 50, Fray 55, Infiltration 45, Intimidation 45, Investigation 40, Kinesics 50, Kinetic Weapons 35, Networking (Choose one) 60, Perception 55, Psi Assault 65, Sense 50, Unarmed Combat 40

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Eidetic Memory, Emotional Dampers

Rep: (Choose one) 40

Traits: Mental Disorder (Choose one), Psi (Level 2), Psi Defense (Level 1)

Gear: Psike-Out (1 dose, +20 to Psi Tests, +2 DV to Strain), Utilitool

Psi-Chi Sleights: Ambience Sense, Downtime, Grok, Predictive Boost, Sensory Boost

Armor: 3/4 (Armor Clothing)

MELEE Unarmed Strike 40 (DV 1d10 + 1)

RANGED Medium Pistol 35 (AP -2, DV 2d10 + 2, Mode SA/BF/FA, Ammo 12) with Safety System and Smartlink

VARIANT: LOST RENEGADE

This survivor of the Lost generation remains on the loose, selling their particular abilities to the highest bidder and steadily growing more unhinged.

Additional Skills: Control 55, Psi Assault 65, Sense 50
Additional Traits: Danger Sense, Mental Disorder (Choose two), Psi (Level 2), Psi Chameleon, Social Stigma (Lost)

Psi-Chi Sleights: Qualia, Unconscious Lead

Psi Gamma Sleights: Alienation, Ego Scan, Psychic Stab, Thought Browse

PSI Psychic Stab 65 (AP Ignores Armor, DV 1d10 + 3, Strain Mod 0, Range Touch)

VARIANT: ASVNC OVERMIND

Some asvncs become obsessed with developing their abilities to the exclusion of all else and can demonstrate terrifying mental power.

Additional Skills: Control 80, Intimidation 60, Investigation 60, Persuasion 50, Psi Assault 85, Sense 75, Unarmed Combat 60

Additional Traits: Mental Disorder (Choose two), Psi (Level 2)

Psi-Chi Sleights: Ambience Sense, Downtime, Grok, High Pain Threshold, Multitasking, Predictive Boost, Superior Kinesics

Psi Gamma Sleights: Charisma, Cloud Memory, Deep Scan, Mind Link, Omni-Awareness, Psychic Stab, Scramble

MELEE Unarmed Strike 60 (DV 1d10 + 1)

PSI Psychic Stab 85 (AP Ignores Armor, DV 1d10 + 3, Strain Mod 0, Range Touch)

BIOCONSERVATIVE TERRORIST

“We’ve been cast from Eden for using forbidden knowledge and now we suffer in the wasteland.”

Infrequent terror attacks still occur across the solar system, often committed by bioconservative groups dedicated to destroying the “taint” of technological memes and society. Some bioconservatives arise from religious cults that view transhuman technologies as opposing the natural order, such as extreme Pentacostal religious sects who saw the Fall as the Rapture: divine retribution for the growth of genefixing, the creation of “soulless” AIs, and similar abominations. Others adhere to anti-tech or even anti-civilization ideologies, such as the primitivists who seek to restore humanity to an idyllic hunter-gatherer state.

COG	COO	INT	REF	SAV	SOM	WIL	MOX
15	15	15	10	15	15	20	3

INIT	SPD	LUC	TT	IR	DUR	WT	DR
5	1	40	8	80	30	6	45

Morph: Flat

Skills: Deception 50, Demolitions 55, Disguise 50, Fray 50, Freerunning 45, Kinetic Weapons 50, Infiltration 60, Infosec 40, Networking: Ecologists 60, Perception 35, Pilot: Groundcraft 40, Throwing Weapons 50, Unarmed Combat 35

Rep: c-rep 10, e-rep 55, g-rep 10

Gear: Ecto, Microwave Link, Nanobandage, Utilitool

Armor: 4/3 (Armor Clothing)

MELEE **Unarmed 35** (DV 1d10 + 1)

RANGED **Medium Pistol 50**

(AP -2, DV 2d10 + 2, Mode SA/BF/FA, Ammo 12)

THROWN **Plasmaburst Grenade 50** (AP -6, DV 3d10+10)

BODYGUARD

“Get behind me.”

Bodyguards can be found guarding XP stars, the families and current extramarital relations of hypercorp and political figures, and mid- to high-level crime bosses. Thanks to regular backups, they’re more than willing to literally put their lives on the line. Some bodyguards even sleeve into body doubles of those they’re protecting to spring a trap on would-be ego-nappers and assassins.

COG	COO	INT	REF	SAV	SOM	WIL	MOX
15	15	25	25	20	20	20	2

INIT	SPD	LUC	TT	IR	DUR	WT	DR
10	2 (3)	40	8	80	45	9	68

Morph: Olympian

Skills: Disguise 40, Fray 70, Freerunning 45 (Running 55), Intimidation 60, Kinesics 65, Kinetic Weapons 50 (Heavy Pistol 60), Medicine: Paramedic 50, Networking: Criminal 35, Perception 55, Pilot: (Choose one) 45, Profession (Security Ops) 60, Protocol 55, Unarmed Combat 60 (Grappling 70)

Rep: f-rep 15

Implants: Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Heavy), Cortical Stack, Eelware, Enhanced Vision, Hardened Skeleton, Nanodetector, Neurachem (Level 1), Radiation Sense, Reflex Boosters, Toxin Filters, T-ray Emitter

Gear: Nanobandage, Repair Spray

Armor: 13/14 (Heavy Bioweave + Light Body Armor)

MELEE **Unarmed 60** (DV 1d10 + 2 + shock)

RANGED **Heavy Pistol 60** (AP -4, DV 2d10+4, Mode SA/BF/FA, Ammo 10) with Extended Magazine, Safety System, Smartlink, and Smart Magazine

AMMO AP 60

(AP -9, DV 2d10 + 2, Mode SA/BF/FA, Ammo 5)

AMMO ZAP 60 (AP -2, DV 1d10 + 2 + shock,

Mode SA/BF/FA, Ammo 5)

BRINKER ISOLATE

“Leave me alone.”

Far-flung habitats and outposts are populated by isolates eking out a meager living according to their own rules, religious beliefs, and social conventions. The isolation and hardship they live under forces them to develop survival skills, and such brinkers can be surprisingly tenacious when defending what’s theirs.

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

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

Morph: Ruster

Skills: Clubs 45, Fray 45, Free Fall 50, Hardware: Aerospace 40, Hardware: Industrial 55, Investigation 40, Kinetic Weapons 40, Palming 30, Perception 40, Pilot: Spacecraft 45, Profession: (Choose two) 50, Scrounging 60

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

Gear: Creepy, Light Vacsuit, Microgravity Shoes, Repair Spray, Utilitool

Armor: 5/5 (Light Vacsuit)

MELEE **Extendable Baton 45** (DV 1d10 + 4)

RANGED **Medium Pistol 40** (AP -2, DV 2d10 + 2, Mode SA/BF/FA, Ammo 12)

BUG COLLECTOR

“Now where did you just scurry off to ... ?”

Bug collectors are fascinated with the variety and complexity of nanomachines and nanofabrication and can talk about these topics endlessly. To these boffins, molecular manufacturing is an art form as well as a science, and they take particular pleasure in analyzing new blueprint designs and nanobot concepts—not to mention TITAN nano-relics. The dangers posed by nanotechnology make it necessary for security forces and militaries to incorporate bug collectors in their organizations in advisory capacities.

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

INIT	SPD	LUC	TT	IR	DUR	WT	DR
11	1	30	6	60	35	7	53

Morph: Exalt

Skills: Academics: Nanotechnology 70, Fray 45, Hardware: Electronics 70, Hardware: Robotics 35, Infosec 60, Interfacing 60, Networking: Scientists 55, Networking: Hypercorps 40, Perception 50, Profession: Lab Technician 55, Programming 70 (Nanofabrication 80), Research 60, Spray Weapons 55 (Buzzer 60)

Rep: c-rep 30, r-rep 50

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Eidetic Memory, Medichines, Mental Speed, Nanophages, Skinlink

Gear: General Hive, Maker, Nanodetector, Nanoswarms (Cleaners, Guardians, Disassemblers, Fixers), Specimen Container



MELEE Unarmed 20 (DV 1d10 + 2)

RANGED Buzzer 65 with Injector nanoswarm with Twitch

(DV 1, Mode SS, Ammo 3)

AMMO Twitch (Type Chemical, Application D/Inh/Inj/O, Onset 3 Turns, Duration 10 Minutes, Effect: SOM Test (+30 with medicines) or incapacitated. Otherwise -20 on all actions for 10 minutes (5 with medicines))

VARIANT: BUG HUNTER

Some nano-experts specialize in systems used for (counter-)surveillance and/or work with deployed security squads to analyze and counter nanoswarms used by criminals and other threats.

Additional Skills: Profession: Security Ops 55

Additional Gear: Covert Ops Tool, Nanoswarms (Scouts and Taggants), Smart Dust

COVERT OPS

"No one saw me get in, no one will see you die."

Though covert ops agents have many toys at their disposal, they rely on physical capabilities. Given the focus placed on electronic information security to safeguard secrets, there has been a resurgence of flesh-and-blood field operatives that can bypass physical security to get at people and places directly. Even if a system can't be hacked, the physical hardware could be destroyed or the engineers involved could be ego-napped and the relevant information plucked from their minds through torture and psychosurgery. Covert ops agents may work alone in the field, but they're usually linked to some organization that gives them purpose and support. If anyone is even aware that a covert ops agent has come after them, they know that a powerful opponent has them in their sights.

COG 25	COO 20	INT 20	REF 20 (30)	SAV 25	SOM 20	WIL 20	MOX 3
INIT 8(10)	SPD 1	LUC 40	TT 8	IR 80	DUR 45	WT 9	DR 73

Morph: Ghost

Skills: Climbing 50, Deception 45, Disguise 65, Fray 75, Freerunning 65, Hardware: Armorer 35, Hardware: Electronics 50, Impersonation 60, Infiltration 75 (Sneaking 85), Infosec 55 (Decryption 65), Interfacing 55, Investigation 60, Kinetic Weapons 65 (Heavy Rail Pistol 75), Networking: (Choose one) 40, Palming 50, Perception 70, Persuasion 60, Profession: Security Ops 65, Scrounging 40, Throwing Weapons 55 (Grenades 65), Unarmed Combat 80

Rep: (Choose one) 40

Implants: Adrenal Boost, Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Light), Chameleon Skin, Cortical Stack, Eelware, Emergency Farcaster, Enhanced Hearing, Enhanced Smell, Enhanced Taste, Enhanced Vision, Grip Pads, T-Ray Emitter

Gear: Disabler (2), Fiber Eye, Invisibility Cloak, Microbug, Nanodetector, Psi Jammer, Smart Clothing, Smart Dust, Traction Pads, White Noise Machine

Armor: 10/10 (Light Body Armor with Chameleon Coating)

MELEE Unarmed 80 (DV 1d10 + 2 + shock)

RANGED Heavy Rail Pistol 85

(AP -12, DV 2d10 + 4, Mode SA/BF/FA, Ammo 10) with AP ammo, Extended Magazine, Safety System, Smartlink, Sound Suppressor

CRIMINAL ENFORCER

"You should be careful, that sleeve you're wearing doesn't take repeated blows to the head very well."

Enforcers are simply employed thugs. Their skill sets lean towards the violent arts of persuasion, but the experts know how to handle themselves in delicate negotiations and social situations or get what they want with the proper menacing look or choice of words rather than drawing weapons.

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

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

Morph: Olympian

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

Rep: g-rep 25

Traits: Pain Tolerance (Level 1)

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

Armor: 4/3 (Armored Clothing)

MELEE **Extendable Baton 45** (DV 1d10 + 4)

RANGED **Microwave Agonizer 50**

(AP 0/-5, DV pain/2d10, Mode SS, Ammo 50)

RANGED **Medium Pistol 50** (AP -0, DV 3d10+2, Mode SA/BF/FA, Ammo 12) with Hollow Point ammo, Safety System, and Smartlink

FIELD MEDIC

"You'll be fine. I rubbed some nano on it."

Field medics are concerned with getting to wounded individuals quickly and providing any necessary aid needed to stabilize the patient until they can be transported to a healing vat.

COG	COO	INT	REF	SAV	SOM	WIL	MOX
25	20	20	20	15	20	20	3

INIT	SPD	LUC	TT	IR	DUR	WT	DR
8	1	40	8	80	25	5	50

Morph: Dragonfly

Mobility System: Winged (8/32)

Skills: Flight 60, Fray 60, Infiltration 35, Medicine: Biology 55, Medicine: Nanomedicine 40, Medicine: Paramedic 75, Networking (Choose two) 30, Perception 40, Profession: Field Medic 60, Unarmed Combat 40

Rep: (Choose one) 20, e-rep 30, r-rep 20

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Light Combat Armor, Mnemonic Augmentation

Gear: Comfurt (5 doses), DMSO, Dr. Bot, Gravy (5 doses), Injector Nanoswarm (5), Maker, Medichines (injectable, 5 doses), Nanobandages, Repair Spray, Tactical Network Software, Twitch (3 doses), Wrist-Mounted Tools

Armor: 20/18 (Light Combat Armor)

MELEE **Unarmed 40** (DV 1d10 + 2)

FIREWALL AGENT

"Use the antimatter. It's the only way to be sure."

Firewall agents are dedicated to investigating and countering x-risks. On occasion they may be called in to backup other sentinels.

COG	COO	INT	REF	SAV	SOM	WIL	MOX
15	20	20	20	15	20	15	3

INIT	SPD	LUC	TT	IR	DUR	WT	DR
8	1	30	6	60	35	7	53

Morph: Exalt

Skills: Beam Weapons 50, Demolitions 50, Fray 60, Infiltration 50, Investigation 60, Kinesics 55, Kinetic Weapons 55, Medicine: Paramedic 45, Networking (Choose two) 40, Networking: Firewall 50, Perception 50, Persuasion 45, Profession: Investigator 60, Protocol: 50, Seeker Weapons 40, Unarmed Combat 50

Rep: (Choose two) 20, i-rep 30

Implants: Access Jacks, Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Light), Cortical Stack, Dead Switch, Eelware, Enhanced Vision, Medichines

Gear: Guardian Nanoswarm, Nanobandages, Repair Spray, Tactical Network Software, Utilitool

Armor: 8/9 (Armor Vest with Light Bioweave)

MELEE **Unarmed 50** (DV 1d10 + 2 + shock)

RANGED **Heavy Pistol 55**

(AP -4, DV 2d10 + 6, Mode SA/BF/FA, Ammo 10) with Safety System, Silencer, Smartlink

RANGED **Plasma Rifle 50** (AP -8, DV 3d10 + 20, Mode SA, Ammo 10) with Smartlink

GANG MEMBER

"Je t'emmerde, salope"

In the poverty-stricken communities of Luna, Mars, and the inner system, gangs engaging in black market capitalism provide a safety net and support network for the desperate and dangerous. Often still clinging to pre-Fall ethnic and cultural affiliations, many gangs adhere to a tribal identity with reinforced customs and rituals. Rarely found in groups of less than three, gang toughs rely on surprise and overwhelming numbers in a fight.

COG	COO	INT	REF	SAV	SOM	WIL	MOX
10	15	15	20	20	25 (35)	15	1

INIT	SPD	LUC	TT	IR	DUR	WT	DR
7	1 (2)	30	6	60	35 (45)	7 (9)	53 (68)

Morph: Ruster

Skills: Blades 45 (Claws 55), Clubs 50, Deception 35, Fray 40, Freerunning 50, Intimidation 45, Kinetic Weapons 25, Networking: Criminal 35, Palming 40, Perception 30, Scrounging 35

Rep: g-rep 15

Implants: Basic Biomods, Basic Mesh Inserts, Claws, Cortical Stack, Enhanced Respiration, Skin Pouch, Temperature Tolerance

Armor: 3/4 (Armor Clothing)

Gear: MRDR (1 dose; effect: +10 SOM, +1 SPD, +10 DUR, ignore -10 from 1 wound), Spray Armor, Utilitool

MELEE **Bioware Claws 45 (55)** (AP -1, DV 1d10 + 2 (3))

HOPLITE INFANTRY

"You have 5 seconds to lay down arms and surrender."

HOPLITE (High Offense Piloted Local Insertion Tactical Exoframe) mechanized infantry was ubiquitous among many pre-Fall military organizations due to the firepower, tactical flexibility, and profound impact on enemy these battlesuits provided. During the Fall they were prized as one of the few military hardware units not relying on AI. Post-Fall, they are deployed in major military raids, habitat assaults, and field actions against lingering TITAN threats. Some valued military installations and research facilities employ them for defense.

COG	COO	INT	REF	SAV	SOM	WIL	MOX
20	25	20	25	15	30	20	2

INIT	SPD	LUC	TT	IR	DUR	WT	DR
9	1 (2)	40	8	80	40	8	60

Morph: Olympian

Skills: Beam Weapons 50, Fray 70, Free Fall 50, Gunnery 60 (HOPLITE Railgun 70), Hardware: Armorer 45, Interfacing 35, Intimidation 50, Kinetic Weapons 60 (HOPLITE Railgun 70), Perception 45, Pilot: Walker 65 (HOPLITE 75), Profession: Squad Tactics 50, Seeker Weapons 60 (HOPLITE Seeker 70), Unarmed Combat 55

Rep: c-rep 25

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Bioweave Armor (Light), Neurachem (Level 1)

Gear: HOPLITE Battlesuit

Armor: 11/13 (Armor Clothing + Armor Vest + Light Bioweave)

MELEE **Unarmed 55** (DV 1d10 + 3)

RANGED **Light Pistol 60**

(AP -0, DV 2d10, Mode SA/BF/FA, Ammo 16) with Safety System and Smartlink

HOPLITE BATTLESUIT

HOPLITEs are an improved military version of the standard battlesuit (p. 344, *Eclipse Phase*). They have the same features as battlesuits with the additions noted below and otherwise follow battlesuit/exoskeleton rules.

Passenger Capacity	Handling	Movement Rate	Max Velocity
1	—	8/32	30
Armor	Durability	Wound Threshold	Death Rating
20/20	70	14	140

Features: 360-Degree Vision, Guardian Nanoswarm, Micrograv Shoes, Tactical Network Software, Vacuum Sealing

Mobility Systems: Thrust Vector, Walker

MELEE **HOPLITE "Unarmed" 55** (AP -2, DV 2d10 + 2)

RANGED **HOPLITE Railgun 70** (AP -14, DV 4d10 + 8, Mode SA/BF/FA, Ammo 90) with AP ammo, Gyrostabilizers, Smartlink

RANGED **HOPLITE Seeker 70** (AP -4, 3d10 + 6, Mode SA, Ammo 18) with Homing Frag Minimisiles, Smartlink

HOTSHOT PILOT

"High-g turns let you know you're alive."

Many uplifted parrots and ravens have found employment as pilots. Their natural bent towards three dimensional thinking and the brain physiology of neo-avian sleeves, which enhance spatial awareness and support instinctive flight capabilities, make them some of the best pilots alive. Watching a wing of neo-avian pilots react to one another's actions is impressive by anyone's standards. Some of these hotshots enjoy the extremes of flight capable with current technology and are known to push the limits of their machines even if they're only running freight. Ravens in particular have a reputation for being among the fastest and most capable—if not the gentlest—pilots.

COG	COO	INT	REF	SAV	SOM	WIL	MOX
15	20	15	25	20	20	20	2

INIT	SPD	LUC	TT	IR	DUR	WT	DR
80	1 (2)	40	8	80	20	4	40

Morph: Neo-Avian (Uplifted Raven)

Skills: Flight 65, Fray 55, Free Fall 50, Gunnery 60, Hardware: Aerospace 40, Interfacing 40, Kinetic Weapons 45, Navigation 60, Networking: (Choose one) 35, Perception 50, Pilot: Aircraft 80, Pilot: Groundcraft 60, Pilot: Spacecraft 70, Unarmed Combat 35

Rep: (Choose one) 30

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Neurachem (Level 1), Oxygen Reserve

Gear: Emergency Bubble

Armor: 5/5 (Light Vacsuit)

MELEE **Claw/Beak Attack 35** (DV 1d10 + 2)

RANGED **Light Pistol 45**

(AP -0, DV 2d10, Mode SA/BF/FA, Ammo 16)

HYPERCORP GENERAL ASSOCIATE

“Management would like to see this matter resolved quickly, with a minimum of fuss.”

Sometimes the Acquisitions Department needs some extra staff to assist with a collection, or R&D misplaced something. Perhaps a rival hypercorp has gotten wind of Marketing’s new unreleased advertisement, or some anarcho-syndicalists are attempting to unionize the workers again. These things can all slow the pace of business, and solutions-oriented people are needed to prevent that.

General associates operate across divisions and work groups to smooth over difficulties. They see to it that internal memoranda stay just that and the viral marketers don’t have to be disturbed to execute any serious spin. Fixers like this will rarely get their own hands dirty—despite being there to clean up other peoples’ messes, they’ll outsource the heavy lifting to “temps” who can’t be traced back to the company.

COG	COO	INT	REF	SAV	SOM	WIL	MOX
20	20	20	15	25	15	20	2

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

Morph: Exalt

Skills: Beam Weapons 40, Deception 50, Fray 40, Infosec 50, Intimidation 45, Investigation 40, Kinesics 55, Networking: Criminal 40, Networking: Hypercorp 65, Networking: Media 70, Perception 40, Persuasion 60, Profession: Social Engineering 40, Profession: Forensic Accountant 50, Protocol 50

Rep: c-rep 45, f-rep 40, g-rep 25

Implants: Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Light), Clean Metabolism, Cortical Stack, Medichines, Mnemonic Enhancement, Neurachem (Level 1), Toxin Filters,

Gear: Anonymous Account, Covert Ops Tool, Guardian Nanoswarm, Smart Clothing, Smart Dust, Software (Sniffer, Spoof, Tracking), White Noise Generator

Armor: 3/4 (Armor Clothing)

RANGED Microwave Agonizer 50

(AP 0/–5, DV pain/2d10, Mode SS, Ammo 50)

RANGED Particle Beam Bolter 50

(AP –2, DV 2d10 + 4, Mode SA, Ammo 50)

IDENTITY THIEF

“It’s great to be you.”

Identity thieves take advantage of the fact that people’s looks often change, using the hacked details of people’s lives to impersonate moderately successful individuals, fleecing them and otherwise wreaking havoc before moving on. The really good ID thieves go so far as to steal their target’s current looks as well. These imposters hide their own activities and identities carefully, often layered behind several shell personas, and even leaving behind forks to carry on a scam and draw attention while they move on to the next mark.

COG	COO	INT	REF	SAV	SOM	WIL	MOX
25	20	20	15	25	15	15	2

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

Morph: Sylph

Skills: Beam Weapons 40, Deception 70, Fray 60, Hardware: Electronics 65, Impersonation 75, Infosec 70, Interfacing 65 (Forgery 75), Kinesics 45, Networking: (Choose one) 60, Networking: Criminal 50, Perception 50, Persuasion 50, Programming 60 (Malware 60), Protocol 60, Research 60

Rep: (Choose one) 40, g-rep 40

Traits: First Impression, Striking Looks (Level 1)

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Clean Metabolism, Emotional Dampers, Enhanced Pheromones, Skillware, Skinflex, Skinlink

Gear: Anonymous Account x2, Covert Ops Tool, Kaos AI, Skillssofts (Choose three at 40), Software (Exploit, Sniffer, Spoof, Tracking), Smart Clothing, Wrist-Mounted Tool

Armor: 5/7 (Armored Clothing with Light Bioweave Armor)

MELEE Unarmed 15 (DV 1d10 + 1)

RANGED Microwave Agonizer 40

(AP 0/–5, DV pain/2d10, Mode SS, Ammo 50)

IMMORTAL OLIGARCH

“I am not impressed.”

The true leaders of the inner system, immortal oligarchs have been around for well over a century, shepherding their financial empires through the expansion into space and the Fall. They have withstood numerous economic and political crises and even threats and equity battles from within their own boardrooms and families, all the while sipping real BF scotches, having sex with XP stars, and negotiating with Factor proxies. They are jaded, self-assured, and supremely aware of their own, and their foes’, capabilities—which makes life boring. Many pursue strange and even self-destructive side projects with criminal cartels, gatecrashing expeditions, experimental science, TITANS-related research, and similar dangerous paths as a way to pass the time. Limitless wealth, plausible deniability, and the media are an oligarch’s best friends. Their plans are typically elaborate, long-term, and incorporate contingencies that most people would never even consider. Their idiosyncracies and outright madness know no bounds, as they have the influence to make everyone and everything around them conform to their will. They cannot help but act with patronizing bemusement, even if caught or confronted. They know that time and resources are on their side, and their vengeance has a very long reach.



COG	COO	INT	REF	SAV	SOM	WIL	MOX
30	20	25	20	40	25	30	6

INIT	SPD	LUC	TT	IR	DUR	WT	DR
9	1 (3)	60	12	120	40	8	60

Morph: Remade

Skills: Academics: (Choose three) 60, Academics: Economics 85, Art: (Choose one) 70, Deception 70, Fray 60, Interests: (Choose five) 55, Interfacing 50, Intimidation 65, Investigation 55, Kinesics 90, Kinetic Weapons 40, Networking: Hypercorp 80, Networking: Media 85, Networking: Criminal 70, Perception 65, Persuasion 75, Profession: Appraisal 65, Protocol 80 (Hypercorp 90), Research 50

Rep: c-rep 95, f-rep 95, g-rep 80

Traits: Immortality Blues, Mental Disorder (Choose one)

Implants: Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Light), Circadian Regulation, Clean Metabolism, Cortical Stack, Dead Switch, Eelware, Eidetic Memory, Emergency Farcaster, Endocrine Control, Enhanced Pheromones, Enhanced Respiration, Enhanced Vision, Hyper Linguist, Math Boost, Medicines, Mnemonic Augmentation, Multi-Tasking, Nanophages, Neurachem (Level 2), Sex Switch, Temperature Tolerance, Toxin Filters, T-Ray Emitter

Gear: Guardian Angel, Guardian Nanoswarm, Servitor, anything else they want or need

Armor: 5/7 (Armored Clothing with Light Bioweave Armor)

INDENTURED INFUGEE

"I'm finished, madame."

A typical infugee, freshly instantiated into an owned sleeve, is not yet at home in their new time or society, but still retains knowledge, skills, and memories from their earlier life. They may in fact possess highly specialized knowledge or memories that could shed light on mysteries the PCs otherwise might not be able to crack.

COG	COO	INT	REF	SAV	SOM	WIL	MOX
20	10	10	10	15	10	15	2

INIT	SPD	LUC	TT	IR	DUR	WT	DR
4	1	30	6	60	20	4	40

Morph: Case

Mobility System: Walker (4/16)

Skills: Interests: (Choose one) 50, Interfacing 40, Networking: Hypercorp 30, Perception 30, Profession: (Choose one) 40, Scrounging 35

Rep: c-rep 10

Traits: Lemon, Social Stigma (Clanking Masses)

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Mnemonic Augmentation

Gear: Tools appropriate to their current job

Armor: 4/4

MELEE Unarmed 10 (DV 1d10 + 1)

JOVIAN SOLDIER

“By Jove!”

Despite their bioconservative views on technology, the Jovian Republic retains some of the most feared military units in the inner system. Disdaining nanotech and cortical stacks, they focus on superior training and gear. Many of the older troops are veterans who fought the TITANs during the Fall.

COG	COO	INT	REF	SAV	SOM	WIL	MOX
15	20	15	25	10	25	15	1

INIT	SPD	LUC	TT	IR	DUR	WT	DR
8	2	30	6	60	35	7	53

Morph: Flat

Skills: Demolitions 35, Fray 65, Free Fall 50, Freerunning 60, Gunnery 60 (Artillery 70), Hardware: Armorer 50, Intimidation 45, Kinetic Weapons 45, Perception 50, Pilot: Groundcraft 55, Pilot: Walker 60, Profession: Squad Tactics 50, Seeker Weapons 65, Throwing Weapons 60 (Grenades 70), Unarmed Combat 60

Rep: c-rep 15, e-rep 10

Traits: Genetic Defects (Choose one), Pain Tolerance (Level 1)

Implants: Hardened Skeleton, Reflex Boosters, Toxin Filters

Gear: Battlesuit exoskeleton (p. 344, EP), Grenades (Choose three), Portable Sensor (Choose one)

Armor: 25/20 (Battlesuit with Ablative Patches, Chameleon Coating, and Refractive Glazing)

MELEE “Unarmed” 60

(in Battlesuit, AP -2, DV 2d10 + 2)

RANGED Heavy Rail Pistol 45

(AP -7, DV 2d10 + 6, Mode SA/BF/FA, Ammo 10) with Safety System and Smartlink

RANGED Seeker Rifle 65 (AP -8, DV 2d10 + 12,

Mode SA, Ammo 12) with Homing HEAP Micromissiles, Safety System, and Smartlink

MERCURIAL SEPARATIST

Shifts colors to blue and rhythmically curls and uncurls every other limb

A growing number of mercurials are pushing to establish autonomous habitats, arguing that the social norms and values of most transhumans don't provide social structures that are comfortable for their behavioral patterns. Separatists are the ones at the forefront of this movement, calling for action publicly and engaging in covert action against the societies and organizations opposed to greater freedoms for non-human sentients.

COG	COO	INT	REF	SAV	SOM	WIL	MOX
20	25	25	20	10	20	20	2

INIT	SPD	LUC	TT	IR	DUR	WT	DR
9	1	40	8	80	30	6	45

Morph: Octomorph

Skills: Climbing 70, Demolitions 40, Exotic Ranged Weapon: Ink Attack 50, Fray 60, Infiltration 65 (Hiding 75), Infosec 65 (Probing 75), Intimidation 55, Investigation 60 (Evidence Analysis 70), Kinesics 80, Networking: (Choose one) 30, Perception 50,

Programming 50 (Spyware 60), Protocol 30, Research 55, Swimming 70, Unarmed Combat 50

Rep: @-rep 20, e-rep 20, g-rep 20

Traits: Limber (Level 2)

Implants: Basic Biomods, Basic Mesh Inserts, Chameleon Skin, Cortical Stack, Emergency Farcaster

MELEE Beak Attack 50 (DV 1d10 + 2)

RANGED Ink Attack 50 (blinding)

PIRATE

“Quit playing and just space the kid already, I need you to help me get this back to the ship.”

Pirates prey on isolated habitats, long-haul shipping vessels, and small prospecting stations. Semi-permanent freebooter stations can be found hidden throughout the asteroid belt and in other fringe areas of the system. Pirate crews also include salvage operation specialists (use Vacworker stats) and a pilot. Pirate ships are often old, with numerous clubbed-together repairs and homebrew mods. Standard transports and couriers are common. Many pirates latch onto roving black market scum barge swarms, roving ahead and behind to pick off isolated targets.

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

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

Morph: Bouncer

Skills: Blades 50 (Wasp Knife 60), Deception 45, Fray 55, Free Fall 70, Intimidation 50, Navigation 35, Networking: Criminal 35, Perception 40, Pilot: Spacecraft 40, Profession: Smuggling Tricks 40, Scrounging 70, Spray Weapons 55

Rep: @-rep 15, g-rep 35

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Grip Pads, Oxygen Reserves, Prehensile Feet

Armor: 7/7 (Standard Vacsuit)

MELEE Wasp Knife 65 (AP -1, DV 1d10 + 3 + 2d10 in vacuum or low-pressure environments)

RANGED Shard Pistol 55

(AP -10, DV 1d10 + 6, Mode SA/BF/FA, Ammo 100)

FREEBOOTER RAIDER (MODIFIED COURIER)

Crew Capacity	Handling	Armor	Durability	Wound Threshold
12	—	15	400	80

Armament: Two omni-directional laser pods

PSYCHOSURGEON

“Impatient much? That’s a personality defect I can easily fix for you.”

The ethical oversight of psychosurgery is one of the most hotly-contested socio-scientific issues. Many important treatment programs for people with severe personality disorders depend on psychosurgery, as do a number of brutal punishments and tortures. Governmental and military use of psychosurgery encompasses everything from recovery for people suffering PTSD to invasive interrogation techniques. To the public, elective psychosurgery is available to those who wish to add, remove, or change elements of their personality—even if it fundamentally alters who they are as a person.

COG	COO	INT	REF	SAV	SOM	WIL	MOX
35	25	20	10	15	10	20	2

INIT	SPD	LUC	TT	IR	DUR	WT	DR
6 (9)	1	40	8	80	35	7	53

Morph: Menton

Skills: Academics: Biology 60, Academics: Neurology 80, Deception 45, Hardware: Implants 65, Infosec 70, Kinesics 60, Medicine: Psychiatry 70, Networking: Criminal 45, Networking: Hypercorp 60, Networking: Scientist 65, Perception 75, Persuasion 60, Protocol 60, Psychosurgery 75 (Personality Editing 85), Research 70

Rep: c-rep 25, g-rep 10, r-rep 30

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Eidetic Memory, Enhanced Vision, Enhanced Hearing, Math Boost, Medichines, Mental Speed

Gear: Dr. Bot, Ego bridge, Wrist-mounted tools, XP clips (dozens of episodes of mania and psychosis)

Armor: 3/4 (Armor Clothing)

MELEE Unarmed 10 (DV 1d10 + 1)

RECLAIMER ACTIVIST

“We’re going back. There’s no stopping us.”

Reclaimers are dedicated to breaking the interdiction of Earth, wiping out the TITAN remnants there, and terraforming the planet so that it may be transhumanity’s homeworld once again. While many agitate for their cause in the legal and political spheres of the inner system, others are actively seeking to establish basecamps on Earth and investigating potential methods for terraforming. Needless to say, this is dangerous work, and many die at the hands of the killsat defense grid or TITAN relics.

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

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

Morph: Splicer

Skills: Academics: Ecology 50, Climbing 55, Fray 35, Freerunning 55, Interests: TITAN Machines 40, Investigation 60, Medicine: Paramedic 40, Navigation 40, Networking: Ecologists 60, Networking: Scientists 40, Perception 40,

Persuasion 40, Pilot: Groundcraft 35, Profession: Biologist 50, Profession: Terraforming 30, Scrounging 50, Seeker Weapons 45

Rep: e-rep 40, r-rep 20

Implants: Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Light), Cortical Stack

Gear: Breadcrumb Positioning System, Electronic Rope, Emergency Distress Beacon, Flashlight, Light Vacsuit, NanoBandage, Repair Spray, Shelter Dome, Spindle, Spindle Climber

Armor: 5/7 (Armored Clothing with Light Bioweave Armor)

MELEE Unarmed 20 (DV 1d10 + 2)

RANGED Seeker Armband 45 (AP -8, DV 2d10 + 12,

Mode SS, Ammo 4) with Homing HEAP

Micromissiles, Smartlink, Safety System

RESEARCH SCIENTIST

“That’s the problem, we don’t know what we don’t know.”

Transhumanity’s thirst for knowledge is never quenched. Research scientists are at the forefront of this drive, making breakthroughs in new areas of science, technology, and our understanding of the workings of the universe.

COG	COO	INT	REF	SAV	SOM	WIL	MOX
30	20	25	15	15	20	20	1

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

Morph: Menton

Skills: Academics: (Choose one) 70, Academics: (Choose two) 60, Fray 40, Free Fall 30, Hardware: Electronics 80, Interfacing 65, Investigation 60, Networking: (Choose one) 40, Networking: Scientist 65, Perception 50, Profession: (Choose two) 55, Programming 55, Research 65

Rep: (Choose one) 20, r-rep 40

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Eidetic Memory, Hyper Linguist, Math Boost, Multi-Tasking, Nanophages

Gear: Creepy, Fabber, Mobile Lab, Nanodetector, Nanoswarms (Engineer, Guardian), Repair Spray, Servitor, Specimen Container, Specs

Armor: 3/4 (Armor Clothing)

MELEE Unarmed 20 (DV 1d10 + 2)

VARIANT: TITANS EXPERT

Many military organizations, governments, and hypercorps continue to keep scientists on hand who are experts at analyzing and teasing apart the relics of the TITANs. Many of these are kept on for insurance and security, whereas others are actively attempting to reverse engineer TITAN technology for their employers’ own uses.

Additional Skills: Infosec 55, Profession: Data Forensics 65, Programming 65 (AI 75), Psychosurgery 45

SCUM DEALER

“Petals, skillz, XPorn, or smokes, I got it.”

Scum dealers can be found pushing anything, anywhere, as long as it sells on the black or gray markets. Drugs and XP are common specialties, though well-connected dealers may also deal in nano, weapons, egos, or morphs, or even hire people to record their own XP.

COG	COO	INT	REF	SAV	SOM	WIL	MOX
15	25	20	15	20	20	10	1

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

Morph: Bouncer

Skills: Blades 40, Beam Weapons 35, Deception 55, Fray 40, Free Fall 50, Interfacing 45, Intimidation 30, Networking: Autonomist 40, Networking: Criminal 60, Persuasion 40, Profession: Distribution 55, Profession: Smuggling Tricks 55, Scrounging 45

Rep: @-rep 30, g-rep 30

Implants: Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Light), Cortical Stack, Grip Pads, Oxygen Reserve, Prehensile Feet, Skin Pocket

Gear: Utilitool, assorted drugs and contraband

Armor: 2/2 (Spray Armor)

MELEE **Wasp Knife with Twitch 40**

(AP -1, DV 1d10 + 4); injects

AMMO **Twitch**

(Type Chemical, Application D/Inh/Inj/O, Onset 3 Turns, Duration 10 minutes, Effect: SOM Test (+30 with medicines) or incapacitated. Otherwise -20 on all actions for 10 minutes (5 with medicines))

RANGED **Microwave Agonizer 35**

(AP 0/-5, DV pain/2d10, Mode SS, Ammo 50)

SECURITY JAMMER

“Mess with that airlock and I’ll have two dozen sebots crawling all over you in seconds.”

Security jammers look after the technological safety of habitats and stations. While digital security is left to security hackers and AIs, security jammers enhance the physical security provided by troopers and other personnel with fine control over the station’s defense systems and bots. Security jammers keep a close watch on a habitat’s exterior/hull and access points while scanning incoming targets and monitoring any internal security alerts. If a situation arises, the jammer can coordinate the security response, close and open doors, shut off lights, change life support and environmental settings, modify a station’s AR outputs, and, of course, direct the actions of squadrons of bots via remote control or direct jamming.

COG	COO	INT	REF	SAV	SOM	WIL	MOX
30	15	20	15	15	15	20	2

INIT	SPD	LUC	TT	IR	DUR	WT	DR
7	1	40	8	80	30	6	45

Morph: Splicer

Skills: Beam Weapons 45, Fray 45, Gunnery 65, Hardware: Electronics 70, Hardware: Industrial 70, Hardware: Robotics 55, Infosec 65 (Security 75), Interests: Bot Designs 55, Interfacing 60,

Investigation 55, Kinetic Weapons 50, Networking: (Choose one) 40, Perception 55, Pilot: (Choose two) 60, Profession: Network Admin 65, Profession: Security Procedures 55, Programming 55 (Security Software 65), Research 55, Seeker Weapons 55

Rep: (Choose one) 25

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Eidetic Memory, Ghost rider Module, Multi-Tasking, Oracles, Skillware

Gear: Guardian Nanoswarm, Repair Spray, Skillssofts (Choose two Pilot skills at 40), Software (Image/Pattern Recognition, Tactical Network, Tracking), plus 3 or more bots

Armor: 6/6 (Armor Vest)

MELEE **Unarmed 15** (DV 1d10 + 1)

RANGED **Medium Pistol 50**

(DV 3d10 + 2, Mode SA/BF/FA, Ammo 12) with Hollow Point ammo, Smartlink, Safety System

SECURITY TROOPER

“Access code and ID.”

Typical security troopers are low-rez recruits assigned to military, police, or security details. They might be a generic military draftee, an inner-system beat cop, a hypercorp hired guard, a cheap Extropian security contractor, or an autonomist mutual-aid security volunteer.

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

INIT	SPD	LUC	TT	IR	DUR	WT	DR
8	1	20	4	40	35	7	53

Morph: Exalt

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

Rep: c-rep 15

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack

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

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

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

RANGED **Microwave Agonizer 50**

(AP 0/-5, DV pain/2d10, Mode SS, Ammo 50))

RANGED **Medium Rail Pistol 50**

(AP -5, DV 2d10 + 4, Mode SA/BF/FA, Ammo 12) with Safety System and Smartlink

VARIANT: RIOT SQUAD

To represent crowd control forces in riot gear, use the trooper stats with the following changes:

Additional Skills: Spray Weapons 40 (Freezer 50), Throwing Weapons 30

Additional Gear: Grenades (Choose either Concussion, Gas with CR Gas or Flight, or Splash with Slip)

Armor: 16/15 (Light Body Armor plus Full Helmet and Riot Shield)

RANGED **Freezer 50** (Incapacitation, Mode SA, Ammo 20)



VARIANT: TRAINED MILITARY

To represent trained military forces, use the trooper stats with the following changes:

Additional Implants: Medicines

Armor: 20/18 (Heavy Body Armor with Ablative Patches plus Full Helmet)

RANGED Automatic Rail Rifle 50

(AP -9, DV 2d10 + 8, Mode SA/BF/FA, Ammo 30) with Safety System, Smartlink

SECURITY DOG

Partially-uplifted smart dogs are commonly used for security purposes, especially among the Martian hyper-corps, as they're cheaper than troopers and don't form unions. They are managed by handlers, who use Trooper stats with an additional Animal Handling 45 (Smart Dogs 55) skill.

COG	COO	INT	REF	SAV	SOM	WIL	MOX
5	10	15	15	5	15	10	—

INIT	SPD	LUC	TT	IR	DUR	WT	DR
6	1 (2)	20	4	40	25	5	38

Skills: Fray 40, Freerunning 40, Intimidation 40, Perception 30, Scrounging 30, Unarmed Combat 40

Implants: Bioweave Armor (Light), Claws, Neurachem (Level 1)

Armor: 2/3 (Light Bioweave)

MELEE Bioware Claws 40 (AP -1, DV 1d10 + 2)

SINGULARITY SEEKER

"We still have so many limitations. I've found a way to move past them."

Singularity seekers can be found in advanced research facilities, archaeological sites, gatecrashing teams, or poking around anywhere they think they might latch on to something that will let them move beyond the current options offered by transhuman existence. They are dangerous because they actively pursue a fundamental change in the nature of their being and consciousness that is understandable only to them, and are not afraid to follow the footsteps of the TITANs to achieve their goals.

COG	COO	INT	REF	SAV	SOM	WIL	MOX
25	20	20	20	25	20	25	2

INIT	SPD	LUC	TT	IR	DUR	WT	DR
11	1	50	10	100	30	6	45

Morph: Neotenic

Skills: Academic: Archeology 65, Beam Weapons 50, Fray 40, Free Fall 50, Hardware: Electronics 70, Hardware: Implants 60, Infosec 65, Interests: TITANs 55, Interfacing 80, Investigation 60, Medicine: Nanomedicine 45, Networking: Scientists 45, Perception 40, Profession: Excavation 45, Programming 45 (Nanofabrication 55), Scrounging 45

Rep: (Choose one) 25, r-rep 35

Traits: Innocuous, Social Stigma (Neotenic)

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Emergency Farcaster, Enhanced Hearing, Enhanced Vision, Hand Laser, Hyper Linguist, Mnemonic Enhancement, Mental Speed, Nanophages, Skinlink

Gear: Dwarf, Guardian Nanoswarm, Light Smart Vacsuit, Mobile Lab, Nanodetector, Specimen Container, Wrist-Mounted Tools, plus a collection of Fall-era records

Armor: 3/4 (Armored Clothing)

MELEE **Unarmed 20** (DV 1d10 + 2)

RANGED **Hand Laser 50** (DV 2d10, Mode SA, Ammo 50)

SMART ANIMAL HANDLER

“It’s ok, they’re very friendly.”

While many animal handlers hold legitimate jobs training and working with smart animals of various persuasions, some are also involved in criminal activities, using their menageries as informants, pickpockets, and lookouts.

COG	COO	INT	REF	SAV	SOM	WIL	MOX
15	25	20	15	20	20	15	2

INIT	SPD	LUC	TT	IR	DUR	WT	DR
7	1	30	6	60	30	6	45

Morph: Neo-Hominid

Skills: Animal Handling 60 (Smart Monkeys 70), Climbing 60, Disguise 35, Fray 55, Freerunning 45 (Running 55), Infiltration 45, Kinesics 35, Networking: (Choose one) 30, Palming 65 (Pickpocketing 75), Perception 50, Persuasion 35, Profession: Trainer 50, Scrounging 40, Throwing Weapons 40, Unarmed Combat 40

Rep: (Choose one) 20

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Prehensile Feet, Prehensile Tail, Skin Pocket

Gear: Covert Ops Tool, animal food

Pets: Fur Coat, Smart Monkeys (2)

Armor: 3/4 (Armored Clothing)

MELEE **Shock Gloves 40** (DV 1d10 + 2 + shock)

RANGED **Throwing Knives 40**

(8 knives, AP -1, DV 1d10 + 4)

TECH SUPPORT

“The AR interface just spazzed out—easy fix. What color do you want your replacement eyes to be?”

Even at the pinnacle of transhuman technical achievement, devices still need troubleshooting and maintenance. Whether it’s malware on your muse or involuntary firing of a hand laser, tech support is there to help. With the omnipresence of high technology, tech support types are ubiquitous in all but the remotest regions.

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

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

Morph: Exalt

Skills: Academics: Physics 55, Fray 40, Hardware: Electronics 65, Hardware: Implants 65, Hardware: Robotics 55, Infosec 50 (Hacking 60), Interfacing 70, Kinesics 35, Medicine: Nanomedicine 35, Networking: (Choose one) 60, Perception 30, Profession: Engineering 40, Profession: IT 45, Programming 70, Research 40, Scrounging 30

Rep: (Choose one) 35

Implants: Basic Biomods, Basic Mesh Inserts, Clean Metabolism, Cortical Stack, Enhanced Pheromones, Medicines, Multitasking

Gear: Automech, Desktop Cornucopia Machine, Nanodetector, Quantum Computer, Utilitool

Armor: 3/4 or 4/6 (Crash Suit)

MELEE **Unarmed 15** (DV 1d10 + 1)

VACWORKER

“When I’m done working this gas plume I’m going to sleep for a month.”

Vacworkers can be found attached to mining and salvage operations, terraform asteroid herding projects, maintenance crews on habitats, long-haul freight shippers, and anywhere else in deep space where cheap, manual labor is required.

COG	COO	INT	REF	SAV	SOM	WIL	MOX
20	20	25	15	15	20	15	2

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

Morph: Hibernoid

Skills: Clubs 50, Demolitions 60, Free Fall 65 (Vacsuits 75), Hardware: Industrial 55, Networking: (Choose one) 30, Perception 40, Profession: Asteroid Prospecting 60, Profession: (Choose one) 50, Scrounging 50

Rep: (Choose one) 15

Implants: Basic Biomods, Basic Mesh Inserts, Circadian Regulation, Cortical Stack, Hibernation, Oxygen Reserve, Vacuum Sealing

Gear: Emergency Distress Beacon, EVA Sled, Industrial Tools, Micrograv Shoes, Scrappers Gel, Standard Vacsuit, Thruster Pack, Utilitool

Armor: 7/7 (Standard Vacsuit)

MELEE **Club 50** (heavy tool, DV 1d10 + 3)