

ECLIPSE PHASE

EGO HUNTER



An Adventure for The Roleplaying Game of Transhuman Conspiracy and Horror



Ego Hunter is a convention scenario for *Eclipse Phase*. It is unique in that most (possibly all) of the player characters are forks of the same person who work together to track down their original (alpha) self. Intended as a one-shot, stand-alone adventure, it can easily be converted into a mission for an ongoing campaign.

MISSION HOOK

The scenario begins with several beta forks of the same person—Achjima Yai—all awakening in a body bank after being successfully sleeved into new morphs. Days ago, each of these forks was egocast away to conduct business and research in remote habitats. Upon egocasting back, their missions complete, these forks should have been collected by the Achjima from which they originated to be merged back into her ego. Instead, Achjima apparently left instructions and paid a small fortune (borrowed from a local criminal group) for these forks to be resleeved. A message left by Achjima tells the forks that something has happened to their alpha ego. They must put together the pieces of the puzzle and track their original self down.

CHARACTER BACKGROUND

It is expected that most players of this scenario will be playing a beta fork of Achjima. Forking is detailed on p. 273, *Eclipse Phase*. Beta forks are mind clones of the original person with some parts inhibited (skills) or deleted (memories).

Though copies of the same person, each fork differs in small but distinct ways. The neural pruning used to create them varied slightly, as each fork was tailored for its specific task. This means that some forks might retain memories that others do not. It also means that small differences in personality or even skills might exist between forks.

Throughout this scenario, the designation (alpha) will be used to refer to the original Achjima from which these forks emerged. The character forks will be identified as (B1), (B2), (B3), and so on, as noted below. Other forks of Achjima will be noted in the text by the type of fork and a numerical designator (for example: B6, B7, and B8). Character sheets for each fork can be found starting on p. 18.

Not all of the players need be a fork of Achjima. Several suggestions are provided for other characters to be included. Most of these are characters who egocast in with the forks from a remote location. Character information for Nkeka is provided (p. 28). It is recommended that one of the Sample Characters from the core rulebook (p. 154–169, *EP*) be used for each of the other characters (Roque and Park); specific suggestions are provided and sheets included.

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CHARACTER LIST

This list assumes a game of up to 8 players. The characters are listed in the order they should be assigned; if a game has only 5 players, for example, only use the first 5 characters listed:

1. **Achjima (B1):** This fork was sent to research various xenobotanical samples recovered from exoplanets accessed via Pandora gates in the possession of argonaut researchers.
2. **Achjima (B2):** This fork was sent to discreetly speak with an expert in uplift genetics regarding the effects of certain chemicals on smart monkey brains.
3. **Achjima (B3):** This fork was sent to investigate the recent activities and disappearance of a singularity seeker named Arman Usupov.
4. **Nkeka Adesoji:** Nkeka is an agent of Firewall who has infiltrated some singularity seeker circles.
5. **Achjima (B4):** This fork was sent to research the durability of various botanical and mycological strains on Mars.
6. **Roque Vera:** Roque is a collector and dealer of unusual things—usually illegal and sometimes dangerous. Recommended: Hypercorp Black Marketeer, Extropian Smuggler, Mercurial Scavenger
7. **Park Soon-Ok:** Soon-ok is Achjima's only local friend. She knows nothing of recent events. She simply received a message that Achjima was in trouble and to join her forks at the resleeving facility. Recommended: Criminal Hacker, Scum Enforcer, Anarchist Techie
8. **Achjima (B5):** This fork was sent to investigate and appraise a set of experimental cognitive enhancements being offered by a group of renegade genetecists in the Main Belt. (This is a red herring.)

EGO HUNTER IN AN ONGOING CAMPAIGN

The easiest way to use this scenario as part of an ongoing team is to make the various forks of Achjima into NPCs, run by the gamemaster. In this case, the player characters would be taking on the role of Achjima's allies. If the player characters are part of Firewall, they can take the role Nkeka occupies, replacing her as a group. If the characters are not Firewall, they can fill in Park's position, with the assumption that one or more know Achjima from past dealings. If handling multiple Achjima fork NPCs at once is too much for the gamemaster, the scenario can be altered so that only one or two of the forks are resleeved while the rest are brought along as infomorphs.

One way to still have fun playing the various forks and mesh this mission in with an ongoing campaign is to wait for a time when some of the player characters are separated from the team for a short period. In this case, the players whose characters are away can take on the role of Achjima's forks. This also works if you happen to have some guests over for a game session or two and you want to hand them characters to play. ■

If there are fewer than 8 players, the higher Achjima forks should be ignored (alternatively, the gamemaster can combine some of the forks together). Roque, Park, and Nkeka, if not used as player characters, should be run by the gamemaster as NPCs.

ROLEPLAYING ACHJIMA

It should be an intriguing challenge for the players to all roleplay the same character. Though we have provided some details on Achjima's personality, the players will have a limited amount of information to work from and it is likely that each player will approach the character in their own individual manner. While the players should make an effort to all come across as the same person, don't sweat it if it doesn't come off perfectly. There are many reasons why the different forks of Achjima might manifest different aspects of the character's personality. The neural pruning process is far from perfect, and each fork was pruned in separate ways that can lead to variation. On top of this, the longer the forks remain apart, the more they diverge from each other in experiences and personality and become distinct and separate individuals. This process of divergence is in fact a key element of the roleplaying this scenario encourages.

What matters is that the players make an effort to portray roughly the same character. One way

for them to do this is to play off of each other's presentations and mimic each other. If one player starts off with a specific speech pattern, the others should emulate it. If another player coins a specific amusing catch-phrase that Achjima uses, the others should adopt it. If a player invents a specific memory from Achjima's past while narrating a tale, the others should feel free to expand on that story. In a sense, Achjima is a group identity, fleshed out by the cooperative manner in which the players bring her to life.

If for some reason one of the players fails to stick to the character, as portrayed by the others, there are in-game ways of explaining this. As noted under Neural Pruning (p. 274, *EP*), precise manipulation of the ego is still an art form and subject to errors. It is quite possible that one of the forks in question has been significantly altered by the pruning process, to the point of having a mental disorder (p. 150, *EP*) or simply some distinct mannerisms that make them stand out. ■

STARTING SETTING

This scenario takes place in the domed Martian settlement of Anyang, in the region known as Hellas Planitia. Originally founded as a terraforming outpost by Chinese settlers, Anyang is now an administrative center home to some 300,000. Many of these residents are hypercorp personnel, drawn to a cluster of research parks, mostly focused on genetics and biological sciences. Anyang is a focal point of culture and night-life for the dozens of smaller outposts and settlements in the region.

Anyang is laid out much like a city on Earth would have been, except that it is covered by a large pressurized transparent dome that holds in a breathable atmosphere for transhuman biomorphs.

PLOT SYNOPSIS

Achjima Yai is a singularity seeker. Fascinated with the TITANs and the possibility of bootstrapping her ego to transcendent levels of intelligence, she has made a career out of scavenging, studying, and trading TITAN relics and other curiosities from the Fall. Her activities have landed her in trouble several times, forcing her to move often and keep to the fringes in order to avoid too many questions from the authorities. Her illicit technological interests and need to keep her activities clandestine are expensive, however, and so Achjima has become indebted to a triad crime syndicate. In exchange for their assistance, she lends her scientific

expertise to their projects and sometimes passes them items of interest.

In recent months, Achjima has been forced to relocate to Anyang in order to work off some of her debt to the triad, who have her assisting in their soul-trading and black market morph operations here. While here, she recently received a package, hand-delivered/smuggled by a sufi nomad, from another singularity seeker named Arman Usupov. The delivery consisted of a specimen container with an unusual biological sample and a short message from Arman, who simply said that he had “discovered it under interesting circumstances” and wanted her to help analyze it.

Achjima began investigating the biological material. During this testing, one of her smart monkey pet/assistants was accidentally exposed to spores from this sample. Achjima isolated the creature and placed it under study, where she noticed it was exhibiting some odd changes in behavior. After several days, the monkey died. Achjima autopsied the animal and detected several chemical changes to the monkey’s brain. Shortly thereafter, she observed a strange set of biological growths extending from its corpse. She strongly suspected the biological substance had been manipulating the smart monkey’s behavior in order to facilitate its own best chances for replication and survival.

Achjima decided to research this unusual sample more. To this end, she pruned several beta forks

FORKING LEGALITY

Forking is a tricky matter when it comes to legal interpretations. Given the patchwork nature of transhumanity’s holdings, legal views of forking vary almost as much as social attitudes. Even within the Planetary Consortium, individual habitats may have nuanced approaches to the legal standings of forks.

The habitat of Anyang, in which this scenario takes place, approaches forking legality in a manner similar to most Consortium settlements. Specifically, alpha forking is illegal, beta forking is legal for up to 4 hours (not counting remote transmission lag time), and delta forks are legal for unlimited periods. The time limit on beta forks is rarely enforced, however, unless it is abused. Forks are considered the legal property of the originating alpha. The alpha is responsible for any laws the forks break and is legally accountable in other matters as well. Forks are, however, prohibited from signing legal contracts or otherwise entering the alpha into any binding legal agreements without the alpha’s express permission (and secure digital confirmation). Forks are not considered to have personal or civil rights of their own. Alpha forks,

betas that exceed their time limits, and other divergent forks are considered legal non-entities.

It is customary for forks to be given limited credit from the alpha’s accounts. The alpha’s rep scores apply equally to their active forks.

In the context of this scenario, Achjima’s forks are already breaking the law by existing longer than 4 hours. Should they run afoul of the law, they have no rights to speak of—and in fact no right to exist any further. Without the approval of Achjima (alpha), they also have no authority to legally access Achjima’s credit accounts or other prive affairs, nor can they speak on behalf of Achjima in any legal sense.

If the gamemaster wants to explore forking legalities, they may desire to change Anyang’s laws. Enforcement of forking limits may be more strict, for example, which could spark an investigation into Achjima’s recent activities by the local militia. Or forking may be more permissible and legally supported, perhaps creating the opportunity for Achjima’s forks to achieve their own legal independence and existence. ■

of herself and sent them off on research missions. Somewhat paranoid and precautious, she was careful to trim each fork's memories so that it only knew the bare minimum it needed in order to pursue the investigation, in case they happened to fall into the wrong hands.

Just a few hours after these forks were egocast away, Achjima made a horrible discovery. She herself has been exposed to the spores just as the smart monkey had. Though her initial tests on herself had shown she was unaffected, she was now detecting signs of the material in her system—a substance she fears was created by the TITANs.

In fact, the biological sample is an alien life form most similar to the terrestrial *Cordyceps* fungus. *Cordyceps* is a parasitic fungus that (usually) preys on insects and sometimes has the ability to affect the host's behavior by directly infiltrating its brain and neurological system. Recreated and modified by exurgents during the Fall, the xenofungus in Achjima's possession has been specially tailored to affect transhumans; the spores of this parasitic xenofungus can infect biomorphs. When a victim breathes in the spores, they attach to the inside of the throat, lungs, and sinus cavities and germinate. From there, they grow thin tendrils into the victim's body. Once these tendrils penetrate into the brain, they begin releasing mind-altering chemicals that affect the victim's perceptions and behaviors. The infected become slightly dazed, highly-sensitive to odors, and concerned primarily with finding the ideal location from which the fungus can spread its spores. The ideal location is one that is warm, moist, and subject to strong winds. Once the parasite kills the victim, it replaces its host's tissue, sprouts from the body, and fruits into maturity. The entire process takes just under a week. Even though the victim is doomed to die, the xenofungal infection prevents them from contemplating suicide or pursuing similarly self-destructive measures.

Unfortunately for Achjima, she discovered her infection too late. The xenofungus was already manipulating her behavior more than she realized. Unable to kill or restrain herself, the best she could do was to arrange for the forks to be resleeved when she returned (a large expense that required a temporary loan from her triad connections) and hope they would put together the information they needed to track her down and deal with the problem. She also created three new beta forks (B6, B7, and B8) and sleeved each, but due to the xenofungus's influences, she was incapable of creating either until their new sleeves had been similarly infected. Though neither has reached the stage of infection that Achjima (alpha) has, all three are effectively under the parasite's control. As Achjima (alpha) succumbed to the infection, these forks carried through a plan to infiltrate the habitat's air plant. This scheme involved

abducting an air plant engineer (Scott Wai) and hiring a hacker (known as T-Faktor) to oversee the infiltration and hide their tracks, so that they could place the sprouting Achjima in the best possible position to spread spores.

Meanwhile, the activity of one of Achjima's forks has drawn the attention of Firewall. Achjima's past activities reserved her a spot on Firewall's watch list some time ago, as did the interests of Arman Usupov. When Arman began poking around in the TITAN Quarantine Zone, Firewall started paying closer attention. His recent disappearance, and the sudden arrival and interest of Achjima (B3) in the matter, prompted a proxy to dispatch three sentinels to investigate what was going on. One is doing what they can to find Arman. Another, Nkeka Adesoji, made contact with Achjima (B3), pretending to be another singularity seeker. After doing what she could to help research Arman's disappearance, Nkeka has egocast with the beta fork to Anyang.

The third sentinel, named Kjell Hoff, took a more direct approach to researching Achjima. Unfortunately, he drew the attention of the paranoid singularity seeker and was murdered by Achjima B6. This killing was very public, and Achjima is now wanted for questioning for aggravated violence and property destruction.

At the time the scenario begins, Achjima (alpha) has fully succumbed to the alien fungus. Her infected corpse lies hidden within the habitat's primary air recycling and circulation plant. Large fungal growths already sprout from her body, growing larger by the hour. In approximately twelve hours, the xenofungus will spore. The characters have until then to track the body down and contain the infection.

MAJOR NPCs

Here is a quick summary for the gamemaster of the NPCs that play a role in this scenario:

Dolma Gope (p. 12): A genehacker who runs a black clinic linked to the triad. Achjima sometimes works at this clinic. Dolma helped Achjima (alpha) acquire three morphs just recently (for B6, B7, and B8).

Kjell Hoff (p. 9): A Firewall agent sent to investigate Achjima ahead of Nkeka's arrival. Achjima (alpha) was alerted to his snooping and so Achjima (B6) murdered him.

Scott Wai (p. 11): A technician who maintains Anyang's air plants. Achjima (alpha) had him kidnapped to gain entrance to one of the plants.

T-Faktor (p. 11): A mercenary hacker, perhaps the best in Anyang. Achjima (alpha) hired him to help gain access to one of the air plants.

Yao Xie (p. 13): The local triad boss to whom Achjima is indebted. He is aware that Achjima is in trouble and want to know the details. He also possesses Achjima's backup.

UPPING THE ANTE

There are several ways gamemasters can make this scenario more challenging:

- Rather than having each of the forks start in a new morph, they may simply return to find Achjima missing, with no clues as to what happened. Beginning as bodiless infomorphs, the forks will need to work with their allies either entirely via the mesh or else acquire morphs on their own.
- Firewall may have had an opportunity to intercept one of Achjima's forks and, thanks to some skilled hacking, replacing it with an imposter ego of their own. In this case, replace one of the forks with a secret Firewall agent. This character will have to be careful to masquerade as Achjima, despite having none of her memories. It also creates the opportunity for more division in the group, as one of the Achjimas is not what she seems.
- Achjima may have a singularity seeker rival. Unknown to Achjima, this rival has thoroughly hacked and infiltrated Achjima's mesh systems so as to monitor her work and steal her secrets. This rival has watched the situation unfold and is fully aware of what is taking place. Seeing an opportunity to set back the competition, the rival begins actively sabotaging the forks' plans while seeking out a sample of the fungus for their own research.
- The gamemaster can advance the timetable on Achjima (alpha)'s infection, so that by the time the player characters arrive at the air plant, the spores are already spreading throughout the habitat. The scenario then turns into a containment and/or survival mission—can the forks survive without becoming infected? Can they somehow alert the authorities or act independently to keep the infection from spreading outside of Anyang?
- Firewall may not have been the only one alerted to Achjima's affairs—Project Ozma may also be on the trail. In this case, Ozma is operating a step removed from the player characters. They will be watching remotely, using spy drones and precision mesh intrusions to monitor the situation as it unfolds. If the characters are lucky, they may become aware of being watched—a fact likely to fuel their paranoia. Once the end game begins, Ozma will step in with the full weight of its secret authority. The air plant will be cordoned off and everyone involved will be rounded up and interrogated. Escaping with memories intact will be a challenge. ■

STAGE 1: MEET YOURSELF

Each of the player characters awakes in a body bank resleeving facility. Roughly an hour passes as various medical scans and tests are run to ensure that the resleeving went smoothly. The various forks of Achjima are likely to be confused, as they expected to be merged with Achjima (alpha) when they returned. Instead, the med-techs tell them that Achjima arranged otherwise and that a message is waiting for them.

The beta forks are clothed (given the outfits the last owners of their morphs were wearing) and each herded into a waiting room together, along with Nkeka (who accompanied Achjima B3) back to Anyang. The forks are introduced very matter-of-factly by a bored med-tech, who then transmits an encrypted private message to each of them, to be viewed in their entoptic displays. The message is the same for each, and may be shared with others if they like. They are also informed that two others (Roque and Park, the other player characters) are waiting to meet with them in the reception area.

THE MESSAGE

When the forks access the message, they view an avatar of Achjima (alpha) as they last remember themselves: an attractive ruster morph with typical Eurasian looks.

Though computer-generated, the avatar's programming captures the emotional state of the user. In this case, Achjima (alpha) comes across as unfocused and dopey, perhaps drugged. The icon gazes off into the distance for several long, uncomfortable moments, then turns to address the viewer directly with a glassy expression. With apparent difficulty, she stutters out a short string of letters and digits: "SC-D378." She swallows uncomfortably, and then follows this up with a simple "Find it." After another long, blank stare, she croaks out "St— ... st— ... stop me." After that the message ends.

PRIVATE MESSAGES

In addition to the one message which all of the forks receive, each fork receives a private message from Achjima. Each of these messages is different. These messages are noted on the character sheet for each fork.

INTRODUCTIONS

The assembled forks should have a few minutes to "get to know each other"—or at least to compare notes and share information. Though Nkeka is present, it is entirely up to the forks whether or not to share the message with her.

After a short period, the med-tech will return and usher the characters out to meet their visitors:

Roque and Park. Roque only recently arrived, having egocasted into the same facility just ahead of the forks. Roque was invited here as a potential buyer of the xenofungal sample several days ago. Achjima (alpha) simply left a message for him stating that he should wait at the facility and conduct business with his forks. The forks themselves know nothing about him, and it is up to Roque to decide how much he wishes to share with them.

Park is someone the forks will all recognize, though they are unlikely to have many memories relating to Park and Achjima's past. They will remember that Park is one of Achjima's only local friends. Though not a singularity seeker, Park is a technophile and interested in techno-curiosities. Park knows very little of Achjima's recent activities; she often buries herself in research or work for days or weeks at a time and doesn't talk much of her work for the triads.

BREAKING NEWS

At some point during this meeting, one of the player characters should become aware of a recent news item (most likely Roque or Park, having been alerted by their muse, if Nkeka hasn't told them already). According to the reports, just hours ago Achjima (alpha, presumably) was implicated in the public murder of someone named Kjell Hoff. Nkeka is already aware of this information, having been alerted by Firewall just after her resleeve.

The murder itself was captured by various sensors and is available for download. In the footage, Kjell is seen emerging from a local pub called Bar D'Ville and heading down the street. Achjima is seen emerging from the shadows between buildings, coming up on Kjell from behind, and planting a bullet in the back of his head. The murder occurs on a semi-busy street, in front of a dozen onlookers. Achjima is then seen running off. Sensors continue to track her for several blocks, before she disappears into an area with little sensor/spime coverage.

While the killer looks like Achjima (alpha), in reality it was B6. Any character who investigates in detail may make an Interfacing Test to enhance and sharpen the footage. If successful, one thing becomes immediately apparent: Achjima has a blank expression throughout the incident, just like the avatar did, and immediately after the killing she even pauses for a second over the body, as if in confusion over what to do next. Any of the forks may make a Perception Test to notice that certain small features of this morph do not quite match up to the morph they last knew Achjima (alpha) to be in. It seems possible to them that this is a separate morph, biosculpted to look like the old. A further Investigation Test by any character will uncover the fact that this morph has unusual orange patterns showing in its eyes and even subdermally on its face.

The news indicates that the local Anyang People's Militia are seeking Achjima for questioning. Though

they do not seem to be aware of the forks yet, it is only a matter of time before their mesh spiders turn up data on their return and seek to track them down.

WHAT THE FORKS KNOW

Since the forks are in pursuit of another version of themselves, exactly what they know about Achjima (alpha) and her life is likely to come up often and play an important role in this investigation. The simple answer is: not much. Most of the banal memories of Achjima's regular and recent affairs were excised via neural pruning, as unnecessary to their respective missions. This sort of memory alteration is not an exact science, however, and so it is entirely likely that some useful info remains. To complicate matters, each fork was pruned separately and so is likely to have different memory fragments.

What this means is that the gamemaster has fine control over what the forks know. If the gamemaster finds a particular bit of info useful to the scenario, he can let the forks remember it. If the characters are grabbing at straws, pursuing red herrings, or bogging down the scenario with too many questions, "you don't remember" will work just fine.

This said, there is some info that each of the forks is likely to recall. They will know where Achjima lives, but they won't recall the security codes. They will know she works for the triads and who her main contact there is (Yao Xie), but they won't recall exactly what it is she does or any details on the triad's operations.

It is likely the forks at some point will attempt to second-guess Achjima (alpha) by asking what she would do in a certain situation. In this case, the gamemaster should answer as truthfully as possible, keeping in mind the limits of what the forks know and the fact that Achjima (alpha) and her three infected forks are under the parasite's influence.

GEARING UP

The forks are unequipped and one of the first things they are likely to do is seek to remedy that situation. Achjima (alpha) left an account with 500 credits which they each have access too. Any attempt to access Achjima's other accounts is futile; they have been drained (though they may provide certain leads; see Credit History, p. 10).

Achjima (alpha) did leave Achjima (B1) a private message, hinting that a cache of gear was left for the forks at *The Bar D'Ville* (p. 10). If the forks talk to a bartender there, they will be handed a sealed bag with a medium pistol firearm, 100 rounds of ammo, a microwave agonizer, a utilitool, and a gardener nano-swarm capsule. Achjima (B1) is, of course, under no obligation to share this stash with her cohorts.

If the forks wish to acquire gear, they have several options. First, they can use the limited credit they jointly share. Second, they can pull in favors using their rep scores to borrow gear or get it cheap. Third

they can rely on Nkeka and/or Roque. Fourth they can track down other allies, such as Dolma. The forks may be hoping to pick up gear from Achjima's home, but they will find this more complicated than expected (see *Achjima's Lab*, p. 8). Trying to use their triad connections is also unlikely to go well, considering the debt Achjima (alpha) has accrued (see *The Triad Comes Calling*, p. 13).

Nkeka is also not very well equipped, though she at least has credit to acquire what she needs. Firewall has also provided her with the location and access codes to Kjell Hoff's hotel room, where some gear awaits her. It may be difficult, however, for her to slip away with raising suspicion—especially if the forks connect Nkeka to Kjell. In the hotel room Nkeka will find a heavy pistol firearm, 100 rounds of ammo, a utilitool, an armor vest, specs, a specimen container, a guardian nanoswarm, and a speck robot.

STAGE 2: FIND YOURSELF IN THE MIRROR

From this point, the player characters have multiple avenues of research to choose from. This part of the scenario is free-form, depending on the players' whims and how the gamemaster guides them. Ultimately the information gained should lead to a confrontation with Achjima (B6), as noted in Stage 3.

THE SERIAL NUMBER

A successful Research Test with a MoS of 10+ will uncover the fact that the serial number matches the range of numbers used by a personal locker storage rental facility in this habitat. A successful hacking intrusion into the storage company's rental records will indicate that locker D378 was indeed rented by Achjima just a couple of days ago.

The locker itself is easy to find. It is, however, locked with an e-lock with hooded keypad access. This lock can be circumvented with a covert ops tool, network hacking, or hardware hacking as noted on p. 291, *EP*. The storage facility, however, is monitored by a security AI (p. 332, *EP*) with a guardian angel (p. 346, *EP*) bot on call.

Inside the locker is the corpse of the smart monkey that was first to be infected by the xenofungus. Though contained in a sealed plastic bag, this bag is rigged to tear open when the locker is opened. The body, still recognizable as a monkey, is heavily covered in strange fungal growths that protrude from its head, chest, and other parts of its body. These growths are spore-laden, so when the bag rips open and the body is disturbed, a thick cloud of powdery spores will gush out of the bag, enveloping anyone within 3 meters of the locker door. Characters who have stated they were ready to dive out of the way can make a (Fray ÷ 2) Test to avoid the spore burst.

This cloud will slowly expand before settling—anyone within 6 meters who does not immediately move away will be exposed. Any breathing biomorph character that is exposed will become infected as the spores colonize their respiratory system.

If the characters do not somehow contain or mitigate the spore threat, it is possible that others may become infected.

The Achjima forks will all recognize the smart monkey as one of their pets (“Stella”). A successful use of Medicine to examine the corpse will reveal that it likely died about two days ago when the strange biological growth penetrated its brain.

THE FUNGUS

A thorough examination of the biological growth will require proper scientific equipment and several hours of research and testing. What the characters can determine, given this short amount of time and some successful Knowledge skill rolls, is that the substance most closely resembles a fungus, it is alive, and it is unlike any sort of fungus known to transhumanity. Certain markers in its makeup strongly imply that it is alien in origin; notably the fact that its genetics are remarkably non-terrestrial. Furthermore, the xenofungus is asexual and seems likely to thrive in damp, warm environments. It probably feeds off host bodies or decomposing matter (in this case, living bodies or corpses). It can survive in extreme cold conditions, such as the surface of Mars or deep space, but it goes dormant in these conditions.

A thorough examination of the smart monkey corpse will indicate that the monkey was probably only recently infected (within the past 2 weeks), but the exact rate of fungal growth is hard to pin down. The fungus most likely took root in its head and/or chest, and seems to have spread throughout the body, transforming tissue into fungal growth. The monkey's entire brain, lungs, and a significant portion of its digestive and nervous systems have been eaten away and replaced.

ACHJIMA'S LAB

Achjima's residence, a medium-sized converted garage in a light industrial district, is difficult to access. The local Militia currently has the place restricted while a forensics team investigates. The initial police response, coming to detain Achjima after the murder, entered and found some illegal technologies and other dubious items. They are currently looking through her possessions and lab materials, trying to decide if anything warrants calling in a quarantine squad.

If the players wish to access this residence, they need to somehow draw off or distract the pair of investigators and forensic and sentry bots or wait them out (they will take at least 2 hours). Alternatively, they can try to pass themselves off as investigators. If they manage to get inside, a successful Investigation Test (timeframe: 30 minutes) will turn

XENOFUNGAL INFECTION

Luckily, xenofungal infection is not that difficult to fight off—assuming you have medichines or know you have been infected. Characters with medichines are automatically immune to the fungus—the nanobots quickly find and eliminate the infection.

In most cases, cursory medical screening will not detect an infection in its early stages. Only advanced medical testing (including the likes of deep tissue scans, nanoswarm diagnosing, respiratory tract tissue samples, etc.) and a successful Medicine Test at -30 will detect an infection within the first day. Once the fungus begins to grow into the victim's body (2-3 days), however, it is easier to detect (no modifier). After that point (4+ days), the infection reaches the brain and the victim falls under the xenofungus's mental control. An infected person at this stage can be diagnosed without advanced scans, as the fungal infection becomes visible in their throat and under the skin.

Around 5 or 6 days after infection, the victim will die. The fungus will begin sprouting from within the body at this point (through orifices and also piercing through the skin) and will spore a day or two later.

Infected people can be treated. A few hours in a healing vat (2 hours per day of infection) will remove the infection.

Once the infection has reached the brain, a character can no longer be played as a player character. The chemicals released from the fungus prevent them from committing suicide or otherwise acting against the infection and will in fact become extremely protective of themselves and the fungus. The victim will suffer -5 COG and WIL modifiers and will seem dazed and distant to others, but will gain a +20 bonus on olfactory-based Perception Tests. The victim's primary imperative will be finding a place to die that will maximize spore dispersal. ■

up one clue: the original specimen container lies in the small, sealed clean room that is part of Achjima's lab. Inside is a xenofungal specimen, still sporing. Note that the police will find and confiscate this before they leave (giving Firewall another loose end to track down). The container itself contains records that it once belonged to Arman Usupov and was transported from his residence in Noctis about 3 weeks ago.

Achjima's forks will know that Achjima had three smart monkey helpers. None of these are present.

ACHJIMA'S HOME NETWORK

If the player characters access or hack into Achjima's home network (the forks all have access), they will find several potential clues with appropriate Research Tests:

- An encrypted file (password unknown to the forks) contains all of Achjima (alpha)'s own research regarding the xenofungus. While breaking the encryption would likely take too long for relevance in this scenario, each fork may make an educated guess at the password with a COG Test. If successful, they pick the password they suspect Achjima (alpha) would have chosen.
- Another part of the network holds Achjima (alpha)'s deactivated muse, Nonny. Achjima deactivated her muse shortly after becoming aware of her infection; under the parasite's influence, she feared the muse might interfere with her plans. The muse can provide background on Achjima receiving the package, sending out forks, becoming infected, and her research into the xenofungus (it knows the password for the research archive). It also knows

that Achjima (alpha) contacted Roque as a potential buyer. Finally, the muse is aware of Achjima's work at Dolma Gope's black resleeving clinic, and will suggest that as a likely place for Achjima (alpha) to pursue resleeving.

- Achjima (B7) was careful to wipe the residence of old sensor footage that might show the infections, what happened to Achjima (alpha), and the three recently spawned forks.

THE MURDER

Kjell Hoff, the first Firewall agent on the scene, had been working his way around Anyang, poking his head into Achjima's affairs, particularly her research and triad connections. Achjima got wind of his snooping, and not knowing who he was, simply decided to kill him to buy some time.

THE MURDERED

Kjell's cortical stack is recoverable, though his body is currently in militia custody, pending the backup insurance claim processing. If the players somehow manage to retrieve it, they can run Kjell as an infomorph and question him. Though he will tell what he knows to Nkeka, he will refuse to cooperate with anyone else not in Firewall.

Kjell had discovered two useful items in his legwork: first, that part of Achjima's work for the triad involved a black resleeving clinic operated by Dolma Gope. Kjell was on his way to this clinic when Achjima took him out. Second, Kjell had learned of Achjima's interest in and potential hiring of local hacker T-Faktor.

If the player characters look into Kjell's background, there is very little they will find initially. Successful Research Tests or use of rep will ascertain that he recently egocast here from Progress Station, where he had been working as a freelance security consultant for various hypercorp concerns. He seems to have been involved in one or two sketchy security incidents in the past, but there is nothing connecting him to Achjima, the triads, or the xenofungus. There seems to be no discernible reason for why he was in Anyang asking about Achjima or why Achjima murdered him.

THE BAR D'VILLE

This bar is a semi-frequent hangout for Achjima (alpha), Park, and some acquaintances also in triad employ. The proper deployment of g-rep and/or drink buying in this bar might reveal the information that Kjell learned here regarding Achjima's black clinic work, its location, and Achjima's interest in T-Faktor. This is also a likely spot for the triad to get wind of the player characters and come looking for them.

PUTTING THE RESEARCH PUZZLE TOGETHER

If the different forks of Achjima share notes on their respective missions, some additional information might come to light.

The xenobotanical samples that Achjima (B1) was sent to research were similar in some ways to the xenofungal samples the player characters will find in the locker or Achjima lab. Specifically, the fork was investigating various specimens with mycological (similar to fungi) and/or parasitic properties. Though the argonauts were not in possession of anything with an exact match to the Achjima's xenofungus, there are some correlations to be drawn.

The chemical effects that Achjima (B2) was looking into are of course those caused by the xenofungus. The fork will have learned that these chemicals are likely to increase olfactory sensitivity but would also inhibit certain brain functions and impulses. Though the exact mechanisms and effect of the chemicals would take weeks of study to deduce, there is no question that they are in fact mind-altering and mind-controlling chemicals. And, yes, these chemicals are likely to have the exact same effect on transhuman brains.

While looking into Arman Usupov's disappearance, Achjima (B3) made the acquaintance of Nkeka and discovered that Arman had last been seen at his Noctis residence approximately 3 weeks ago. He was last known to have left Noctis by rocket buggy, heading west (the direction of the TITAN Quarantine Zone). Arman's singularity seeker and underworld contacts know that Arman had been spending a lot of time sniffing around the TQZ in recent months, hoping to find TITAN artifacts. Aside from mentioning a settlement known as Kartika to a few contacts, there are no other leads. Kartika was within the TQZ and was destroyed during the Fall.

Achjima (B4)'s research into mycological success in the Martian environment will have determined a few things. First, wind is an important thing for dispersing spores. Second, the ability to survive in the Martian environment is highly dependent on the strain in question. The cold and lack of moisture are inhibitive to many known fungi. Luckily for the player characters, this particular xenofungal strain goes dormant on the Martian surface.

KARTIKA

If the player characters engage in some successful Research Tests regarding this long-lost settlement, they can dig up the fact that the settlement was believed to have been overcome by a TITAN-created biological warfare attack. A successful use of i-rep, c-rep, or another Research Test at -30 can uncover some long-range sensor scans taken of the settlement before military forces carpet-bombed it. These photos show large, strange, biological growths growing from what appear to be corpses on rooftop—or in some cases dangling from the spars of the overhead dome and radio towers. These growths look similar to the xenofungus sprouting from the smart monkey or found in the specimen container.

LOOKING FOR ACHJIMA

The usual methods of online research and social networks can be used to track down information on Achjima's whereabouts, as noted below. Similarly, the forks each have limited access to Achjima (alpha)'s credit, which includes the ability to track her spending (and that of the other forks).

g-rep (Moderate): Find the name of Achjima's triad connection (Yao Zie).

g-rep (Moderate): Find out what Achjima did for the triad's (worked at Dolma Gope's black clinic).

g-rep (Moderate): Find out where Dolma Gope's black clinic is.

g-rep (Moderate): Find out that Achjima had been looking to hire a hacker named T-Faktor.

@-rep or g-rep (Low): Contact T-Faktor.

@-rep or g-rep (Moderate): Find out background info on T-Faktor.

c-rep (Moderate): Find out what the People's Militia knows (gamemaster call).

c-rep or r-rep (Low): Find out that Achjima was inquiring about air plant engineer Scott Wai.

c-rep or r-rep (Trivial): Scott Wai hasn't been seen in over a day. Some friends and co-workers are growing concerned.

CREDIT HISTORY

Achjima's credit has been reduced to next to nothing, due to the cost of multiple resleeving. In fact, Achjima (alpha) had to pull in some new favors from her triad bosses to cover the costs. Though she promised to pay soon, she had no intention to follow through.

Two days ago, Achjima (B6) rented a flying car. This was used to transport the smart monkey's body to the locker and then later to transport Achjima (alpha) to the air plant, among other activities. A successful Research Test at -30 with a 1 hour timeframe will draw up some of the locations the vehicle was used, most of which do not seem important. The air plant location will likely be one of many that do not seem immediately relevant, unless a character aware of the xenofungus's properties makes a successful Investigation Test. The car is currently in the possession of Achjima (B7), parked near the center of the habitat. It is but a matter of time before the militia and/or triads also track it down.

There are several other large withdrawals from Achjima's credit that are more mysterious. These have been successfully laundered through triad credit laundries in order to make the transactions discreet. A dedicated researcher can perhaps unravel the trail with a Research Test at -30 and a timeframe of 3 hours. Some judicious use of Infosec skills (to hack through some of the transfer-obfuscation sites) could shorten this period, at the gamemaster's discretion, but is likely to draw the triad's attention. These large payments were made to two sources: Dolma Gope's black clinic (for the three recent beta fork sleeves) and a local hacker known as T-Faktor.

ACHJIMA ON THE MOVE

Though Achjima (alpha) is already dead and fruiting, forks B6, B7, and B8 are still active. Since murdering Kjell, B6 has been laying low in the air plant, keeping an eye on Achjima (alpha)'s corpse and the kidnapped engineer, Scott Wai. B6 plans to die and spore in this plant as well and is simply holding down the fort until that time.

Achjima B7 and B8 are both slowing down as the xenofungal infection consumes more of their mental capacities. Their priorities right now are finding their own places to die and spore. Achjima (B7) plans to die and spore in the flying car and has pre-programmed the car's AI to rise to a certain altitude in a few days time and open all of the doors and windows, to maximize the spores' range of dispersion.

Achjima (B8) has secured a place on a high rooftop where she expects to die and spore undisturbed, but the recent arrival of the player characters has triggered her defensiveness, already enhanced by the xenofungal parasite. She will be monitoring the player character's progress, and if it seems they might become a threat to her or the other infected Achjimas, she will take action.

Though both Achjima (B7) and (B8) operate in privacy mode, they may be tracked online by capable characters who know about them, using the rules for Scanning, Tracking, and Monitoring, p. 251, *EP*. The mesh inserts of Achjima (alpha) and (B6) have been disabled, however.

ACHJIMA'S LOOKS

Gamemasters should note that only Achjima (B6) looks like (alpha). Achjima (B7) is sleeved in a splicer sculpted to look like a famous XP icon—there are probably dozens of other splicers in this same habitat with exactly the same face. Achjima (B8) is sleeved in a male flat.

Despite looking different, a character familiar with Achjima (alpha)—such as the forks or Park—may be able to recognize one of the other beta forks with a successful Kinesics Test. If the character is not actively looking for such clues, the gamemaster should roll in secret, applying a -30 modifier. If any of the characters interact with an infected Achjima directly in person, they will receive a +10 modifier to notice, given the somewhat distracted pose and glassy look they have.

SCOTT WAI

Scott Wai is an engineer at the Anyang air plant. Until recently he had never met Achjima, until B6 tracked him down—and kidnapped him. Using his credentials and the assistance of T-Faktor, the Achjima forks accessed the plant and found a place to hide Achjima (alpha) until she can spore.

Scott has been missing for over a day, but his disappearance is only now being noticed. Some questions have been posted by friends on social networks, but so far no one has declared him officially missing. Tracking of his mesh ID will pinpoint his last known location at just outside his house. A careful examination of some spimes in the area with an appropriate Research Test (1 hour) will find footage of Scott being shocked into unconsciousness and dragged into Achjima's rented flying car.

Scott is currently unconscious and bound, next to Achjima (alpha)'s decaying corpse.

T-FAKTOR

T-Faktor is the handle of one of Anyang's most accomplished hackers. As the characters may discover, Achjima (B6) recently sought out his services. Tracking T-Faktor down requires a proper allocation of rep (and perhaps bribes). The only way provided to contact him will be online—T-Faktor will refuse to meet in person.

If the hacker is approached with a large enough bribe, he may be willing to spill the details. In fact, since Achjima originally promised payment for additional work that never materialized, T-Faktor is a bit inclined to sell her out, so the player characters may be able to convince him in other ways.

If persuaded, T-Faktor will tell the player characters that Achjima hired him to facilitate a break-in of one of Anyang's major air recycling and circulation plants. These facilities are typically heavily secured to deter bio-terror attacks, but they are also very automated. T-Faktor happens to have had personal experience with this plant before. He helped deactivate certain security elements, though he is aware that Achjima used a coerced engineer to bypass some of the other

safeguards. He doesn't know what Achjima wants with the facility—and doesn't want to know.

It is possible for the player characters to hire T-Faktor to break them into the facility as well. If they reveal that Achjima is planning to infect the habitat with alien spores, he may even be persuaded to do it for free—he has a small bit of conscience remaining—but he will haggle for payment if he can.

THE BLACK CLINIC

The black clinic run by genehacker Dolma Gope offers a range of illegal or gray market services. Like Achjima, Dolma is partly indebted to the triads, and so the clinic is used for some of their resleeving, psycho-surgery, bio-mod, and darknet needs. This is where Achjima usually performs services on the triad's behalf.

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

Dolma would normally be reluctant to part with information on Achjima's activities; however, given that it is a fork of Achjima that is asking, she will tell what she knows. Achjima stopped showing up for a triad project she was working on at the clinic about two weeks ago—apparently she was too engrossed in personal research. Then a few days ago, she contacted Dolma and asked her to resleeve a trio of beta forks on the side, without the triad knowing—and at a discount. Dolma reluctantly agreed and hasn't heard from Achjima since. She can, however, provide detailed information on the morphs she provided to

the beta forks, including their looks, biometrics, brain scans, and mesh IDs. This data can be further used to identify or track these variant forks down (see Scanning, Tracking, and Monitoring, p. 251, *EP*).

STAGE 3: COMPLICATIONS

As the characters assemble clues and track down Achjima (alpha), they are likely to cross paths with three potential opponents. The gamemaster is encouraged to space these encounters out, to keep the action coming between periods of investigation.

ACHJIMA COMES CALLING

As noted above, if the player characters come close to tracking down one of the other Achjimas, (B8) will take action. The xenofungal infection prevents (B8) from acting in too rash or suicidal of a manner, so her actions will seek to either distract the player characters and send them running in the wrong direction or to strike at them from positions of surprise and/or strength. Possible distractions might be to sick the militia on the player character forks or to pose as someone else who has information the characters want in order to send them on a complete goose chase. If Achjima (B8) decides to attack the characters, she will probably attempt to strike at individuals while they are alone and isolated, and even then she will likely shoot them from behind, attempt to run them down in a car, or hire a group of thugs to attack in her stead.

If captured, there is little the characters can do make Achjima (B8) talk. In fact, if she lacks other options, she will willingly kill herself, hoping that her corpse will soon fruit, spore, and infect the others. If

NKEKA'S OPTIONS

Given Nkeka's secret status as a Firewall operative, she may pursue her own investigations on the side.

RESEARCHING ROQUE

From Firewall's perspective, Roque's presence in this affair is a wild card. While Nkeka can research Roque's background through standard channels, she is unlikely to find much she doesn't already know, and Firewall will be of no extra help here. What is clear, however, is that Achjima (alpha) likely brought Roque in to purchase something dangerous and nasty—something Firewall will probably not be interested in anyone walking off with.

CALLING ON FIREWALL

Firewall's resources are stretched thin and her backup (Kjell) has already been murdered, so Nkeka is largely on her own in this affair. She can use her i-rep to swing favors in the usual manner, should

she need help acquiring information or gear, but there are no other Firewall agents in the vicinity or willing to egocast in to help without more incentive. Should her cover be blown, Firewall will send in two agents to extract her if necessary (use the Scum Enforcer sample character); these sentinels will do what they can to eradicate all traces of Firewall involvement and pull out.

Should Nkeka be able to provide evidence that the habitat faces an immediate large-scale threat, she will have more luck. Firewall will take a more pro-active stance, scrambling sentinels and proxies to contain the situation, provide damage control, and backup Nkeka as necessary, per the gamemaster's discretion (this is after all, Firewall's mandate). Physical backup will take time, but in a pinch Firewall can egocast some sentinels in to sleeve in synthmorphs or hire some local mercenaries. Should the habitat face widespread infection, an erasure squad will be activated. ■

at all possible, she will try to kill herself in a location that will be positive for spore dispersal, such as somewhere high and windy.

THE TRIAD COMES CALLING

Achjima (alpha) had to borrow quite a bit of money from the triad in order to fund the forks' sleeves; she paid little attention to the consequences that would result when she did not pay it back within 48 hours, as promised. Suspecting that something might be afoot, and already disgruntled at Achjima's poor attendance to her triad duties over the past two weeks, triad lieutenant Yao Xie was about to go looking for Achjima when news of the murder of Kjell hit the streets. Now Yao Xie knows that something is going on and he wants to find Achjima before the cops do.

At some point the triad will get wind that several forks of Achjima were resleeved or will find out that someone is asking around about Achjima's triad involvement. The player characters may even approach the triad themselves asking questions. A group of 4 armed triad soldiers will approach the characters and tell them that Mr. Xie is expecting them. If the player characters decline, the soldiers will attack the characters and attempt to disable them, then bring them to Xie for a talk.

Yao is very pissed and very much wants to know what the hell is going on. He wants his money back from Achjima. If the characters refuse to talk, they will be beaten. If they still refuse, they will be tortured. If he fails to get satisfactory answers, he will have the characters uploaded and sent to a professional triad interrogator. Their egos will be tortured via psychosurgery in simulspace and then sold on the black market.

If the characters are caught with no hope of rescue and seem unlikely to talk—or simply don't know enough yet—then the gamemaster can choose this time for the militia to catch up with the player characters. Though the local militia and triad have a certain understanding, the militia is not above making a small raid to collect some people wanted for a murder investigation. Alternatively, the sudden arrival of the police may give the characters an opportunity to escape.

If the characters spill what they know about the xenofungus and Achjima (alpha)'s suspected infection, they may find themselves an unexpected ally. Yao Xie lost several members of his family during the Fall and does not take the news of a potential alien fungus outbreak lightly. Such a situation would also impede his business affairs and would reflect poorly on his performance the next time his triad masters take him under review. If convinced of this situation—particularly if shown evidence—Yao Xie will release the characters on three conditions. One, they must report all new developments to him immediately. Second, they must keep the affair private, out of the militia's and public's eyes. Third, the forks of Achjima must accept responsibility for Achjima's debt should Achjima

(alpha) be unable to pay. Xie will provide a pair of triad soldiers to accompany the characters and assist their efforts—as well as keep an eye on them.

Unknown to the player characters, Yao Xie actually has Achjima (alpha)'s backup in his possession—this is how the triad keeps their hold on the singularity seeker. Should Achjima (alpha) die, it will be Yao Xie's choice whether to resleeve her or sell her ego on the black market.

TRIAD ENFORCER

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

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

Morph: Olympian

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

Rep: g-rep 25

Traits: Pain Tolerance (Level 1)

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

Armor: 3/4 (Armored Clothing)

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

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

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

YAO XIE

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

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

Morph: Exalt

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

Rep: g-rep 55

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

Armor: 4/3 (Armored Clothing)

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

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

THE MILITIA COMES CALLING

At some point, the Anyang People's Militia may track down the player characters or otherwise cross their paths. Achjima's forks are wanted for questioning to see what they know of Kjell's murder—as well as her other seeming illegal activities. It should be made clear to the forks that if they fall into police custody, they

will likely remain there for some time to come. The militia will not be interested in the other player characters unless they somehow interfere with the forks being taken into custody or are implicated in other illegal activities.

MILITIA TROOPER

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

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

Morph: Exalt

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

Rep: c-rep 15

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack

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

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

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

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

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

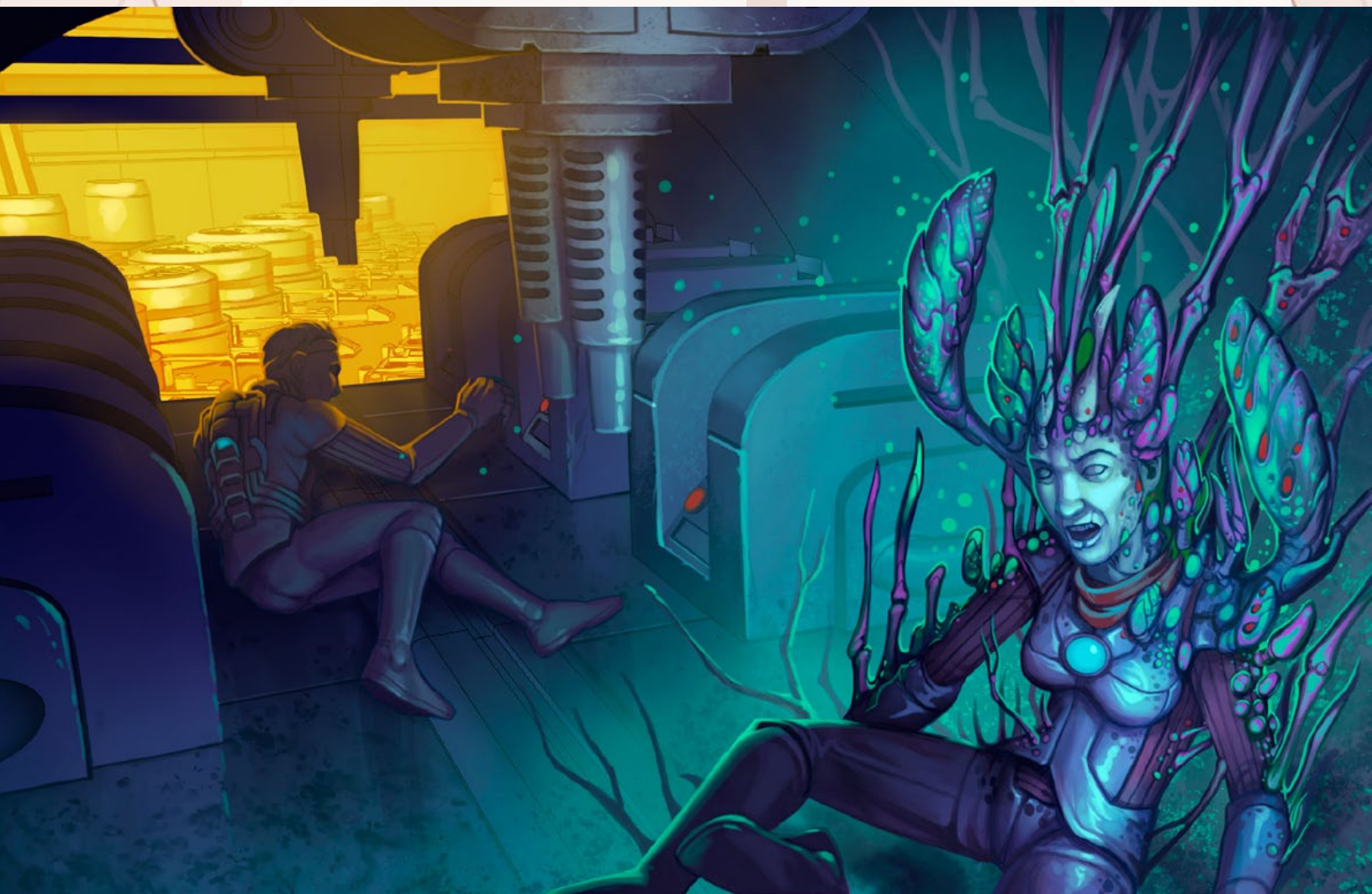
STAGE 4: AT WAR WITH MYSELF

Ultimately the various clues should lead the player characters to the air plant where Achjima (alpha) is sequestered and soon to spore. The player characters will need some way to bypass the plant's security measures—a task that T-Factor and possibly the triad can help with, should the player characters have their support.

AIR PLANT LAYOUT

The air plant is located to one side of the habitat, right up against the dome. Inside the dome, massive intake vents suck in air that is filtered. Similar vents suck in Martian atmosphere from the outside, filter it, and combine it with hydrogen in a catalytic converter to produce methane gas and water. The methane is vented back into the Martian atmosphere (it helps with terraforming) while the water is broken down into hydrogen and oxygen. The hydrogen is fed back into the converter while the oxygen is added to the recycled air from inside the habitat. This air is then pushed by large fans through a vent system where it is released throughout the habitat.

The interior of the plant consists of a massive catalytic converter, water and hydrogen tanks, large fans, huge vents and ductwork, a control center, and various work/monitoring stations. The plant runs itself, with robotic drones handling standard



maintenance duties. Transhuman engineers stop in periodically to keep an eye on operations and are on call in case of a breakdown.

Achjima (alpha) and Scott Wai have been sequestered in an air-flow pipe, right before one of the fans that pushes air out to various vents throughout the habitat. Their location is hidden from sensors and the standard paths of the maintenance drones. To find them, the player characters will need to physically search the plant, requiring a Perception or Scrounging Test with a timeframe of 1 hour (3 hours if they are actively hiding from maintenance bots and sensors). A character who makes an Investigation or appropriate Engineering (or other Knowledge skill) Test to locate the most likely hiding spots can shorten that timeframe to 10 minutes (30 minutes).

It is very difficult to hear near the hiding spot, given the large fans nearby. Apply a -30 modifier to hearing-based Perception Tests. The enhanced olfactory capabilities of those affected by the xenofungus work well here, however—it is likely that they will smell anyone approaching.

AIR PLANT SECURITY MEASURES

The air plant is secured by e-locks that require both biometrics and a physical token (B6 had both via Scott Wai). The player characters will have to hack the locks to get in (p. 291, *EP*). The plant's walls inhibit

wireless signals, and the e-locks are hardwired to the internal system. (T-Faktor has remote access because he hacked a rooftop panel's e-lock and hooked it up to a radio receiver, but he won't tell the player characters that.) A standard security AI watches over the network. Two security bots also guard the facility. Both the AI and the bots have been hacked to ignore Achjima (B6) and the smart monkeys (T-Faktor can do the same for the player characters).

ACHJIMA (B6), THE SMART MONKEYS, & BOTS

Achjima (B6) is not the only opposition the player characters will face. Her other two smart monkeys, also now affected, will join in the fray. These monkeys will keep to the catwalks and ductwork high above, looking for an opportunity to drop on the player characters from high above. They are armed with vibroblades.

Achjima also has brought along several bots, with instructions to attack any intruders. Two of these are creepies (p. 346, *EP*)—small pet-like assistant bots. Achjima's creepies happen to look like plush millipedes with an extra set of arms for manipulating items and tools. With their chameleon skin, they can meld into the background, lying in ambush for unwary player characters. Both have been equipped with hypodermic needles and two doses of twitch (p. 324, *EP*). A third bot, a guardian angel, has been equipped with a heavy pistol.

AIR PLANT AI

SOFTWARE COG COO INT REF SAV SOM WIL INIT SPD SKILLS

Air Plant AI	10	10	10	10	10	10	10	40	3	Hardware: Industrial 40, Infosec 30, Interface 20, Perception 20, Professional: Air Plant Maintenance 40, Professional: Security Systems 20, Programming 20, Research 20
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ROBOTS

ROBOT	MOVEMENT RATE	MAX VELOCITY	ARMOR	DURABILITY	WOUND THRESHOLD	MOBILITY SYSTEM
Sentry Bot	4/16	35	14/12	75	15	Tracked
Enhancements: +5 REF, 360-Degree Vision, Access Jacks, Anti-Glare, Eelware, Enhanced Hearing, Enhanced Vision, Headlights, Image Recognition Software, Lidar, Light Combat Armor, Neurachem, T-Ray Emitter, 4 Weapon Mounts (2 Fixed with Agonizer and Seeker Rifle, 2 Swivel with Laser Pulser and Shredder)						
Creepy	4/12	12	2/2	25	5	Walker or Hopper
Enhancements: +5 COO, Access Jacks, Chameleon Skin, Extra Limbs (2-8), Grip P ads						
Guardian Angel	8/40	80	14/12	40	8	Rotor
Enhancements: +5 REF, 360-Degree Vision, Access Jacks, Chameleon Skin, Eelware, Enhanced Hearing, Enhanced Smell, Enhanced Vision, Lidar, Light Combat Armor, Neurachem, T-Ray Emitter						

SMART MONKEY

CREATURE COG COO INT REF SAV SOM WIL INIT SPD DUR WT SKILLS

Smart Monkey	5	15	15	15	5	10	5	60	1	20	4	Blades 20, Climbing 50, Fray 30, Freerunning 30, Infiltration 30, Perception 30, Scrounging 30, Unarmed Combat 30
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Achjima (B6), armed with her pistol and a stun baton, is also tied into the air plant's interior sensor system. She will use this to track the player characters and ambush them. She will deploy the bots and smart monkeys first, hoping to draw the player characters away from Achjima (alpha)'s resting place. As a final resort, she will engage the player characters herself, also attempting to do the same.

ACHJIMA (ALPHA) AND SCOTT WAI

Achjima (B6) has left one final trap for anyone who finds these two. The floor and walls around them have been coated with slip (p. 323, *EP*), a frictionless substance. Anyone who runs towards these two, especially in a combat situation, is likely to hit the slip and slide right past them—and directly into the huge ventilating fan. Anyone who does this must succeed in a REF Test to grab onto one of the bodies or somehow stop themselves. The fan inflicts 3d10 + 20 DV (AP -5).

Achjima (alpha) is dead and poses no threat to the player characters. Scott Wai is unconscious, but is easily revived.

Note that if the player characters have not been to the black clinic and are not aware that Achjima (B6) is a fork and not Achjima (alpha), they may not realize after defeating (B6) that (alpha)'s body is hidden elsewhere in the facility.

STAGE 5: AFTERMATH

Depending on the character's actions, they may resolve the situation discreetly or end up with an entire habitat in ruins.

INFECTED CHARACTERS

Xenofungal infection is not that difficult to treat, assuming the character is aware they are infected (see *Xenofungal Infection*, p. 9). If an infected character does not seek treatment, however, they may put the entire habitat at risk.

GOING TO THE AUTHORITIES

Rather than pursuing the infected Achjima(s) at the air plant on their own, the characters may decide to simply go the militia (or some other authority) with what they know. Nkeka, belonging to Firewall, should argue against this. Firewall much prefers to handle these situation quietly; bringing them into the public eye exposes others to danger. If necessary, Nkeka may even reveal her Firewall affiliation to the others if she feels it would convince them to stay quiet.

Roque should also be opposed to such a plan. Roque is, of course, hoping to walk away from this scenario with a sample of the xenofungus to sell on the black market. It is possible that after the threat has been contained, Roque may even turn on the others.

The forks of Achjima would also be wise to think this through. If the authorities catch an infected Achjima (alpha), they have little hope of merging back with her. Since the triad holds Achjima's backup, their only hope is to catch Achjima (alpha) and cure her (since they do not, of course, realize she is already dead). Failing this, they need to strike a deal with the triad to have Achjima's backup resleeved and themselves merged with it.

OPPOSED INTERESTS

Roque and Nkeka both have opposed secret ambitions in this scenario. At some point, these agendas are likely to come out—with the Achjimas caught in the crossfire. If Nkeka gets her way, the xenofungus will be utterly destroyed. If Roque succeeds, the xenofungus will go for auction on the black market.

FAILURE

If the characters fail to find and deal with Achjima (alpha)'s body within 12 hours, it will begin sporing. The air plant ventilation system will carry these spores throughout the habitat, where hundreds of biomorphs will become infected. Within a week, these biomorphs will also begin sporing, and within short order the entire habitat will be doomed. The authorities will likely be aware of the problem by this point, the settlement will be placed under quarantine, and the entire situation brought to the attention of senior officials within the Planetary Consortium. If Firewall has not already moved to eradicate the threat, it is quite likely that the Consortium—perhaps even Project Ozma—will.

CALLING IN A FIREWALL ERASURE SQUAD

If things start looking bad—very bad—Nkeka has the option of calling in a Firewall erasure squad. She is likely only going to do this if the group seems unlikely to prevent the xenofungal spores from being released into the habitat. In this case, a heavily-armed Firewall team will descend on the city and pick up where the player characters left off (possibly an option for working this scenario into a longer campaign). If the spores are already released into the habitat, Firewall will seek some way to have the habitat quarantined and evacuated, with all residents going through careful scanning to ensure they are not infected. After this, or barring any other options, they will find some way to destroy the habitat, even if it means killing thousands inside, if that's the only way they have to keep the infection from spreading. The methods used might include a nuclear detonation, orbital bombardment (perhaps a misdirected iceteroid used in the terraforming process), or infusing the habitat's atmosphere with extra oxygen and setting it aflame.

ARMAN AND OTHER LOOSE ENDS

Even if the player characters succeed, this scenario can continue on. No one knows where the original xenofungal sample originated from, for example, and Arman Usupov is still missing. Firewall is likely to track down these loose ends, sending agents to hunt Arman down, and sending a team into the TQZ to investigate the ruins of Kartika and eradicate any xenofungus remaining here.

It is also possible that the player characters might not track down Achjima (B7). This could lead to a separate xenofungus outbreak, as described under Failure. Alternately, the militia may track down (B7) before this happens, bringing the xenofungus to their attention. This could lead to a future Firewall mission, as sentinels are sent to make sure the militia-confiscated samples do not end up in the wrong hands.

FUTURE OF THE FORKS

Presumably the forks hope to merge back together with each other and Achjima (alpha). With (alpha) dead, this is no longer an option unless they manage to convince the triad to merge them with Achjima's backup. Legally, this puts the forks in a bad position. Without an alpha fork, and having extended their legal duration as forks, they are considered non-entities with no legal standing. Their only option, should they wish to continue living, is to adopt a fake identity or find a darknet egocaster (such as Dolma) and transmit themselves to a jurisdiction that is more forgiving of forks.

Another option to consider is that the beta forks could always merge with each other. The option is entirely up to them.

REZ AND REP AWARDS

Characters may be awarded reputation awards, and those who survive may earn some rez points:

REZ & REP AWARDS

OUTCOME	AWARD
Character participated in mission	1 RP, (+2 i-rep for Nkeka)
Anyang saved from mass xenofungal infection	2 RP, +2 g-rep, (+5 i-rep for Nkeka)
Anyang not saved from mass xenofungal infection	1 RP, -2 g-rep, (-5 i-rep for Nkeka)
Achjima's triad debt repaid	+1 g-rep
Xenofungal samples all destroyed	1 RP
Roque (or others) acquire xenofungal samples	(-2 i-rep for Nkeka)
Character contributed to achieving success in a significant way	1 RP
The character achieved a motivational goal (p. 121, EP)	1 RP
The player engaged in good roleplaying	1 RP
The player significantly contributed to the session's drama, humor, or fun with roleplaying	1 RP

ACHJIMA YAI (B1)

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	10	10	10	10	5	15
Morph Bonus	10	5	5				5
Total	25	15	15	10	10	5	20

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
1	6 (8)	30 (40)	60 (80)	7	35	53	40 (50)	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Genetics	COG	65	10	75
Academics: Neuroscience	COG	65	10	75
Animal Handling	SAV	35		35
Art: Bodysculpting	INT	40	5	45
Deception	SAV	35		35
Fray	REF	35		35
Free Fall	REF	25		35
Freerunning	SOM	20		20
Infiltration	COO	40	5	45
Interests: Black Market Drugs	COG	35	10	45
Interests: Genetics Research	COG	55	10	65
Interests: Singularity Seeking	COG	50	10	60
Interfacing	COG	15	10	25
Intimidation	SAV	20	10	30
Kinesics	SAV	45	10	55
Kinetic Weapons	COO	40	5	45
Language: Native Thai	INT	80	5	85
Language: English	INT	35	5	40
Medicine: Biosculpting	COG	55	10	65
Medicine: General Practice	COG	50	10	60
Medicine: Gene Therapy	COG	60	10	70
Medicine: Psychiatry	COG	45	10	55
Networking: Autonomists	SAV	20		20
Networking: Criminal	SAV	50		50
Networking: Hypercorps	SAV	25		25
Networking: Scientists	SAV	55		55
Perception	INT	40	5	45
Pilot: Groundcraft	REF	20		20
Profession: Lab Technician	COG	35	10	45
Profession: Medical Care	COG	50	10	60
Psychosurgery	INT	55	5	60
Research	COG	40	10	50
Scrounging	INT	35	5	40

Background: **Fall Evacuee**

Faction: **Criminal**

Morph: **Menton**

Motivations: **+Personal Development +Research (Genetics) +Singularity-Seeking**

TRAITS

Ego: Black Mark (Lunars, Level 1), Black Mark (Reclaimers, Level 1), Mental Disorder (Obsessive-Compulsive)

Morph: —

REP

@-rep 20

c-rep 30

g-rep 50

r-rep 50

EQUIPMENT

Armor: None ■

Primary Weapon: None ■

Credit: 500 (shared with other Achjimas) ■

Implants: Access Jacks, Basic Biomods, Basic Mesh Inserts, Circadian Regulation, Cortical Stack, Eidetic Memory, Ghost rider Module, Hyper-Linguist, Math Boost, Medichines, Multi-Tasking ■

Gear: None ■

Notes: Achjima (B1) has acquired 5 points of stress and the Mental Disorder trait from improper neural pruning. ■

ACHJIMA YAI (BI)

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

BACKGROUND

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

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

PERSONALITY

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

MEMORIES

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

YOUR RECENT MISSION

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

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

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

PRIVATE MESSAGE

Along with the message from your alpha fork that all of the forks received, you received a private message from Achjima (alpha). With the same glazed look and stuttering speech, she simply said: “Go ... go to ... Deville. Deville for supplies. Talk ... talk bartender.” ■

ROLEPLAYING ACHJIMA

It’s roleplaying challenge time: you are not the only player playing a fork of Achjima. Though we have provided some details on Achjima’s personality, the players will have a limited amount of information to work from and it is likely that each player will approach the character in their own individual manner. You are encouraged to make an effort to all come across as the same person, but don’t sweat it if it doesn’t come off perfectly. There are many reasons why the different forks of Achjima might manifest different aspects of the character’s personality. The neural pruning process is far from perfect, and each fork was pruned in separate ways that can lead to variation. On top of this, the longer the forks remain apart, the more they diverge from each other in experiences and personality and become distinct and separate individuals. This process of divergence is in fact a key element of the roleplaying this scenario encourages.

What matters is that you make an effort to portray roughly the same character. One way to do this is to play off of each other’s presentations and mimic each other. If one player starts off with a specific speech pattern, you should emulate it. If another player coins a specific amusing catch-phrase that Achjima uses, you should adopt it as well. If a player invents a specific memory from Achjima’s past while narrating a tale, you should feel free to expand on that story. In a sense, Achjima is a group identity, fleshed out by the cooperative manner in which you and the other players bring her to life. ■

ACHJIMA YAI (B2)

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	10	10	10	10	5	15
Morph Bonus				-5			
Total	15	10	10	5	10	5	15

STATS

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

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Genetics	COG	65		65
Academics: Neuroscience	COG	65		65
Animal Handling	SAV	35		35
Art: Bodysculpting	INT	40		40
Deception	SAV	35		35
Fray	REF	35	-5	30
Free Fall	REF	25	-5	20
Freerunning	SOM	20		20
Infiltration	COO	40		30
Interests: Black Market Drugs	COG	35		35
Interests: Genetics Research	COG	55		55
Interests: Singularity Seeking	COG	50		50
Interfacing	COG	15		15
Intimidation	SAV	20		20
Kinesics	SAV	45		45
Kinetic Weapons	COO	40		40
Language: Native Thai	INT	80		80
Language: English	INT	35		35
Medicine: Biosculpting	COG	55		55
Medicine: General Practice	COG	50		50
Medicine: Gene Therapy	COG	60		60
Medicine: Psychiatry	COG	45		45
Networking: Autonomists	SAV	20		20
Networking: Criminal	SAV	50		50
Networking: Hypercorps	SAV	25		25
Networking: Scientists	SAV	55		55
Perception	INT	40		40
Pilot: Groundcraft	REF	20	-5	15
Profession: Lab Technician	COG	35		35
Profession: Medical Care	COG	50		50
Psychosurgery	INT	55		55
Research	COG	40		40
Scrounging	INT	35		35

Background: **Fall Evacuee**

Faction: **Criminal**

Morph: **Case**

Motivations: **+Personal Development**

+Research (Genetics) +Singularity-Seeking

TRAITS

Ego: Black Mark (Lunars, Level 1),

Black Mark (Reclaimers, Level 1)

Morph: Lemon, Social Stigma (Clanking Masses)

REP

@-rep 20

c-rep 30

g-rep 50

r-rep 50

EQUIPMENT

Armor: None ■

Primary Weapon: None ■

Credit: 500 (shared with other Achjimas) ■

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

Gear: None ■

ACHJIMA YAI (B2)

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

BACKGROUND

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

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

PERSONALITY

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

MEMORIES

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

YOUR RECENT MISSION

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

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

PRIVATE MESSAGE

Along with the message from your alpha fork that all of the forks received, you received a private message from Achjima (alpha). With the same glazed look and stuttering speech, she simply said: “Someone ... someone is after us. Be careful. They may have ... they may have fr-fr-friends. Trust no-no-no one.” ■

ROLEPLAYING ACHJIMA

It’s roleplaying challenge time: you are not the only player playing a fork of Achjima. Though we have provided some details on Achjima’s personality, the players will have a limited amount of information to work from and it is likely that each player will approach the character in their own individual manner. You are encouraged to make an effort to all come across as the same person, but don’t sweat it if it doesn’t come off perfectly. There are many reasons why the different forks of Achjima might manifest different aspects of the character’s personality. The neural pruning process is far from perfect, and each fork was pruned in separate ways that can lead to variation. On top of this, the longer the forks remain apart, the more they diverge from each other in experiences and personality and become distinct and separate individuals. This process of divergence is in fact a key element of the roleplaying this scenario encourages.

What matters is that you make an effort to portray roughly the same character. One way to do this is to play off of each other’s presentations and mimic each other. If one player starts off with a specific speech pattern, you should emulate it. If another player coins a specific amusing catch-phrase that Achjima uses, you should adopt it as well. If a player invents a specific memory from Achjima’s past while narrating a tale, you should feel free to expand on that story. In a sense, Achjima is a group identity, fleshed out by the cooperative manner in which you and the other players bring her to life. ■

ACHJIMA YAI (B3)

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	10	10	10	10	5	15
Morph Bonus		+5					
Total	15	15	10	5	10	5	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
1	6	30	60	6	30	45	40	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Genetics	COG	65		65
Academics: Neuroscience	COG	65		65
Animal Handling	SAV	35		35
Art: Bodysculpting	INT	40		40
Deception	SAV	35		35
Fray	REF	35		35
Free Fall	REF	25		25
Freerunning	SOM	20		20
Infiltration	COO	40	5	45
Interests: Black Market Drugs	COG	35		35
Interests: Genetics Research	COG	55		55
Interests: Singularity Seeking	COG	50		50
Interfacing	COG	15		15
Intimidation	SAV	20		20
Kinesics	SAV	45		45
Kinetic Weapons	COO	40	5	45
Language: Native Thai	INT	80		80
Language: English	INT	35		35
Medicine: Biosculpting	COG	55		55
Medicine: General Practice	COG	50		50
Medicine: Gene Therapy	COG	60		60
Medicine: Psychiatry	COG	45		45
Networking: Autonomists	SAV	20		20
Networking: Criminal	SAV	50		50
Networking: Hypercorps	SAV	25		25
Networking: Scientists	SAV	55		55
Perception	INT	40		40
Pilot: Groundcraft	REF	20		20
Profession: Lab Technician	COG	35		35
Profession: Medical Care	COG	50		50
Psychosurgery	INT	55		55
Research	COG	40		40
Scrounging	INT	35		35

Background: **Fall Evacuee**

Faction: **Criminal**

Morph: **Splicer**

Motivations: **+Personal Development**

+Research (Genetics) +Singularity-Seeking

TRAITS

Ego: Black Mark (Lunars, Level 1),

Black Mark (Reclaimers, Level 1) ■

REP

@-rep 20

c-rep 30

g-rep 50

r-rep 50

EQUIPMENT

Armor: None ■

Primary Weapon: None ■

Credit: 500 (shared with other Achjimas) ■

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

Gear: Basic Biomods, Basic Mesh Inserts, Cortical Stack ■

ACHJIMA YAI (B3)

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

BACKGROUND

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

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

PERSONALITY

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

MEMORIES

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

YOUR RECENT MISSION

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

PRIVATE MESSAGE

Along with the message from your alpha fork that all of the forks received, you received a private message from Achjima (alpha). With the same glazed look and stuttering speech, she simply said: “H-h-had to shut shut down Nonny. N-n-n ... Nonny knows.” You remember that Nonny is your muse. ■

ROLEPLAYING ACHJIMA

It’s roleplaying challenge time: you are not the only player playing a fork of Achjima. Though we have provided some details on Achjima’s personality, the players will have a limited amount of information to work from and it is likely that each player will approach the character in their own individual manner. You are encouraged to make an effort to all come across as the same person, but don’t sweat it if it doesn’t come off perfectly. There are many reasons why the different forks of Achjima might manifest different aspects of the character’s personality. The neural pruning process is far from perfect, and each fork was pruned in separate ways that can lead to variation. On top of this, the longer the forks remain apart, the more they diverge from each other in experiences and personality and become distinct and separate individuals. This process of divergence is in fact a key element of the roleplaying this scenario encourages. ■

What matters is that you make an effort to portray roughly the same character. One way to do this is to play off of each other’s presentations and mimic each other. If one player starts off with a specific speech pattern, you should emulate it. If another player coins a specific amusing catch-phrase that Achjima uses, you should adopt it as well. If a player invents a specific memory from Achjima’s past while narrating a tale, you should feel free to expand on that story. In a sense, Achjima is a group identity, fleshed out by the cooperative manner in which you and the other players bring her to life. ■

ACHJIMA YAI (B4)

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	10	10	10	10	5	15
Morph Bonus		+5	+5		+5	+5	
Total	15	15	15	10	15	10	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
1	6	30	60	6	30	45	40 (50)	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Genetics	COG	65		65
Academics: Neuroscience	COG	65		65
Animal Handling	SAV	35	5	40
Art: Bodysculpting	INT	40	5	45
Climbing	SOM	15	5	20
Deception	SAV	35	5	40
Fray	REF	35		35
Free Fall	REF	25		25
Freerunning	SOM	20	5	25
Infiltration	COO	40	5	45
Interests: Black Market Drugs	COG	35		35
Interests: Genetics Research	COG	55		55
Interests: Singularity Seeking	COG	50		50
Interfacing	COG	15		15
Intimidation	SAV	20	5	25
Kinesics	SAV	45	5	50
Kinetic Weapons	COO	40	5	45
Language: Native Thai	INT	80	5	85
Language: English	INT	35	5	40
Medicine: Biosculpting	COG	55		55
Medicine: General Practice	COG	50		50
Medicine: Gene Therapy	COG	60		60
Medicine: Psychiatry	COG	45		45
Networking: Autonomists	SAV	20	5	25
Networking: Criminal	SAV	50	5	55
Networking: Hypercorps	SAV	25	5	30
Networking: Scientists	SAV	55	5	60
Perception	INT	40	5	45
Pilot: Groundcraft	REF	20		20
Profession: Lab Technician	COG	35		35
Profession: Medical Care	COG	50		50
Psychosurgery	INT	55	5	60
Research	COG	40		40
Scrounging	INT	35	5	40

Background: **Fall Evacuee**

Faction: **Criminal**

Morph: **Neo-Hominid**

Motivations: **+Personal Development**

+Research (Genetics) +Singularity-Seeking

TRAITS

Ego: Black Mark (Lunars, Level 1),

Black Mark (Reclaimers, Level 1)

REP

@-rep 20

c-rep 30

g-rep 50

r-rep 50

EQUIPMENT

Armor: None ■

Primary Weapon: None ■

Credit: 500 (shared with other Achjimas) ■

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Prehensile Feet ■

Gear: Basic Biomods, Basic Mesh Inserts, Cortical Stack ■

ACHJIMA YAI (B4)

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

BACKGROUND

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

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

PERSONALITY

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

MEMORIES

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

YOUR RECENT MISSION

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

PRIVATE MESSAGE

Along with the message from your alpha fork that all of the forks received, you received a private message from Achjima (alpha). With the same glazed look and stuttering speech, she simply said: “A-a-avoid the ... the t-t-triad. At all ... all c-c-costs.” ■

ROLEPLAYING ACHJIMA

It’s roleplaying challenge time: you are not the only player playing a fork of Achjima. Though we have provided some details on Achjima’s personality, the players will have a limited amount of information to work from and it is likely that each player will approach the character in their own individual manner. You are encouraged to make an effort to all come across as the same person, but don’t sweat it if it doesn’t come off perfectly. There are many reasons why the different forks of Achjima might manifest different aspects of the character’s personality. The neural pruning process is far from perfect, and each fork was pruned in separate ways that can lead to variation. On top of this, the longer the forks remain apart, the more they diverge from each other in experiences and personality and become distinct and separate individuals. This process of divergence is in fact a key element of the roleplaying this scenario encourages.

What matters is that you make an effort to portray roughly the same character. One way to do this is to play off of each other’s presentations and mimic each other. If one player starts off with a specific speech pattern, you should emulate it. If another player coins a specific amusing catch-phrase that Achjima uses, you should adopt it as well. If a player invents a specific memory from Achjima’s past while narrating a tale, you should feel free to expand on that story. In a sense, Achjima is a group identity, fleshed out by the cooperative manner in which you and the other players bring her to life. ■

ACHJIMA YAI (B5)

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	10	10	10	10	5	15
Morph Bonus		+5				+5	
Total	15	15	10	10	10	10	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
1	6	30	60	7	35	53	40	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Genetics	COG	65		65
Academics: Neuroscience	COG	65		65
Animal Handling	SAV	35		35
Art: Bodysculpting	INT	40		40
Deception	SAV	35		35
Fray	REF	35		35
Free Fall	REF	25		25
Freerunning	SOM	20	5	25
Infiltration	COO	40	5	45
Interests: Black Market Drugs	COG	35		35
Interests: Genetics Research	COG	55		55
Interests: Singularity Seeking	COG	50		50
Interfacing	COG	15		15
Intimidation	SAV	20		20
Kinesics	SAV	45		45
Kinetic Weapons	COO	40	5	45
Language: Native Thai	INT	80		80
Language: English	INT	35		35
Medicine: Biosculpting	COG	55		55
Medicine: General Practice	COG	50		50
Medicine: Gene Therapy	COG	60		60
Medicine: Psychiatry	COG	45		45
Networking: Autonomists	SAV	20		20
Networking: Criminal	SAV	50		50
Networking: Hypercorps	SAV	25		25
Networking: Scientists	SAV	55		55
Perception	INT	40		40
Pilot: Groundcraft	REF	20		20
Profession: Lab Technician	COG	35		35
Profession: Medical Care	COG	50		50
Psychosurgery	INT	55		55
Research	COG	40		40
Scrounging	INT	35		35

Background: **Fall Evacuee**

Faction: **Criminal**

Morph: **Ruster**

Motivations: **+Personal Development**

+Research (Genetics) +Singularity-Seeking

TRAITS

Ego: Black Mark (Lunars, Level 1),

Black Mark (Reclaimers, Level 1)

REP

@-rep 20

c-rep 30

g-rep 50

r-rep 50

EQUIPMENT

Armor: None ■

Primary Weapon: None ■

Credit: 500 (shared with other Achjimas) ■

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

Gear: Basic Biomods, Basic Mesh Inserts, Cortical Stack ■

ACHJIMA YAI (B5)

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

BACKGROUND

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

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

morph mods, black genetics, psychosurgery, etc) . You dislike being here, as it is far from any sites of interest, but you have to pay your bills. ■

PERSONALITY

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

MEMORIES

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

YOUR RECENT MISSION

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

PRIVATE MESSAGE

Along with the message from your alpha fork that all of the forks received, you received a private message from Achjima (alpha). With the same glazed look and stuttering speech, she simply said: “Br-brrr ... Bringing R-r-roque was a ... a mist-mistake. Watch-wat ... watch out for h-h-him. Do not be afraid to k-k-k-kill him.” ■

ROLEPLAYING ACHJIMA

It’s roleplaying challenge time: you are not the only player playing a fork of Achjima. Though we have provided some details on Achjima’s personality, the players will have a limited amount of information to work from and it is likely that each player will approach the character in their own individual manner. You are encouraged to make an effort to all come across as the same person, but don’t sweat it if it doesn’t come off perfectly. There are many reasons why the different forks of Achjima might manifest different aspects of the character’s personality. The neural pruning process is far from perfect, and each fork was pruned in separate ways that can lead to variation. On top of this, the longer the forks remain apart, the more they diverge from each other in experiences and personality and become distinct and separate individuals. This process of divergence is in fact a key element of the roleplaying this scenario encourages. ■

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NKEKA ADESOJI

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	20	15	20	15	10	15	15
Morph Bonus	5		5		5	5	
Total	25	15	25	15	15	20	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
3	6	30	60	7	35	53	70 (80)	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Astrobiology	COG	60	5	65
Academics: Chemistry	COG	40	5	45
Academics: Engineering	COG	50	5	55
Academics: Geology	COG	55	5	60
Academics: Physics	COG	40	5	45
Academics: Xenoarcheology	COG	70	5	75
Art: Architecture	INT	45	5	50
Climbing	SOM	35	5	40
Deception	SAV	40	5	45
Demolitions	COG	45	5	50
Fray	REF	45		45
Free Fall	REF	25		25
Freerunning	SOM	55	5	60
Interests: Alien Relics	COG	45	5	50
Interests: Pandora Gates	COG	55	5	60
Interfacing	COG	20	5	25
Investigation	INT	65	5	70 (80)
Kinesics	SAV	30	5	35
Kinetic Weapons	COO	45		45
Language: Native French	INT	90	5	95
Language: English	INT	40	5	45
Networking: Autonomists	SAV	30	5	35
Networking: Firewall	SAV	30	5	35
Networking: Hypercorps	SAV	30	5	35
Networking: Scientists	SAV	50	5	55
Perception	INT	40	5	45 (55)
Pilot: Aircraft	REF	35		35
Pilot: Groundcraft	REF	50		50
Profession: Excavation	COG	40	5	45
Profession: Forensics	COG	55	5	60
Profession: Surveying	COG	40	5	45
Protocol	SAV	50	5	55
Research	COG	55	5	60

Background: **Original Space Colonist**

Faction: **Hypercorp**

Morph: **Exalt**

Motivations: **+Exploration**

+Research (Alien Civilizations)

+Techno-Progressivism

REP

@-rep 40

c-rep 40

e-rep 20

i-rep 40

r-rep 60

EQUIPMENT

Armor: None ■

Primary Weapon: None ■

Credit: 5000 ■

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Echo Location, Medichines, Mnemonic Augmentation ■

Gear: Backup Insurance (1 month) ■

NKEKA ADESOJI

You are an agent of Firewall, a clandestine group that seeks to protect transhumanity from extinction. You are currently posing as a “singularity seeker” and infiltrating the circles of those who illicitly (and usually illegally) pursue TITAN technology in the hopes of bringing about a new singularity.

BACKGROUND

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

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

You were debating the wisdom of pursuing him when another seeker showed up in town asking questions about Arman. This new seeker was just a beta fork of someone named Achjima, from a Martian habitat called Anyang. Sensing an opportunity to dig up some more information about Arman, you offered to egocast back with the fork to Anyang and talk with her alpha version

to compare notes. After alerting Firewall to your plans, they dispatched another agent, Kjell Hoff, ahead of you. Kjell’s mission is to conduct some legwork on Achjima before you arrive and to back you up should any trouble occur.

Upon arriving and resleeving in Anyang, however, you immediately become aware that something is wrong. For one, Achjima (alpha) has not arrived to merge with her fork. For another, you receive an urgent message from your Firewall proxy just after resleeving that Kjell Hoff has been murdered—seemingly by Achjima (alpha). Firewall doesn’t have any other agents on the ground, and they are wary of exposing anyone else until they know what’s going on. Your job is to find out and report back—and if there are any threats, to eliminate them. Firewall also tells you that Kjell left behind some equipment in his hotel room, and gives you the access codes; getting away from the forks of Achjima without rousing suspicion may be difficult, however.

ROQUE VERA

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

CHARACTER STATS

For Roque, choose one of these 3 sample characters from the core rulebook (Included in this file for convenience):

- Extropian Smuggler
- Hypercorp Black Marketeer
- Mercurial Scavenger

BACKGROUND

You were recently contacted by a singularity seeker known as Achjima Yai. You have dealt with her in the past—she has passed on some interesting TITAN-related relics in the past and other curiosities that you have made a significant profit on. She implied she had something new to offer, but didn't provide any details except to say that it was biological and probably of alien origin. Since xenobiological samples fetch a high price on the black market, you were immediately intrigued.

At her invitation, you have egocast over to Anyang, the Martian habitat where Achjima lives. Something seems to have gone wrong, however. Immediately after resleeving, you received a message from Achjima that you were not to come to her residence. She did however note that some of her forks would be returning to Anyang soon and would be resleeved in the same facility. This seems unusual—why would the forks resleeve, rather than just merge with Achjima? You are now worried that something has happened to her. So you have waited the extra hour for the forks to be resleeved, so you can talk to them and find out what is going on.

GOALS

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

PARK SOON-OK

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

CHARACTER STATS

For Park, choose one of these 3 sample characters from the core rulebook (Included in this file for convenience):

- Anarchist Techie
- Criminal Hacker
- Scum Enforcer

BACKGROUND

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

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

GOALS

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

HYPERCORP BLACK MARKETEER

APTITUDES



	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	15	20	15	15	15	10
Morph Bonus					5		
Total	15	15	20	15	20	15	10

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
4	4	20	40	6	30	45	70	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Economics	COG	60		60
Academics: Sociology	COG	55		55
Beam Weapons	COO	40		40
Climbing	SOM	35	5	40
Deception	SAV	60	5	65
Fray	REF	45		45
Freerunning	SOM	35		35
Infiltration	COO	40		40
Infosec	COG	40		40
Interests: Black Markets	COG	60		60
Interests: Inner System Law	COG	50		50
Interests: Smuggling	COG	55		55
Interfacing	COG	35		35
Kinesics	SAV	60	5	65
Language: Native Portugese	INT	85		85
Language: English	INT	45		45
Networking: Autonomists	SAV	45	5	50
Networking: Criminal	SAV	60	5	65
Networking: Hypercorps	SAV	60	5	65
Networking: Media	SAV	45	5	50
Perception	INT	50		50
Persuasion	SAV	60	5	65
Pilot: Groundcraft	REF	25		25
Profession: Appraisal	COG	60		60
Profession: Con Schemes	COG	55		55
Profession: Info Brokerage	COG	50		50
Protocol	SAV	55	5	60
Scrounging	INT	40		40
Spray Weapons	COO	35		35
Unarmed Combat	SOM	55		55

Background: **Fall Evacuee**

Faction: **Hypercorp**

Morph: **Splicer**

Motivations: **+Personal Career +Techno-Progressivism**
+Wealth

TRAITS

Ego: **Enemy**

(Rival Criminal) ■

REP

@-rep: 20

c-rep: 70

e-rep: 20

f-rep: 30

g-rep: 50

i-rep: 10

EQUIPMENT

Armor: **Bioweave (Light)**

+ **Armor Vest [8/9]** ■

Primary Weapon: **Laser**

Pulser ■

Credit: **2,650** ■

Implants: **Basic Biomods,**

Basic Mesh Inserts,

Bioweave (Light),

Cortical Stack, Eelware,

Endocrine Control,

Enhanced Vision,

Medichines,

Nanophages ■

Gear: **Backup Insurance**

(1 month), **Cleaner**

Nanoswarm, Fake

Ego ID, Guardian Bot,

Muse, Nanobandage,

Nanodetector, Overload

Grenade, Servitor Bot,

Shredder (100 shots),

Vacsuit (Standard),

Tactical Network

Software ■

EXTROPIAN SMUGGLER

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	15	15	20	15	15	15
Morph Bonus		5	5			5	
Total	15	20	20	20	15	20	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
5	6	30	60	8	40	80	70	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Accounting	COG	35		55
Academics: Astrophysics	COG	45		45
Academics: Psychology	COG	40		40
Blades	SOM	45	5	50
Deception	SAV	50		50
Fray	REF	50		50
Free Fall	REF	30		30
Gunnery	INT	40	5	45
Hardware: Aerospace	COG	50		50
Infiltration	COO	40	5	45
Infosec	COG	35		35
Interests: Black Markets	COG	55		55
Interests: Criminal Groups	COG	35		35
Interests: Inner System Law	COG	55		55
Kinesics	SAV	40		40
Kinetic Weapons	COO	50	5	55
Language: Native Korean	INT	85	5	90
Language: English	INT	45	5	50
Language: Cantonese	INT	40	5	45
Navigation	INT	30	5	35
Networking: Autonomists	SAV	55		55
Networking: Criminal	SAV	55		55
Networking: Hypercorps	SAV	35		35
Palming	COO	35	5	40
Perception	INT	45	5	50
Persuasion	SAV	60		60
Pilot: Aircraft	REF	45		45
Pilot: Groundcraft	REF	50		50
Pilot: Spacecraft	REF	60		60
Profession: Appraisal	COG	45		45
Profession: Customs Procedures	COG	50		50
Profession: Smuggling Tricks	COG	60		60

TRAITS

Ego: Danger Sense, Edited Memories, Neural Damage (Repetitive Behavior), On the Run (Jovians) ■

REP

@-rep: 50
c-rep: 30
g-rep: 70
i-rep: 50



Background: Re-instantiated

Faction: Extropian

Morph: Slitheroid

Motivations: +Libertarianism +Subverting Authority +Wealth

EQUIPMENT

Armor: Light Combat

Armor [14/12] ■

Primary Weapon: SMG

Firearm (100 rounds regular ammo) ■

Credit: 1,400 ■

Enhancements:

360-degree Vision, Access Jacks, Anti-Glare, Basic Mesh Inserts, Chameleon Skin, Cortical Stack, Cyberbrain, Enhanced Vision, Grip Pads, Hidden Compartment,

Lidar, Light Combat

Armor, Mnemonic Augmentation, Mobility System: Snake (4/16; 8/32 rolling), Radar, T-Ray Emitter ■

Gear: Backup Insurance

(1 month), Dazzler, Fake Ego ID, Guardian Bot, Miniature Radio Farcaster, Phlo (1 dose), Portable Plane, Radio Booster, Repair Spray, Slip (1 application), Smart Clothing, Utilitool, Vibroblade, White Noise Machine ■

MERCURIAL INVESTIGATOR

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	20	10	15	15	20	5	20
Morph Bonus							
Total	20	10	15	15	20	5	20

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
4	8	40	80	—	—	—	60	1 (3)

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Anthropology	COG	60		60
Academics: Computer Science	COG	60		60
Academics: Physics	COG	50		50
Art: Digital Art	INT	50		50
Deception	SAV	40		40
Fray	REF	35		35
Free Fall	REF	30		30
Gunnery	INT	50		50
Impersonation	SAV	45		45
Infiltration	COO	50		50
Infosec	COG	60		60
Interests: Crime Groups	COG	60		60
Interests: Cultural Trends	COG	45		45
Interfacing	COG	50		50
Investigation	INT	60		60
Kinesics	SAV	50		50
Language: Native English	INT	90		90
Networking: Criminals	SAV	50		50
Networking: Firewall	SAV	40		40
Networking: Hypercorps	SAV	40		40
Perception	INT	45		45
Pilot: Aircraft	REF	55		55
Pilot: Anthroform	REF	55		55
Pilot: Groundcraft	REF	30		30
Profession: Forensics	COG	60		60
Profession: Police Procedures	COG	50		50
Profession: Security Systems	COG	45		45
Programming	COG	60		60
Research	COG	60		60

Background: **Infolife**

Faction: **Mercurial**

Morph: **Infomorph**

Motivations: **+AGI Rights +Personal Development +Sousveillance**

TRAITS

Ego: Real World Naiveté,
Social Stigma (AGI) ■

REP

c-rep: 20
g-rep: 10
i-rep: 20

EQUIPMENT

Armor: None [0/0] ■
Primary Weapon: None ■
Credit: 250 ■

Gear: AR Illusions
Software, Backup

Insurance (1 month),
Covert Ops Tool, Creepy,
Exploit Software, Facial/
Image Recognition
Software, 2 Gnat
Bots, Guardian Bot,
Holographic Projector,
Juice Narcoalgorithm,

Saucer Bot, Scout
Nanoswarm, Servitor
Bot, Smart Dust, Sniffer
Software, 3 Speck Bots,
Spoof Software, Tactical
Network Software,
Tracking Software, 5 XP
Clips ■



ANARCHIST TECHIE

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	15	20	15	10	15	15	15
Morph Bonus	5	5				5	
Total	20	25	15	10	15	20	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
4	6	30	60	7	35	53	50	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Engineering	COG	60	5	65
Academics: Nanotechnology	COG	70	5	75
Academics: Physics	COG	60	5	65
Art: Sculpture	INT	55		55
Free Fall	REF	60		60
Hardware: Aerospace	COG	45	5	50
Hardware: Armorer	COG	55	5	60
Hardware: Electronics	COG	60	5	65
Hardware: Robotics	COG	60	5	65
Infosec	COG	40	5	45
Interests: Martian Beers	COG	45	5	50
Interests: Robot Models	COG	45	5	50
Interests: VR Games	COG	55	5	60
Interfacing	COG	50	5	55
Language: Native English	INT	85		85
Language: Mandarin	INT	60		60
Networking: Autonomists	SAV	70		70
Networking: Firewall	SAV	35		35
Networking: Scientists	SAV	35		35
Perception	INT	55		55
Pilot: Aircraft	REF	45		45
Pilot: Spacecraft	REF	30		30
Profession: Habitat Systems	COG	60	5	65
Profession: Spacecraft Systems	COG	60	5	65
Programming (Nanofabrication)	COG	60 (70)	5	65 (75)
Scrounging	INT	45		45
Spray Weapons	COO	40	5	45

Background: **Original Space Colonist**

Faction: **Anarchist**

Morph: **Bouncer**

Motivations: **+Anarchism +Open Source +Tech-Hacking**

TRAITS

Ego: Oblivious ■

Morph: Limber (Level 1) ■

REP

@-rep: 60

i-rep: 40

r-rep: 50

EQUIPMENT

Armor: Crash Suit [4/6] ■

Primary Weapon: Freezer (100 shots) ■

Credit: 200 ■

Implants: Access Jacks, Basic Biomods, Basic Mesh Inserts, Cortical Stack, Electrical Sense, Grip Pads, Oxygen Reserve, Prehensile Feet, Wrist-Mounted Tools ■

Gear: 2 Automechs, Backup Insurance (1 month), Engineer Nanoswarm, Fabber, Fixer Nanoswarm, Muse, Vacsuit (Light Smartfabric, 5/5) ■

CRIMINAL HACKER

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	20	15	15	10	20	10	15
Morph Bonus							
Total	20	15	15	10	20	10	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
3	6	30	60	6	30	60	50	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Computer Science	COG	60		60
Academics: Cryptography	COG	60		60
Academics: Engineering	COG	50		50
Art: Electronic Music	INT	45		45
Beam Weapons	COO	40		40
Deception	SAV	55		55
Fray	REF	40		40
Free Fall	REF	30		30
Hardware: Electronics	COG	60		60
Hardware: Industrial	COG	45		45
Hardware: Robotics	COG	55		55
Impersonation	SAV	45		45
Infiltration	COO	60		60
Infosec	COG	70		70
Interests: Hacker Mesh Forums	COG	55		55
Interests: Online Banking	COG	50		50
Interests: Triad Economics	COG	45		45
Interfacing	COG	55		55
Intimidation	SAV	30		30
Kinesics	SAV	40		40
Language: Native Russian	INT	85		85
Networking: Autonomists	SAV	40		40
Networking: Criminals	SAV	60		60
Networking: Firewall	SAV	40		40
Networking: Hypercorps	SAV	40		40
Perception	INT	50		50
Pilot: Aircraft	REF	30		30
Pilot: Groundcraft	REF	20		20
Profession: Accounting	COG	50		50
Profession: Security Operations	COG	55		55
Profession: Social Engineering	COG	60		60
Programming	COG	60		60
Research	COG	60		60



Background: **Re-instantiated**

Faction: **Criminal**

Morph: **Swarmanoid**

Motivations: **+Fame +Subverting Technology +Thrill-Seeking**

TRAITS

Ego: Edited Memories, On the Run (Morningstar Constellation), Right at Home ■

REP

@-rep: 30

c-rep: 20

g-rep: 50

i-rep: 50

EQUIPMENT

Armor: None [0/0] ■

Primary Weapon: None ■

Credit: 5,250 ■

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Electrical Sense, Enhanced Vision, Lidar, Magnetic System, Mental Speed, Mnemonic

Augmentation, Nanoscopic Vision, Radar, Swarm Composition, T-Ray Emitter ■

Gear: Automech, Backup Insurance (1 month), EMP Grenade, Exploit

Software, Fake Ego ID, Guardian Bot, Guardians Nanoswarm, Saboteur Nanoswarm, Servitor Bot, Sniffer Software, Spoof Software, Tactical Network Software, Tracking Software ■

SCUM ENFORCER

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	10	20	15	20	10	20	10
Morph Bonus		5	5	5		10	5
Total	10	25	20	25	10	30	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
5	4 (6)	20 (30)	40 (60)	10	50	75	70 (90)	1 (2)

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Linguistics	COG	50		50
Art: Dance	INT	55	5	60
Beam Weapons	COO	40	5	45
Blades	SOM	60	10	70
Climbing	SOM	40	10	50
Clubs	SOM	50	10	60
Fray	REF	70	5	75
Free Fall	REF	60	5	65
Hardware: Armorer	COG	40		40
Infiltration	COO	50	5	55
Interests: Drug Dealers	COG	50		50
Interests: Gambling	COG	40		40
Interests: Scum Gangs	COG	50		50
Interests: Triad Politics	COG	50		50
Intimidation	SAV	60		60
Kinesics	SAV	40		40
Kinetic Weapons	COO	60	5	65
Language: Native Spanish	INT	80	5	85
Language: Cantonese	INT	55	5	60
Networking: Autonomists	SAV	50		50
Networking: Criminals	SAV	50		50
Perception	INT	45	5	50
Persuasion	SAV	20		20
Profession: Bodyguarding	COG	40		40
Profession: Protection Rackets	COG	50		50
Profession: Security Ops	COG	50		50
Scrounging	INT	25	5	30
Unarmed Combat	SOM	60	10	70



Background: **Scumborn**

Faction: **Scum**

Morph: **Fury**

Motivations: **+Adventure +Hedonism +Morphological Freedom**

TRAITS

Ego: Minor Addiction (Alcohol) ■

REP

@-rep: 60

c-rep: 40

EQUIPMENT

Armor: Bioweave Armor (Light) + Body Armor (Heavy) with Offensive Armor and Shock Proof mods [15/16] ■

Primary Weapon: Kinetic Pistol (100 rounds regular ammo) ■

Credit: 1,000 ■

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

Gear: Backup Insurance (1 month), Cuffband, Kick (2 doses), Kinetic SMG with 100 rounds regular ammo, Monofilament Sword, Muse, Nanobandages (5), Shock Gloves, Tactical Network Software, Wasp Knife ■

EGO HUNTER NPC HANDOUTS

The following handouts should be given to the player characters when they interact with each noted NPC.

Each handout represents the results of a quick mesh search on the subject. There are individual PDF files for each NPC in the *Ego Hunter* package, if you want to give your players digital copies instead of printouts!

Subject: Dolma Gope

Rep: **c-rep 45, g-rep 30, r-rep 40**

Gender Identity: **Female**

Last Known Morph: **Modified Female Exalt**

Occupation: **Genetecist**

Notes: **Dolma runs a black clinic.**

Subject: Kjell Hoff

Rep: **c-rep 55, f-rep 20, g-rep 10**

Gender Identity: **Male**

Last Known Morph: **Male Exalt**

Occupation: **Security Contractor**

Notes: **Kjell arrived in Anyang just a day ago, egocasting in from Progress Station. He was allegedly murdered by Achjima just a few hours ago while leaving a place called Bar D'ville.**

Subject: T-Faktor

Rep: **g-rep 65**

Gender Identity: **Unknown**

Last Known Morph: **Unknown**

Occupation: **Freelance Hacker**

Notes: **T-Faktor never meets in person. By all accounts he is the best hacker in Anyang.**

Subject: Scott Wai

Rep: **c-rep 45**

Gender Identity: **Male**

Last Known Morph: **Male Splicer**

Occupation: **Air Plant Technician**

Notes: **According to some social network posts, Scott Wai has been out of communication for over a day.**

Subject: Arman Usupov

Rep: **g-rep 25**

Gender Identity: **Male**

Last Known Morph: **Modified Male Ruster**

Occupation: **Self-employed**

Notes: **A singularity seeker, Arman was last seen at his Noctis residence approximately 3 weeks ago. He was last known to have left Noctis by rocket buggy, heading west (the direction of the TITAN Quarantine Zone). Arman's singularity seeker and underworld contacts know that Arman had been spending a lot of time sniffing around the TOZ in recent months, hoping to find TITAN artifacts. Aside from mentioning a settlement known as Kartika to a few contacts, there are no other leads. Kartika was within the TOZ and was destroyed during the Fall.**

Subject: Yao Xie

Rep: **g-rep 55**

Gender Identity: **Male**

Last Known Morph: **Male Exalt**





Occupation: **Self-employed**

Notes: **Yao Xie is the leader of Anyang's local triad.**

AIR PLANT

70 111 114 118 119 110 97 32
 40 79 32 70 118 116 117
 110 101 41 13 108 101 108
 117 116 32 108 110 10 97 32
 40 108 108 107 110 116 104
 101 32 109 110 110 10 41 13
 10 83 116 97 118 17 32 118
 97 114 108 97 110 108 105
 115 32 48 121 110 17 32 97
 114 101 32 99 110 110 103
 101 97 98 108 110 13 10 83
 101 109 102 101 102 99 114
 101 115 99 103 102 40 101
 118 101 114 32 110 120 105
 110 103 41 13 110 117 116
 32 100 101 99 110 115 99
 105 115 99 32 110 110 100
 32 119 97 110 110 103 59
 41 13 10 86 103 109 7 32 100
 101 116 101 110 109 98 105
 108 105 115 32 104 97 116
 101 102 117 108 108 105
 102 101 41 13 110 117 110
 99 32 111 88 110 114 97
 116 32 40 102 110 115 116

1 Entrance
2 Control Center
3 Drone Station
4 Elevators to Catwalk
5 Achjima's hiding place
6 Habitat wall (unbreachable)
7 Catalytic Converter

 External wall, vents, and ductwork, accessible via catwalk
 Catwalk (20 meters up)
 Flexible hanging vents
 Workstations

KEY

111 117 32 119 104 105 114
 108 105 110 103 32 119 104
 101 101 108 41 13 10 83 116
 97 116 117 115 32 109 97 108
 117 115 44 32 40 121 111 117
 32 97 114 101 32 109 97 108
 101 118 111 108 101 110 116
 41 13 10 86 97 110 97 32 115
 97 108 117 115 32 40 119 101
 108 108 49 98 101 108 110 103
 32 105 115 32 118 97 105 110
 41 13 10 83 101 109 112 101
 114 32 100 105 115 115 111
 108 117 98 105 108 105 115 44
 32 40 97 110 100 32 97 108
 119 97 121 115 32 109 97 108
 101 115 32 116 110
 116 104 105 110
 79 98 117 109 98
 97 32 40 115 104
 119 101 100 41
 32 118 101 108 98
 40 97 110 100 32
 108 101 100 41
 99 104 108 32 115
 117 101 32 110

This map is not intended to be exhaustive. The exact layout of the factory is less important than creating several tense chase or discovery situations! Unless the characters are able to prepare extremely well, they will encounter sentry bots, Achjima's "creepies"—and the plant's AI! The catwalks offer line-of-sight except when obscured by the catalytic converter or the hanging vents.

LAWYER