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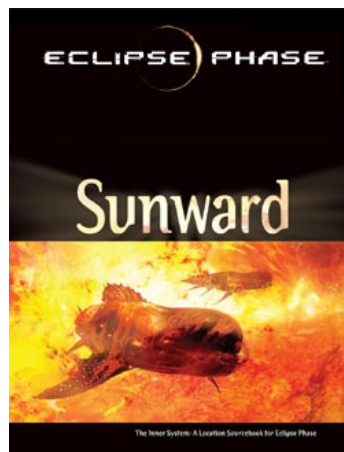
## ECLIPSE PHASE



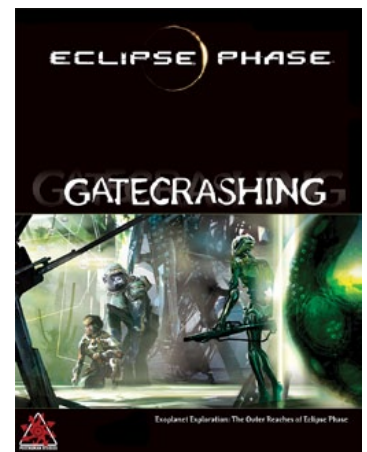
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# ECLIPSE PHASE



## *THE STARS OUR DESTINATION*

*A Scum Swarm Setting for  
The Roleplaying Game of  
Transhuman Conspiracy and Horror*









## A BRIEF NOTE ON ANARCHISM

Ideologically, the scum can be classified as anarchists. When most people hear “anarchism” or “anarchist,” they think of black-clad protesters smashing windows and shouting angry slogans or bomb-throwing nihilists who want to tear everything down and spread chaos. *Eclipse Phase* anarchists sometimes fall into these stereotypes, but the majority are more akin to the political thinkers of the 19<sup>th</sup> and early 20<sup>th</sup> century who believed that individuals were best equipped to make the decisions that affected them and the open society was one where communities made decisions that were best for their members and operated with a maximum of individual liberty. These anarchists (and the ones in *Eclipse Phase*) believed that institutions like religion or governments often took advantage of people and stripped them of their individual liberties and choices. In a similar vein, they believed that capitalism also distorted interests, pitting members of a community against each other in the interest of personal gain and forcing people to make decisions that had long-term negative consequences.

The scum, as well as many other outer system anarchists in *Eclipse Phase*, embrace a version of this philosophy that emphasizes community responsibility in exchange for maximum liberty and the provision of all basic needs. This means that anarchists tend to organize in small collectives where most decisions are made by consensus, meaning everyone’s voice is heard

and everyone signs off on a decision before it’s made. In the case of disagreements, a compromise is sought to which everyone can agree. Access to all goods is given equally and major items or machinery (like a ship or fabber) tend to be owned collectively.

The scum do differ from other anarchists in that they emphasize temporary forms of organization, such as affinity groups and other ad hoc structures. The scum tend to be critical of the way that formal, static organizations can develop informal hierarchies. Affinity groups that coalesce as needed and disband immediately afterwards are more fitting to the scum nomadic lifestyle.

Practically, many scum are more committed to anarchism as a lifestyle than as an ideology. They are less interested in horizontalism and pursuing egalitarian modes of organization as they are in living their lives with the maximum amount of personal freedom. They sometimes criticize other anarchists as staid and over-organized, preferring themselves to emphasize spontaneity and individual liberty as the keys to freedom.

Many scum do not identify as anarchists per se, though they have no opposition to the way the scum operate. A minority of scum ship crews are run with traditional hierarchies or are based in experimental organization styles. The swarm largely doesn’t care what individual scum crews do “at home,” as long as no one is being oppressed or enslaved. ■

## A HISTORY OF THE STARS SWARM


During the political chaos and warfare of the Fall, many space industry corporations pushed their work forces to the limits. Already suffering under extremely poor working conditions, the primarily synth-sleeved and indentured workers of Hindustan Aerospace Limited (HAL), working in the shipyards stationed in Lunar orbit, called a general strike. Aided by the Chinese anarchist human-rights collective Chīchī Hēhē Cào (literally “Eat-Drink-Fuck”—named for what they believed every person was entitled without interference), they seized control of most of the production facilities as well as the armory. The workers quickly rounded up management and the security officers who had not joined the strike and put them on a shuttle to HAL’s Lunar surface facilities.

Precipitously, the corporate headquarters of HAL on Earth was overrun by the TITANs shortly afterwards, and the corporation’s other space-based assets were thrown into disarray. No attempt was made to unseat the strikers. As the situation on

Earth deteriorated and a full-fledged evacuation was initiated, the strikers voted to retrofit the aerospace manufacturing facilities with more powerful propulsion systems and move the station from Lunar orbit to a high Earth orbit. While some considered the plan to move closer to Earth and the TITANs crazy, the strikers felt a responsibility to attempt to aid refugee craft fleeing the chaos. Many refugees had jumped aboard anything capable of boosting itself into orbit without any consideration of where they would go once they were free of Earth and were being turned away by other habitats that were overcrowded, feared infection, or who simply didn’t want to let “undesirables” on board.

Once above the Earth, the facility’s crew teamed up with a nameless group of scum who had been eking out a living in orbit for decades. During this time, the strikers and anarchists worked feverishly to keep the makeshift HAL facilities in working order while also rescuing thousands and accommodating their new arrivals. Rescued refugees who were able to contribute to the rescue mission were quickly





put to work. One rescue operation saved a group of Ukrainian refugees that included Lena Andropov, a nanotech engineering wiz, who led an effort to upgrade the factory facilities and aid the rescue efforts.

Over a period of eight weeks, these efforts saved the lives of thousands who might otherwise have been left to die. Eventually they had no more room for refugees and reluctantly pulled back, avoiding the worst of the TITAN-spawned counter-strikes against orbital defenses. It was during this period that an agreement between the refugees, the anarchists, the scum, and the strikers was reached. In order to preserve their safety from TITAN attacks and corporate attempts to re seize the shipyards, the group decided to go mobile and move away from Earth orbit. Taking everything they could salvage from the factory and every ship at their disposal, they launched a flotilla towards Mars. They sent out a call to other scattered refugees in and around Earth and Luna and invited them to join, dubbing their fleet *The Stars Our Destination*, after an old science fiction novel.

Since then, the *Stars* swarm has enjoyed steady growth. Many new ships have been added to the flotilla through a combination of salvage and purchasing older hulls on the cheap and then upgrading them. The various cultural backgrounds of the swarm's constituents blended together, with differences melting away as the scum's open-armed embrace of living life to the fullest came to predominate. Unlike others in the inner system, the crews of the ships in the *Stars* swarm are free to live however they please.

## THE SWARM'S COURSE AND STOPOVERS

*Stars* is unusual among scum swarms in that they follow a set route schedule that they loop through continuously. This route starts at Venus and runs to Luna, Mars, and then back to Venus. Because the swarm makes sure to visit these stopover points in the same order, their travel time between these places is erratic, given their different paths and speeds around the sun. Usually the swarm makes a complete circuit every nine to eighteen months, including a week-long stay at each stopover point. During these stopovers, the entire swarm will enter a stable orbit and pick up or drop off any new passengers and resupply. Each of these orbits is cause for a minor celebration and is treated as a holiday by members of the swarm.

The swarm also plots its path to pass by other habitats not in orbit around Venus, Luna, or Mars. The route almost always passes through one of the Martian Trojans on the way to or from Mars, and it may also make a fly-by of stations in the Vulcanoids,

various inner-system Lagrange points, Earth orbit, and elsewhere. Whenever the flotilla approaches a station, the swarm will usually farcast representatives ahead to make contact and negotiate any exchanges or business deals. For habitats that are less than thrilled to deal with a scum swarm, the reps will often access darknet channels to connect with the less savory elements of the hab. The swarm itself never actually stops at a habitat, though they do sometimes throw themselves into temporary orbits; it is simply too costly in terms of fuel for the larger ships to make too many course and speed adjustments, much less slow down for docking and then relaunch again. Instead, any physical transfers between a swarm and habitat are handled via faster shuttles and small craft. There is typically only a small window of a week or so for such transfers to be economically feasible.

Some Consortium and repressive habitats restrict their residents from dealing with the swarm. Most, however, turn a blind eye to what occurs outside their station's hulls, though they carefully monitor inbound cargo for security threats and whatever passes as contraband in the local legal system. A few habitats actively welcome the swarm, celebrating its arrival with carnivals and parties and hosting events with scum entertainers.

Stopovers and fly-bys aren't just a chance to pick up fuel and supplies; they are also an opportunity for the swarm to pick up new members and travelers and drop off passengers who opted for the slow boat to their destination. Some habitats use the occasion to exile unwanted members and criminals to the swarm as punishment (and the scum sometimes does the same in reverse with their own antisocial elements).

## THE SWARM'S RELATIONS WITH OTHERS

Despite plying the path between inner system strongholds, the *Stars* swarm maintains relationships with all sorts of people and groups. Because they are a reliable and discreet way of traveling between several highly populated areas with no questions asked, they find themselves relatively well liked. Characters from nearly any background can find themselves traveling with the scum and can expect most of the people to react to them first by their @-rep but also based upon any factional affiliation they may claim.

## ANARCHISTS

Since a large number of the *Stars* crew are part of anarchist collectives, they tend to get along well with other anarchists. It is not uncommon for an anarchist from the outer system to catch a lift from the flotilla to get from place to place to avoid the bothersome customs inspections that result from egocasting.

## ARGONAUTS

There are a few argonauts participating in some of the collectives in the swarm. They are typically found running the long-range scanners and operating the media and research facilities on various craft. Argonauts are generally held in high regard and are welcome aboard nearly any ship of the fleet.

## BARSOOMIANS

One of the ways the flotilla builds up favors and supplies when they're in Martian orbit is by doing favors for the Barsoomian movement. Barsoomian agents are given passage aboard any ship of the flotilla, crew and collective willing, with no questions asked. In the past, the swarm has run weapons and even Barsoomian hit squads to within quick strike distance of hypercorp facilities.

## BRINKERS

Given where they usually travel, the flotilla doesn't usually chance upon many brinkers. However, their willingness to send at least a shuttle to any outpost, no matter how remote, has earned them a great deal of respect among some brinkers who are grateful for the occasional visits.

## CRIMINALS

Operating internally with a gift economy, the scum do not have many problems with criminals, and they do their best to deal with any antisocial elements within their own ranks. Of all of the autonomist factions, the scum are the most tolerant of criminal organizations within their ranks. The *Stars* swarm is home to a thriving red market, and members of the fleet regularly deal with crime syndicates around the inner system. Aside from the Bahala Na (p. 7), the scum are careful to not allow any other criminal organizations to become too entrenched within the swarm.

## EXHUMANS

Unlike most other groups, the scum are relatively accepting of exhumans. They certainly understand the desire to push boundaries and engage in personal experimentation—as well as being considered outcast for these desires. Also, like the exhumans, they are able to see a positive side to the Fall and TITANs though they don't quite go so far in fetishizing it as many exhumans do. For this reason, the *Stars* swarm will often offer shelter or asylum to exhumans on the run in the inner system until they can find a more permanent home.

## EXTROPIANS

In the swarm's early years, several ship crews advocated for the fleet to adopt an Extropian economic model. When a serious dispute broke out over fuel supplies one of the Extropian ships was hoarding and not sharing with the swarm, these ships were expelled from the fleet (though the Extropians claim they left voluntarily, of course). Since then, the swarm has held a cool attitude towards Extropians.

## HYPERCORPS

The scum of *Stars* are willing to deal with hypercorps and their representatives, but prefer to do so from a distance. Citizens of Consortium or other hypercorp-controlled habitats are allowed on the flotilla but are carefully watched until they are able to establish trust among the scum community. Hypercorp executives and members of Oversight are generally only allowed aboard the swarm's craft in exceptional circumstances and are otherwise treated as hostile adversaries.

## JOVIANS

Unless they are refugees or rebels, Jovians are not welcome aboard the swarm—nor are most other bioconservatives. This is rarely an issue however, since the *Stars* fleet does not travel near Jovian space.

## RED MARKETS

Red markets are the equivalent of black markets in autonomist areas. Guanxi tends to apply more in red market settings than @-rep. Exchanges of goods, services, or favors are typically backed by the threat of violence. Among the scum or anarchists, if someone acts like an asshole, cheats you, or doesn't live up to their end of the exchange, traditional autonomist remedies are applied: shaming, loss of rep, ostracization, or organizing a community response. In red markets however, the typical recourse is violence or otherwise inflicting damage. Red markets often deal

with goods and intangibles that are uncommon or unpopular in the local autonomist community. This can include drugs that elicit antisocial behaviors, experimental technology, bioweapons, secrets, violence, rep network gaming, and blackmail, among other things. Though red markets are not illegal and do not need to hide from the authorities (as autonomist zones have no law or authorities), they often still operate on the sly so as to minimize repercussions and unpopularity from local autonomists who find red markets distasteful or threatening. ■



## TRADING WITH OUTSIDERS

The scum do not use money within the swarm, but when dealing with outsiders they often buy and sell with credits. How exchanges of goods and services is handled with external sources is entirely up to individual scum and their collectives. Usually any credit earned by the scum is turned around and spent on new ships, repairs, or rare elements for nanofabrication, as well as black market goods and hand-crafted

and bespoke items. Inner system parties that wish to acquire something from the swarm often find themselves owing favors or working on the swarm's behalf in some way. In this way, the swarm maintains a network of debts and third-party middlemen that allows it to bypass some of the restrictions and red tape they often face when dealing with hypercorp and political authorities. ■

### LUNARS

Despite their history with some of the Lunar hypercorp interests, the *Stars* population has managed to patch over much of the past conflict and remains on neutral terms with most Lunar stations.

### MERCURIALS

Members of this faction are welcome and many call the *Stars* their home. It helps that the flotilla stops by, and is willing to supply, many mercurial and uplift habitats in the inner system.

### MORNINGSTAR

The *Stars* swarm has found Morningstar much easier to deal with than many of the Consortium habitats and stations around Venus due to the Constellation's more relaxed attitude towards morphological freedom and access to nanofabrication. This also benefits Morningstar since they are able to discreetly move some of their people around the inner system.

### SCUM

The *Stars* scum gets along well with other scum swarms. It is not unusual for some ship collectives to break away from one swarm in order to join up and travel with another for a while.

### SOCIALITES

Of all the groups in the solar system, the scum of *Stars* probably have the least use for socialites. The feeling is, for the most part, mutual, since most socialites see scum as terribly tacky and unrefined. From time to time, however, some daring or stupid socialite decides that slumming along with a scum swarm is the new "in" thing. They are generally tolerated unless they make too big a nuisance of themselves, at which point they can expect to find themselves dropped off at the next habitat the flotilla stops at, whether they wish it or not.

### TITANIANS

The *Stars* swarm doesn't encounter many Titanians on its chosen course. The Commonwealth's citizens are welcome aboard the flotilla and there are a few members of collectives who are also Titanian citizens.

### ULTIMATES

In general, the ultimates are welcome guests as long as they remain guests and don't try to stick around for too long. The more authoritarian aspects of the ultimate credo and their social Darwinist tendencies cause a lot of tension among the *Stars* scum who take a more relaxed outlook on life. However, both groups are interested in radical self-improvement and ultimate visitors are often willing to exchange new body modification tech in exchange for the newest scum creation.

## NOTABLE COLLECTIVES OF THE SWARM

While Eat-Drink-Fuck is the oldest of the *Stars* collectives, it is not the largest and there are several that are more prominent in day-to-day operations and interactions with visitors.

### THE DOGONAUTS

The Dogs, as most others refer to them, all take canine names. Composed primarily of younger members with a few older burnouts, this collective manufactures and deals petals and more traditional drugs both within the swarm and with any habitats that have the connections to grab their wares. The Dogonauts are die-hard hedonists who respect those who have experimented with various types of pharmaceuticals and nanodrugs or have otherwise "expanded their perception of reality." They maintain active contacts with a number of criminal groups around the inner system and make a good connection point for characters originating from outside of the swarm.

### EAT-DRINK-FUCK

The Chichì Hèhè Càò collective is the most prestigious of the collectives, having made a name for themselves as wanted radicals on Earth and in orbit before the Fall and continuing on to this day. The collective has evolved and changed many times over the years, from anti-government and anti-corporate organizing to sabotage to vacworker union support and onward. The collective's current main activities are operation of the flagship *The Stars Our Destination* (p. 8), the care and maintenance of the swarm as a whole, and

secretly aiding and abetting various anti-Consortium radicals around the inner system. Individual members also tend to have their hands involved in various personal side projects, from a serious scientific study on zero-g adapted neogenetic life to running periodic scavenger hunts among the swarm's ships. EDF members all tend to have high @-rep and are well connected with autonomists around the solar system.

## FOOD NOT TITANS

This collective is one of several that prepares and serves food to the other members of the swarm, and is widely regarded as the most talented. They share a converted cargo container with a few other collectives where they grow fresh hydroponic vegetables that they incorporate into their maker-made dishes. A few members of the collective also raise animals, some of them transgenic and heavily modified, for producing authentic organic animal-byproduct foods.

## FORMER SOVIET SOCIALIST SCIENTISTS

Originally formed by some of the Ukrainian refugees, including Lena Andropov, this group spends most of their time on the *Thoughtcrime*, where they run the factory fabricators and work on cracking the nanoschematics of the latest hypercorp designs to produce copies to sell along their way.

## NATURE'S REJECTS

Formed of uplifts and allies, this collective maintains excellent ties with mercurial groups across the inner system, providing a safe zone for uplifts on the run. The collective mostly draws its members from uplifts who have grown tired of their second class citizenship in the inner system. Despite their origins, they are not as political as many would think and mostly wish to be treated as just other members of the flotilla. They find that being odd among an entire sea of odd transhumans means they get less attention

and discrimination and have greater freedom to do their own thing, which suits them fine. They are also known for letting visitors and other members of the flotilla sleeve into their morphs to “experience how the other side lives.”

## THE TENORIOS

The Tenorios are a large polymarriage family unit composed of multiple forks of the same person, Zanni Tenorio, and their spouses and children. The number of Zanni forks in the family numbers in the fifties, all sleeved in various morphs of different sexes, spread throughout the fleet with over two dozen spouses—all of them shared by the forks. The sexual appetites of the Tenorios are legendary, even among the scum. It is rare for Zanni forks to remerge; they prefer to live independent lives, within their family structure. Before joining the swarm, Zanni worked for a decade as an asteroid prospector, and today the Tenorios continue to specialize in mining operations. They operate one of the swarm's mining tugs, the *Disco Inferno* (p. 10).

## THE VOID DISCIPLES

Considered one of the more extreme collectives in the swarm, the Disciples are all sleeved in heavily altered and sometimes ad-hoc synthetic morphs, many of them little more than partially mobile sensor clusters with an attached cyberbrain. This collective has converted a seriously damaged cargo container on the *Abstinence Only* into a stellar observation deck, and many of them will sit there for hours each day staring into the depths of space and plumbing it with visual and non-visual scanning devices. Collective members operate many sensor arrays throughout the fleet and are constructing their own super-massive telescope. On several occasions they have provided early warning on incoming threats to the swarm. The data they gather from their observations increases their standing among research groups.

## BAHALA NA

Not quite a collective, the Bahala Na are the swarm's local crime gang. The original members were part of the Filipino Bahala Na (“Come What May”) gang on Earth who ended up on one of the refugee ships rescued by the strikers during the Fall. The gang members seized control of two small ships through dubious means as the fleet fled Earth. Though originally they made some efforts to run protection rackets and seize control of nanofabbers within the swarm, they were countered by a unified show of force from some of the other collectives and told in no uncertain terms that if they wanted to stay with the swarm, they'd have to put a stop to their predatory

anti-social tactics. The gang has since found their niche within the swarm, primarily running contraband for other cartels around the inner system. Their criminal activities within the fleet are largely relegated to blackmail, running swarm cat gambling rings, and leaning on non-scum traveling with the swarm for protection money. Bahala Na members are identified by a question mark tattoo that is rendered the traditional way: by cutting the design into the skin and rubbing ink into the wound. Other traditional tattoo designs on obvious parts of the body (face, arms, hands) are prevalent on older members, whereas younger members also sport more modern nanotats. ■





## THE SHIPS OF THE SWARM

Though the size of the swarm fluctuates, it typically consists of 70–100 spacecraft of varying age and types. A few of the more notable ships are detailed here.

### FLAGSHIP: THE STARS OUR DESTINATION

The crown jewel of the flotilla is *The Stars Our Destination*, named after the swarm itself. Originally a deep-space scientific analysis craft, her crew was all killed during the Fall when their life support malfunctioned. She was rediscovered six years ago by members of the Eat-Drink-Fuck collective when they found her drifting among the Martian Trojans. This is the third ship to bear the name *The Stars Our Destination* as the swarm is in the habit of taking the most impressive ship that they can find—and repair—and making it their flagship. In comparison to the rest of the flotilla, the *Stars* is by far the most luxurious of the craft, mostly due to the work her crew has put into making it so. The Eat-Drink-Fuck collective is responsible for keeping *Stars* running, but all members of the swarm are welcome there.

### THE BARGE SHIPS

The two barges are the most noticeable ships in the swarm due to their immense size and shape and the fact that they are riots of colors, lighting up the depths of space with vibrant reds and yellows and greens. Neither truly qualifies as a ship, since they do not have the means for self-propulsion and must be towed.

### DAYUEJIN (GREAT LEAP FORWARD)

*Dayuejin* was one of the spacecraft under construction at the HAL facility when the strike took over. Originally intended to be an asteroid miner, it was never completed, and the ship's partial hull was instead transformed into living quarters for refugees from Earth. When the swarm departed from orbit, they took the structure with, pulling it with a mining tug. Since then, the barge's infrastructure has grown with additional modules bolted on to the outside. *Dayuejin* is currently towed by *Disco Inferno* (p. 10).

### THREE SHEETS TO THE WIND

*Three Sheets to the Wind* had a similar illustrious start. The largest surviving segment of a torus destroyed during the Fall, this piece of infrastructure was rescued by scavengers working with the HAL strikers and converted into temporary zero-g living facilities. Like *Dayuejin*, it was towed from Earth orbit and has remained part of the swarm ever since. *Three Sheets to the Wind* is currently towed by *Angry Pirate* (p. 10).

### CARGO HAULERS

There are four aging cargo haulers that are part of the swarm. Each follows a standard design of a command module in front and propulsion module in the back, connected by a long spine along which are attached cargo containers of varying sizes. The haulers themselves are very bare bones, lacking all but the most rudimentary of systems, and are usually navigated by

beta forks. These craft lack any sort of atmosphere or gravity, although pressure and air can be enabled if needed.

The flotilla's cargo haulers carry all manner of goods. Sometimes they actually haul bulk goods as they were originally intended, but usually their holds are full of assorted junk and bric-à-brac collected from hundreds of habitats. Many cargo containers have been converted over for use as impromptu saloons, gambling houses, or dens of iniquity. Each cargo container tends to be handled by a separate collective, with decisions regarding use decided on a collective-by-collective basis. Like the main hauler, most of the cargo pods lack breathable atmosphere and pressure, nor are they spun for gravity. Those that run services will often install basic life support, though given the design of the cargo pods gravity is not possible.

#### ABSTINENCE ONLY

Towing 18 cargo modules, this hauler features several cargo modules dedicated to gambling and vices, as well as one run as an open-entrance non-stop orgy pod.

#### HÚLI JĪNG (FOX SPIRIT)

This hauler holds 20 cargo modules. Several of the cargo collectives have ties to inner-system triads, and so they regularly carry contraband.

#### PINING FOR THE FJORDS

This hauler carries 23 cargo modules. Several have been converted into private living modules and research labs.

#### SUPERCALIFRAGILISTICEXPIALIDOCIOUS

Among the 17 cargo containers on this hauler are two that serve as theater and performance spaces, with regular circus, art show, and zero-g dancing events. Another serves as the swarm's premier sports stadium, with an emphasis on micrograv ball sports and combat tournaments.

## THE FACTORY SHIP: THOUGHTCRIME

This inelegant hulking mass houses the heart and soul of the *Stars* swarm; their industrial nanofabrication facilities. The *Thoughtcrime* contains four cavernous cargo bays that each have a fabricator capable of producing finished goods or components as large as ten meters to a side. Two of these fabricators are housed in a rotating part of the ship, ideal for processes that require gravity. These fabricators are mostly used to manufacture repair parts for the fleet though they can also produce the autonomous kill vehicles (AKVs) the flotilla uses for defense at the rate of one per week if needed. The *Thoughtcrime* also constructs cheap cases and other synthetic morphs for members of the fleet who need a shell. Because it is the primary manufacturer of bulk goods for the swarm, all salvage and scrap that the *Boytoy* and *We Come To Probe You!* collect is usually dumped into the *Thoughtcrime's* bulk bays. This scrap is then sorted into heaps that litter the decks and bulkheads of the ship, leaving visitors with the impression they have arrived aboard a mobile scrap heap.

The *Thoughtcrime* is the primary hangout of Lena Andropov, the swarm's chief engineer, and her crew of nanoengineers. Most of the crew favor synthetic shells for their work and for the ease of maintenance these types of bodies afford. While there are nearly two hundred of them aboard the ship, it can often feel empty due to the sheer size of the *Thoughtcrime* and the amount of junk laying around.

Cases and other synthetic morphs and equipment can be manufactured in a matter of hours, though the demands on the fabricators usually means there is a three day wait or longer. Lena and the other nanoengineers may be willing to bump someone in line if their @-rep or r-rep is significant and they make a convincing argument.

## KILL VEHICLES

The main defense for the swarm is nearly three dozen autonomous kill vehicles: heavily armed and armored drones that spend most of their time latched on to other ships in the fleet or drifting on the edges of the

## SPACECRAFT

SPACECRAFT	TYPE	MAX		HANDLING	ARMOR	DUR	WOUND	DRIVE
		CREW	CAPACITY				THRESHOLD	
The Stars Our Destination	Research Ship	93	250	—	25	600	120	Fusion Rockets
Dayuejin	Scum Barge	13,539	15,000	NA	25	1,000	200	None
Three Sheets to the Wind	Scum Barge	16,771	20,000	NA	70	1,500	300	None
Abstinence Only	Cargo Hauler	0	11	-20	20	300	60	Fusion Rockets
Húli Jīng	Cargo Hauler	0	11	-20	20	300	60	Fusion Rockets
Pining for the Fjords	Cargo Hauler	0	15	-20	20	350	70	Fusion Rockets
Supercalifragilisticexpialidocious	Cargo Hauler	0	11	-20	20	300	60	Fusion Rockets
Thoughtcrime	Factory Ship	187	750	-30	15	1,000	250	Fusion Rockets



flotilla looking for threats. Most of the AKVs are piloted by beta forks of various scum personnel that are regularly swapped out to reduce the amount of stress any AKV's ego accumulates.

The AKVs look like pitted and scarred three and a half meter-long splinters of black metal. They are all sharp angles and armor plates, extruding weapon spars only when engaging an enemy. Unlike the rest of the fleet, the AKVs are not given distinctive markings or splashes of color. Unless a viewer knows what they are looking for, they are very hard to spot among the fleet.

If any ship in the fleet detects a threat, the AKVs will usually investigate in a group of at least six with all weapon systems powered up. In the event of an attack, the AKVs defend the swarm with maximum force, even going so far as to turn themselves into impromptu fusion warheads as a final strike measure.

**Enhancements:** 360-degree Vision, Enhanced Vision, Lidar, Heavy Combat Armor, Neurachem (Level 2), Radar, Radar Absorbent (p. 149, *Panopticon*), Reduced Signature (p. 149, *Panopticon*), T-Ray Emitter

**Weapons:** 2 seeker launchers with 8 HEAP missiles, 1 seeker launcher with 2 EMP missiles, 2 automatic rifle railguns with 1,000 AP rounds

**Skills:** Kinetic Weapons 50, Perception 60, Pilot: Spacecraft 50, Seeker Weapons 40

**Notes:** A suicide attack using the fusion reactors inflicts AP -40, DV 15d10 + 100, no blast radius DV reduction for the first 100 meters, and radiation.

## MINING TUGS

There are three mining tugs in the swarm. Each is capable of maintaining a fully automated mining operation on any sort of asteroid or iceteroid encountered to assist in the resupply of the flotilla's raw materials. Tug crews tend to be as close as scum get to loners, since they will often be sent on resource gathering away from the rest of the swarm. They maintain a good reputation, however, due to the valuable services they provide the fleet.

The mining tugs are regularly tethered to either of the barges to provide them with necessary acceleration, deceleration, or course alterations. They can also

provide this service to any other craft in the swarm that lose propulsion capabilities.

## ANGRY PIRATE

The *Pirate* was holed in a skirmish near Mars over a year ago. Rather than make the major repairs at the time, her crew opted to sleeve into vacuum-adapted morphs. They have since managed to repair most of the damage but the tug is still prone to losing pressure, is abysmally cold, and often lacks more than a few hours of breathable oxygen. *Angry Pirate* is currently assigned to tow *Three Sheets to the Wind*.

## DISCO INFERNO

The *Disco* may be crewed by the most unusual members of the swarm, The Tenorios (p. 7). Individual Zannis and the occasional spouse rotate out for duty on the *Disco Inferno*, which needs only a nominal crew. This tug is currently assigned to tow *Dayuejin*.

## EIGHT ARMS TO FONDLE YOU WITH

*Eight Arms* is crewed by a collective of six neo-octopi, a neo-cetacean, and a human sleeved in a water-adapted biomorph. Most of the interior bulkheads of the ship are flooded and they rarely receive visitors. The tug is currently assigned to tow *Montezuma's Revenge*, a living module with a water-adapted interior.

## THE RIG

The "Rig" got its start as the old living habitats for the HAL aerospace facility. During the strike, they were fitted with upgraded propulsion systems and moved into a lower orbit for rescue operations. New sections were added on wherever they would fit to accommodate the influx of refugees. Additional rockets were strapped on to the ad-hoc LaFrance rig, enabling the structure to leave Earth orbit under its own power. Over time, even more sections and support elements have been bolted on to the Rig, many of them decorated with garish colors and murals on their exterior.

Inside the Rig, twisting spar corridors and floatways open into large air-filled gardens, work and support modules, or habitation chambers with pressure doors that lead to more twisting corridors

## EVA RIDERS

As the swarm is relatively spread out, travel between the ships is usually accomplished by way of EVA riders: small, unarmed, four-person craft that use metallic hydrogen propulsion and magnetic grapples to ferry crew between craft. These are improved versions of standard EVA sleds (p. 345, *Eclipse Phase*) and are specifically

designed for passengers. The riders are little more than a seat and small cargo containers (each capable of holding up to 50 kg of material) on top of a metallic-hydrogen engine. The fleet maintains at least twenty riders and the *Thoughtcrime* can make additional riders in under a day. Rider operation falls under the Pilot: Spacecraft skill. ■

and chambers. The Rig's internal power plants and life support systems have undergone repeated upgrades to account for the new modules attached to them. Though it looks unsafe, the core infrastructure is sound. However, individual modules and floatways are subject to leaks and blowouts, so most inhabitants wear smart fabric vacsuits or make sure there is something nearby to grab in an emergency.

## SALVAGE VESSELS

As the swarm travels through the solar system, they often encounter derelict habitats or spacecraft or are called upon to enact a rescue. This is where their salvage vessels shine. Each of the salvage craft has a wide variety of manipulator arms and probes used to pick through wreckage and space debris. They also have the most advanced sensors in the fleet outside of *Stars* and are often used for scanning of unidentified objects.

## BOYTOY

*Boytoy's* crew is composed entirely of former Thai drag queens. Now radical gender liberationists, they all have modified sex switch biomods that allow for a finer degree of control over the various biological aspects of their sex. When they aren't tearing apart wrecks or responding to distress calls, they're usually busy throwing some of the best parties the swarm has to offer and blowing apart the remaining quaint notions of binary gender.

## WE COME TO PROBE YOU!

One of the original scum ships that joined with the strikers, the *Probe's* crew features an eclectic mix of backgrounds. Most were vacworkers or hypercorp personnel who went AWOL before the Fall. The crew is heavily invested in morphological modifications. More than one distressed ship has mistaken the *Probe* crew's extremely modified biomorphs for exsurgents or exhumans when they arrived to assist.

## SHUTTLES (SLOTVs)

The flotilla carries with it seven shuttles for when they need to go into atmosphere, such as Mars or Venus, or when larger ships are not permitted too close to a habitat. The shuttles of the fleet are all SLOTVs (p. 349, *Eclipse Phase*) that use metallic hydrogen for propulsion. All seven of the shuttles are kept in good working condition and carry enough supplies to keep a crew of eight alive for a month, though they are not intended to be away from regular maintenance for that long. Usually two shuttles are docked with *The Stars Our Destination*, two are docked with the *Thoughtcrime*, one on each of the barges, one on the Rig, and one in storage on *Abstinence Only*.

Any member of the swarm can request use of the shuttles as a Moderate favor. However, the shuttles tend to be underused since most members of the fleet have little interest in leaving.

## CAST OF CHARACTERS

This section lists game stats and short details on major NPCs in the swarm. Most of them don't keep weapons on hand, but since the fabbers on the flotilla are not locked, making a weapon on short notice or finding one is easy. Therefore the gamemaster should feel free to arm these characters with whatever weapons are suitable to the situation at hand.

## ALICE CHU

*Swarm Elder*

Alice Chu was one of the founding members of the Eat-Drink-Fuck collective that aided the HAL strikers. Before the Fall, Alice was part of one of the most wanted anarchist cells in China. She spent several years in prison under horrific conditions before being liberated during the conflicts that preceded the Fall. While many of the other old collective members have moved on to pursue other interests, Alice has

## SPACECRAFT

SPACECRAFT	TYPE	CREW	MAX CAPACITY	HANDLING	ARMOR	DUR	WOUND THRESHOLD	DRIVE
Autonomous Kill Vehicles	AKV	—	—	+30	30	200	40	Fusion Rockets
Angry Pirate	Mining Tug	11	20	-20	25	600	120	Fusion Rockets
Disco Inferno	Mining Tug	8	20	-20	25	600	120	Fusion Rockets
Eight Arms	Mining Tug	8	20	-20	25	600	120	Fusion Rockets
The Rig	LaFrance Rig	22,117	30,000	-30	20	500	100	Fusion Rockets
Boytoy	Salvage Ship	17	20	—	35	750	150	Fusion Rockets
We Come to Probe You	Salvage Ship	8	16	-10	25	700	140	Fusion Rockets
Shuttles	SLOTVs	8	70	-10	20	400	80	Metallic-Hydrogen Rockets
EVA Rider	EVA sled	0	4	—	5	40	8	Metallic-Hydrogen Rocket



remained with EDF and the swarm. Along with Singh and Andropov, she has become a respected voice of wisdom in the fleet. She is often delegated the responsibility of dealing with outside authorities on behalf of the fleet—primarily because she is one of the few EDF members who can talk to hypercorp and socialite elites at length without totally losing her shit.

**Morph:** Bouncer

**Motivation:** +Responsibility +Discretion –Planetary Consortium

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

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

**Active Skills:** Demolitions 55, Fray 65, Free Fall 55, Freerunning 45, Investigation 65, Kinesics 75, Kinetic Weapons 75, Networking: Autonomists 85, Perception 75, Persuasion 60, Unarmed Combat 55

**Knowledge Skills:** Interests: Taoism 35, Interests: Political Philosophy 65, Language: Cantonese 70, Language: Hindi 40, Language: Mandarin (Native) 90, Professional: Organizational Logistics 55

**Traits:** Limber (Level 1), Mental Disorder (PTSD)

**Reputation:** @-rep 85, g-rep 20, c-rep 30

**Implants:** Basic Biomods, Basic Mesh Inserts, Cortical Stack, Grip Pads, Oxygen Reserve, Prehensile Feet, Prehensile Tail

**Roleplaying:** Despite often being placed in a spokesperson/delegate role, Alice is very concerned about being perceived as a leader. She takes care not to act in any way that hasn't been authorized by a collective or swarm decision. Given her prominent stature, she tends to excuse herself from much of the EDF's anti-Consortium subversive activities for better deniability. Her primary concern is the health and safety of the fleet—she is acutely aware of the various threats to the swarm, both internal and external. Alice still occasionally suffers PTSD from her time in prison, though she is quite adept at hiding this from prying eyes.

**Appearance:** Chu's bouncer is a genetically modified version of her original body with strong ethnic Han features, close-cropped straight black hair, and a small frame made for navigating narrow corridors. She frequently uses and waves her tail about when talking with non-scum in an attempt to unsettle them.

## AMRITA SHAH

*Firewall Sentinel, Pornographer*

The younger sister of one of the HAL strikers, Amrita found her way to the swarm when her parents did not survive the Fall. A rebellious kid with a knack for computers, she has grown to become a skilled infosec specialist and programmer. Along with a few other hackers in the swarm, she has been involved in various Decepticon (p. 46, *Panopticon*) projects that

aim to seed mesh networks around the inner system with false data.

Through the Decepticon network, Amrita was recruited into Firewall two years ago. Her skills were needed to help cover the tracks of a sentinel team active on Venus. During this time she learned about a potential TITAN threat that lingered in the Venusian cloud layer and has over time been brought up to speed on other affairs, like the exsurgent virus and the existence of asyncs. She combines her extra-curricular activities, seeding data via the Decepticons in a way that helps to conceal the existence of things that Firewall would prefer to remain unknown to the public.

Hacking is not Amrita's only specialty: she also sidelines as a porn XP star and producer. Her attractive four-armed bouncer morph is a common sight in the many porn sims and playback recordings the swarm produces. She peddles the XP she produces around the inner system, using it as currency and bribes to support her hacktivism endeavors.

**Morph:** Bouncer

**Motivation:** +Hackivism +Sex –Surveillance

COG	COO	INT	REF	SAV	SOM	WIL	MOX
15	15	20	15	20	15	20	4

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

**Active Skills:** Deception 50, Fray 45, Free Fall 60, Impersonation 45, Infiltration 55, Infosec 65, Investigation 40, Kinesics 40, Kinetic Weapons 45, Networking: Autonomists 35, Networking: Criminals 45, Networking: Firewall: 30, Perception 45, Programming 55, Research 65

**Knowledge Skills:** Art: Pornography 55, Language: Cantonese 40, Language: Hindi (Native) 90, Language: English 60, Professional: XP Production 55

**Traits:** Limber (Level 1)

**Reputation:** @-rep 25, g-rep 25, i-rep 20

**Implants:** Basic Biomods, Basic Mesh Inserts, Cortical Stack, Cyberlimbs (2, with Synthetic Mask option), Grip Pads, Oxygen Reserve, Prehensile Feet, Prehensile Tail

**Roleplaying:** Amrita is young and excitable. She is really engaged in her work with the Decepticons, making it a point to spread disinformation at every habitat the swarm visits. The porn biz is more her recreational activity than a side gig—something she enjoys doing and which just happens to support her other projects. She is unsure what to make of Firewall. Though she gets the importance of it, the scope of the secrets and x-risks sometimes exceed her ability to process and comprehend.

**Appearance:** Amrita's bouncer has an ethnic Indian look with an extra set of arms (cybernetic but masked). Most of her body is covered with intricate mehndi-style nanotattoos.

## BARKING DOG

*Fixer, Entertainer, Dealer*

Barking Dog is one of the new generation of scum on the flotilla. She joined only three years ago and her ego is only seventeen years old. She was seven when the Fall happened and barely remembers it, sometimes getting annoyed at the others around her who dwell on the event and refuse to move on. While she didn't grow up in the *Stars* swarm, she was raised on another scum fleet in the Jupiter system and finds the *Stars* scum to be a bit more buttoned down and staid than her home flotilla.

Barking Dog has made quite a reputation for herself with the Dogonauts by using her contacts to score the newest and hottest mind-altering substances from her outer system scum contacts. She often seeks out new faces on the swarm—travelers and tourists—in the hopes of getting them high and hearing their stories. On a couple of occasions, Singh has convinced her to cozy up to outsiders and squeeze information out of them.

**Morph:** Sylph

**Motivation:** +Self-enhancement +Drug Use  
+Hedonism

COG	COO	INT	REF	SAV	SOM	WIL	MOX
15	25	15	20	25	10	15	3

INIT	SPD	LUC	TT	IR	DUR	WT	DR
8	1	30	6	60	35	7	47

**Active Skills:** Blades 40, Beam Weapons 35, Deception 65, Fray 40, Free Fall 50, Infiltration 40, Interfacing 45, Intimidation 40, Networking: Autonomist 40, Networking: Criminal 60, Persuasion 60, Scrounging 45

**Knowledge Skills:** Art: Graffiti 55, Interests: Drugs 55, Profession: Drug Distribution 55, Language: Arabic (Native) 85, Language: Cantonese 30, Language: English 40, Profession: Smuggling Tricks 55

**Rep:** @-rep 40, g-rep 30

**Implants:** Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Light), Clean Metabolism, Cortical Stack, Skin Pocket, Tailored Pheromones

**Gear:** Utilitool, assorted drugs and contraband

**Armor:** 4/5 (Light Bioweave + Spray Armor)

**Roleplaying:** Barking Dog seems to have two personality modes. When she's getting to know someone or trying to get a favor, she is attentive, flirtatious, and sensual. The rest of the time she comes off as a cocky kid who shows little respect to anyone and often seems only to be half paying attention to anyone speaking to her, likely because she is high. While she'll readily promise to get any substance for anybody, she often forgets and has started to develop a reputation for being flaky.

**Appearance:** Dog is sleeved in a sylph morph she managed to score from someone passing through the swarm. While the morph is undoubtedly beautiful, she has gone out of her way to heavily modify it with nanotats, piercings, and outrageously tacky

clothing. Her bioweave armor takes the form of iridescent chitinous plates that she tries to display as much of as possible.

## DOCTOR MINDFUCK

*Neurodivergent Psychosurgeon*

Dr. Boris Simic was a well-off psychosurgeon working for the Serbian government. Specifically employed as a loyalty tester, he gained an incredible amount of insight into the inner thoughts of bureaucrats and career politicians. When TITAN nanoviruses hit Eastern Europe, he was reassigned to help government officials who had contracted mind-altering infections. In the course of his work, Simic fell victim to one of these plagues, suffering from severe mood swings. Considered a liability, he was ineligible for evacuation. Betrayed by his own government, Simic managed to bribe his way on board a refugee shuttle that barely made it into orbit. Rescued by HAL strikers, Simic stayed with the refugees when the swarm departed Earth.

Simic adopted well to the scum lifestyle, engaging in heavy petal use as a way of coping with his traumatic experiences and letting go of many of his former inhibitions. He quickly turned his talents towards experimental procedures and offered his services to anyone desiring a recreational mental alteration. Though his attempts to counter his own neurological damage have failed—and may even have exacerbated his condition—there is no question that he is skilled at shaping minds. Many scum make regular trips to his offices, seeking new mind-sets, new outlooks on life, or just a new type of trip. Over the years, Simic adopted the nickname many of the scum were using for him, and now introduces himself as Dr. Mindfuck to everyone he meets.

In recent years, Dr. Mindfuck has become an outspoken critic of the EDF and Alice Chu. He consistently calls them out as the “hidden leadership” and “secret elites” of the fleet, noting the similarities to the mindsets of the many bureaucrats and politicians he dealt with in the past. Though he has few close friends and is not part of a collective, Dr. Mindfuck has earned some respect and allies for his outspokenness. Some of these supporters see actual wisdom in his critiques, while others just see him as a useful tool in the political dynamics of the fleet.

**Morph:** Remade

**Motivation:** +Recreational Psychosurgery +Drug Use  
–Informal Hierarchies

COG	COO	INT	REF	SAV	SOM	WIL	MOX
35	25	30	20	25	25	20	5

INIT	SPD	LUC	TT	IR	DUR	WT	DR
10	1	40	8	80	40	8	60

**Active Skills:** Deception 70, Fray 40, Free Fall 50, Infosec 40, Interfacing 50, Intimidation 50, Kinesics 65, Medicine: Psychiatry 70, Networking: Autonomists 45, Networking: Criminal 45,



Persuasion 50, Protocol 45, Psychosurgery 80  
**Knowledge Skills:** Academic: Neurology 75,  
Academic: Psychology 55, Interests: Petals 50,  
Language: Serbian (Native) 100, Language:  
English 50, Language: Russian 40, Profession:  
Psychosurgeon 65

**Rep:** @-rep 40, g-rep 30

**Implants:** Basic Biomods, Basic Mesh Inserts,  
Circadian Regulation, Clean Metabolism, Cortical  
Stack, Eidetic Memory, Enhanced respiration,  
Medichines, Nanophages, Temperature Tolerance,  
Toxin Filters

**Traits:** Low Pain Tolerance, Modified Behavior  
(Numerous and Changing; GM Discretion),  
Neural Damage (Mood Swings), Uncanny Valley

**Gear:** Ego bridge, assorted petals

**Roleplaying:** Dr. Mindfuck's susceptibility to mood swings makes him an interesting person to be around—he quite suddenly can go from normal to severely depressed to morbid to ecstatically excited. He tends to come across as unstable and mentally different. He is in the habit of altering his mental state on a regular basis with self-psychosurgery, meaning that he often seems like a different person from week to week. He also has a habit of talking to his muse out loud, which is sometimes confusing to those around him.

**Appearance:** Dr. Mindfuck acquired a remade morph on the cheap, due to it suffering from defective design (the Low Pain Tolerance trait). He has covered his entire body in nanotattoos which constantly shift and evolve according to his moods.

## FRANÇOIS LECLERC

*Éminence Grise*

Leclerc was one of the first generation of successful avian uplifts and the first to become a commercial success as a fashion designer. After the Fall, Leclerc obtained a measure of success as an art critic in Elysium for several years. Eventually, however, he grew fed up with the casual dismissal of his criticism due to his uplift status and decided to move to a location where he'd be appreciated. His attempts to secure a travel visa and egocast to Titan were repeatedly rejected, however, so with careful deliberation he undertook a course of action that he was sure would get him kicked out of the Consortium. In a live broadcast, he unleashed a savage, scathing, and personal critique of the the sixteen most reputable fashion designers on Mars. Instead of being booted to the outer system, he was stripped of citizenship and told he could go into cold storage until another polity accepted his asylum claim or he could go into exile on the scum shuttle that was leaving to return to the *Stars* that afternoon. He chose exile to the swarm.

To his surprise, Leclerc found that he enjoys the riot of creativity among the scum. Even more importantly, he sees actual appreciation for the critical feedback he offers. Joining up with the Nature's Rejects collective,

he spends most of his time aboard *Dayuejin*, typically working with numerous artistically-minded peers to shape the creative output of the flotilla. Among the swarm's uplifts, he is seen as a grandfatherly figure, always ready with a quip and sordid tale to illustrate his life's lessons.

**Morph:** Neo-Avian

**Motivation:** +Art Criticism +Flock (Collective)  
Loyalty –Martian Fashionistas

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

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

**Active Skills:** Deception 70, Flight 35, Fray 60,  
Interfacing 50, Intimidation 65, Investigation 55,  
Kinetic Weapons 40, Networking: Hypercorp 50,  
Networking: Media 85, Networking: Socialite 70,  
Perception 65, Persuasion 75, Protocol 70,  
Research 50

**Knowledge Skills:** Academics: Art History 60, Art:  
Criticism 90, Art: Fashion Design 70, Language:  
French (Native) 85, Profession: Appraisal 65,  
Profession: Critic 85, Profession: Tailor 70

**Rep:** @-rep 30, f-rep 55

**Implants:** Basic Biomods, Basic Mesh Inserts,  
Cortical Stack

**Gear:** Light Vacsuit

**Armor:** 5/5 (Light Vacsuit)

**Roleplaying:** Despite his reputation as a fierce critic, in person Leclerc comes off as warm and almost grandfatherly, offering gentle suggestions and always coming off as an attentive listener.

**Appearance:** Anywhere else Leclerc might have come off as a bit ridiculous, but in the flotilla he's just one more weird sight among many. His morph is a standard African Grey uplift, adorned with a black beret and a red scarf he tosses over one wing.

## JANE ERDOS

*Simian Surgeon*

Liberated from her hypercorp "parents" during the Fall, Dr. Erdos managed to overcome anti-uplift prejudice and achieve an education and measure of respect as an uplift research scientist within the Consortium. Hired by Provolve, she found herself the unwilling poster child of a PR campaign by the hypercorp to increase their reputation in the uplift community. Unfortunately, she was deeply unhappy at her work since she felt like she was seldom permitted to do any real research and spent most of her time at press events. She was also constantly surveiled by an Oversight handler who made sure she didn't do or say anything that might portray Provolve or the Consortium in a negative light.

During a press junket on Erato, Jane decided she'd had enough and slipped her handler. Unsure of what to do next, she ran into a group of scum from *Stars* and blurted out her plight. Sympathetic, they sneaked her aboard the swarm. Over the next few weeks, Jane made herself useful by healing a number of small

medical complaints aboard *Three Sheets to the Wind* and rapidly gained reputation. Recently, she was invited aboard *The Stars Our Destination* itself and given the codes for the medical and research facilities, since there were few others in the flotilla who could make good use of them.

**Morph:** Neo-hominid

**Motivation:** +Compassion +Privacy –Oversight

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

INIT	SPD	LUC	TT	IR	DUR	WT	DR
7 (10)	1	40	8	80	30	6	45

**Active Skills:** Climbing 55, Hardware: Implants 65, Infosec 35, Kinesics 60, Medicine: First Aid 45, Medicine: Surgery 70, Networking: Media 25, Networking: Scientist 65, Networking: Scum 65, Perception 75, Persuasion 60, Psychosurgery 35, Research 70

**Knowledge Skills:** Academics: Biology 60, Academics: Neurology 80, Language: Hindi (Native) 85, Language: English 45

**Rep:** @-rep 45, f-rep 10, r-rep 30

**Implants:** Basic Biomods, Basic Mesh Inserts, Cortical Stack, Eidetic Memory, Enhanced Vision, Enhanced Hearing, Math Boost, Medichines, Mental Speed, Nanophages, Prehensile Feet, Wrist-Mounted Tools

**Gear:** Cleaner Nanoswarm, Comfort, Dr. Bot, Ego Bridge, Nanobandages

**Armor:** 3/4 (Armor Clothing)

**Roleplaying:** Jane still feels like she has to prove her usefulness to the swarm and does anything she can to help out in a given situation. However, she is fiercely protective of her privacy and has a curtained-off area at the back of the *Stars* medical bay that she has requested no one else go in to.

**Appearance:** Jane is an uplifted chimpanzee and is a bit larger than a human child. She keeps her black fur trimmed back from her face and usually wears a lab coat even when not working.

## KALBIR SINGH

*Security Ops*

Singh was part of the security team at the original HAL facility. He secretly smuggled XP of the living conditions HAL kept their workers in to a human rights group. When the strike was called and the EDF anarchists revealed themselves, Singh threw in with the strikers, locked down the barracks where most of the security personnel were resting, and opened up the armory to the workers.

After the Fall, Singh stuck with the swarm and helped the fleet organize its militia. To this day, he has a hand in securing the fleet's defenses, working alongside several weapon system collectives and training new militia volunteers. He also consults with conflict-resolution affinity groups that are formed by the scum on an ad-hoc basis to deal with disputes and antisocial crimes. He also secretly coordinates a

counter-intelligence operation against outside groups and factions that meddle in the swarm's affairs.

**Morph:** Ghost

**Motivation:** +Fairness +Security –Hypercorps

COG	COO	INT	REF	SAV	SOM	WIL	MOX
15	20	15	20 (40)	15	25 (30)	15	4

INIT	SPD	LUC	TT	IR	DUR	WT	DR
7 (14)	1 (3)	30	6	60	45 (50)	9	67

**Active Skills:** Blades 75 (80), Climbing 75 (80),

Fray 65 (85), Free Fall 65, Freerunning 70 (75), Infiltration 70 (Shadowing 80), Investigation 50, Kinetic Weapons 75, Networking: Anarchists 80, Networking: Reclaimers 55, Perception 70, Research 50, Spray Weapons 60, Throwing Weapons 60, Unarmed Combat 65 (70)

**Knowledge Skills:** Interests: Biomodification 40, Language: Cantonese 55, Language: Hindi (Native) 85, Profession: Security Protocols 55

**Rep:** @-rep 70, e-rep 50

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

**Gear:** Anonymous Account, Chameleon Cloak, Skinflex, Smart Clothing, Smart Dust

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

**Roleplaying:** Singh has a keen sense of what is fair and does his best to mediate any situations aboard the fleet. Of course he's found the best way of doing this is to make sure that problems are stopped before they can rise to the level of a concern, so he keeps his eyes on any strangers or new arrivals for signs they may cause trouble.

**Appearance:** Singh's ghost looks like a standard Southeast Asian phenotype splicer. He keeps his head shaved but has a small mustache. While his physical appearance may not be as outlandish as other scum, the amount of internal modifications is significant and gives him an edge in physical confrontations.

## LENA ANDROPOV

*Engineer Extraordinaire*

Born in Kiev in the Ukraine, Lena Andropov studied nanotechnology and materials engineering, receiving a doctorate in applied nanotechnology. She found to her dismay, however, that working for a Ukrainian university meant also working for the oligarchs who pumped money into the institution to use it as a research facility for their own projects. When the Fall began, those same oligarchs fled the planet using nanoschematics of her design to modify a number of older launch vehicles on the pad for the capacity to reach Luna—but stranding her and the rest of her team. Lena and her colleagues managed to get another craft off planet, but the engines failed before they could reach a stable orbit and they began falling back towards Earth. A team of HAL strikers and scum swept in and rescued them, earning



her eternal gratitude and her considerable skill in patching up busted systems. She immediately turned her skills towards improving and retrofitting the HAL facility. Since the swarm departed Earth, her attention has been focused unceasingly on getting the most out of the *Thoughtcrime's* aging manufactories.

Lena's loyalty is to her friends in the flotilla, and while she personally doesn't consider herself much of an anarchist or even a real scum, she still considers the swarm her home and the people there her family. She maintains good relationships with the argonauts and often does small favors for them at inner system habitats at which the fleet stops over.

**Morph:** Arachnoid

**Motivation:** +Efficiency +Information Freedom  
+*Thoughtcrime* Nanofabricators

COG	COO	INT	REF	SAV	SOM	WIL	MOX
30	20	20	20	10	20	15	4

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

**Active Skills:** Fray 50, Free Fall 40, Hardware:

Aerospace 65, Hardware: Electronics 65,  
Hardware: Industrial 50, Hardware:  
Nanotechnology 80, Interfacing 65,  
Investigation 60, Networking: Argonauts 40,  
Networking: Scientists 65, Perception 50,  
Programming 75 (Nanofabrication 85), Research 65

**Knowledge Skills:** Academics: Materials

Engineering 70, Academics: Nanofabrication 90,  
Language: Russian 50, Language: Ukrainian  
(Native) 90, Profession: Academic 45,  
Profession: Engineer 55

**Rep:** @-rep 60, r-rep 60

**Implants:** Access Jacks, Basic Mesh Inserts,  
Cortical Stack, Cyberbrain, Eidetic Memory,  
Enhanced Vision, Extra Limbs (10 Arms/Legs),  
Hyper Linguist, Lidar, Math Boost, Mnemonic  
Augmentation, Multi-Tasking, Pneumatic Limbs,  
Nanophages, Radar

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

**Armor:** 8/8

**Roleplaying:** Lena's personality can be a bit grating since she spends most of her time with machines and her fellow gear-heads and she is prone to snapping orders at whoever is nearby when something needs to be done.

**Appearance:** Lena spends most of her time clomping around in her arachnoid shell since she likes the functionality it gives her for tackling any engineering tasks or problems that might arise. She's a hands-on type of woman and won't hesitate to clamber all over the outside hull of a ship that's experiencing problems. Because of this, her arachnoid shell is banged up and dented all over, although some of the other crew of the *Thoughtcrime* have tried to cover this up with colorful applications of paint to her chassis.

## PLOT HOOKS

This section details a number of scenario ideas the gamemaster can run with, using the various NPC and setting descriptions included above.

### ASYLUM SEEKER

While traveling with the swarm, the PCs take the opportunity to visit a nearby habitat during a fly-by or stopover. In the middle of pursuing their own affairs, they are approached by a desperate figure who begs them for asylum and to sneak them off the station and back to the swarm. The PCs quickly find that their new friend is pursued and getting them off the habitat will not be a simple affair.

### BOUNTY HUNTER

A trail of corpses and unusual incidents alerts Singh and some concerned collectives that something is afoot. The PCs are recruited to find out what's going on. As it turns out, an ego hunter sneaked aboard the swarm and hasn't been very subtle as they gather information and narrow in on their target. They could be chasing down an escaped uplift indenture, an anarchist radical wanted for sabotage by Lunar authorities, or a member of the Lost generation. In the latter case, the Lost may have come to the swarm themselves in pursuit of a target—one of the scientists from the original Lost experimental project, now in hiding.

### DISSIDENT SELF

A renegade member of the Pax Familae syndicate defects to the swarm, hoping to hide out from her sister selves. To better camouflage herself, she turns to Dr. Mindfuck for a series of mind edits designed to make it harder for the Pax to identify her. In the course of this psychosurgery, the doctor gets a sense of who he might be dealing with, and so he alerts Singh on the sly. While concerned that assassins may come looking for the renegade, Singh cannot overlook the potential valuable resource that has fallen into the swarm's hands.

The PCs may be hired by Pax to track down the renegade, or they may be recruited by Singh to watch over her, in case anything happens. If anyone from Pax's rival syndicates gets word about the renegade, they may send their own people to abduct her and find out what she knows.

### FINDING LEVERAGE

As the swarm approaches an isolated station, they are denied all requests to dock or trade. Several of the collectives have important business there, however, so the PCs are retained to sneak aboard the habitat and find some way to convince the station's authorities to reverse this decision. The methods available include finding a way to blackmail key habitat figureheads, sabotaging the station so that it requires assistance from the swarm, or recruiting allies from other

factions on the outpost that can exert pressure to reverse the decision.

## LEFT BEHIND

The characters are traveling with the swarm during a period of acceleration when one of the cargo haulers suffers a malfunction and falls behind. The characters are recruited to go to the ship's aid and help repair it so it can catch up with the swarm. The PCs eventually determine the ship has been sabotaged, but not before sensor systems pick up another vessel closing in.

## NEUTRAL GROUND

While passing by an isolated habitat, two parties from rival factions on the station ask the scum if they will provide a neutral meeting ground for the two adversarial factions to parlay. When one of the collectives agrees, the PCs are brought in to keep a watch on the situation and make sure the truce is not violated. As it turns out, a third faction already has an agent on board the swarm who hopes to sabotage the meet, frame one of the factions, and elevate their rivalry to another level.

## PULLING THEIR WEIGHT

The PCs, on the run from the authorities in a habitat with their options for escape rapidly dwindling, suddenly come across a white knight: an ally of the scum offers to get them on a shuttle to the swarm, which just happens to be passing by, no questions asked. Their savior doesn't offer the service for free, however. Once on board the swarm, they'll owe their benefactors several major favors. Over the next few weeks, the PCs will find themselves dispatched on missions throughout the flotilla to use their skills and services as directed, all to repay the debt. The tasks they are assigned to can include the likes of conducting risky external repairs to a ship's outer hull while in transit, dealing with an antisocial criminal element that has arisen, testing out new experimental drugs or psychosurgical mods, or convincing an ex lover to reconsider their spurned polymarriage arrangement.

## RED MARKET FLUX

Some of the collectives on the Húli Jīng are pressured by their triad connections to assist the syndicate in establishing a new presence within the swarm. As new triad agents begin to operate among the flotilla's ships and encroach on the Bahala Na's territory, conflicts arise between the two crime groups. On top of this, the triad soldiers, who are less savvy in navigating the scum's social dynamics, begin crossing the line of what other collectives consider to be acceptable behavior. The player characters may be recruited to help pave a smoother path for the triads and undermine the Bahala Na, or they may find themselves intervening in a burgeoning gang war or organizing the myriad of scum collectives to face this new threat.

## SET UP

Singh is convinced that Stellar Intelligence has an agent aboard the swarm. He has his suspicions as to who, but in order to verify anything he needs to lure the infiltrators out. He recruits the PCs to act as bait. He wants them to pose as anti-Consortium radicals who are using the swarm as a base to plan a major subversion campaign on Consortium habitats. Singh hopes that by leaking info on the PC's fake plans through the swarm that the spy will be drawn out. The plan may backfire, however, when the alleged plot draws a larger-than-expected interest from Stellar Intelligence or when the Eat-Drink-Fuck collective hears about the operation and worries that it will interfere or draw too much attention to their actual anti-Consortium agenda.

## SILENT SHIP

One of the ships in the fleet goes silent. Its crew no longer responds to messages, and all attempts to mesh with the ship's local network are blocked. Tensions rise when it is realized that the spacecraft recently took on an exhuman passenger. Has the exhuman taken over the ship? Lost control of an experiment? Or is this a sign of someone outside the swarm making a move against the exhuman, either to bring them to justice on a warrant elsewhere or to steal their experimental tech?

## SALVAGE SCORE

As the swarm approaches Luna, long-range sensors pick up the sign of a derelict ship. One of the salvage crews investigates, finding a craft that went missing during the Fall, shortly after it escaped Earth. On board, the scavengers find a trove of priceless family heirlooms and Earth artifacts belonging to a well-known inner system oligarch. Even more, they retrieve the cortical stack of a relative, long thought lost during the Fall. The discovery poses several risks to the fleet, especially if word leaks out. Criminals, bounty hunters and others seeking wealth or leverage may seek to steal the hoard, while the oligarch's own agents are sure to close in on any rumors that it has been found.

## SURPRISE CARGO

Something escapes from one of the cargo containers, leaving dismembered bodies in its wake. When the PCs investigate, they find that one of the collectives agreed to ship an unknown cargo for a new client, no questions asked. The PCs will have their hands full tracking the escapee down, whatever they or it is, but they are in for an even bigger surprise when they investigate the cargo container and find that they/it are not the only one.



## SPACECRAFT

SPACECRAFT	TYPE	CREW	MAX CAPACITY	HANDLING	ARMOR	DUR	WOUND THRESHOLD	DRIVE
Abstinence Only	Cargo Hauler	0	11	-20	20	300	60	Fusion Rockets
Angry Pirate	Mining Tug	11	20	-20	25	600	120	Fusion Rockets
Autonomous Kill Vehicles	AKV	—	—	+30	30	200	40	Fusion Rockets
Boytoy	Salvage Ship	17	20	—	35	750	150	Fusion Rockets
Dayuejin	Scum Barge	13,539	15,000	NA	25	1,000	200	None
Disco Inferno	Mining Tug	8	20	-20	25	600	120	Fusion Rockets
Eight Arms	Mining Tug	8	20	-20	25	600	120	Fusion Rockets
EVA Rider	EVA sled	0	4	—	5	40	8	Metallic-Hydrogen Rocket
Húli Jīng	Cargo Hauler	0	11	-20	20	300	60	Fusion Rockets
Pining for the Fjords	Cargo Hauler	0	15	-20	20	350	70	Fusion Rockets
Shuttles	SLOTVs	8	70	-10	20	400	80	Metallic-Hydrogen Rockets
Supercalifragilisticexpialidocious	Cargo Hauler	0	11	-20	20	300	60	Fusion Rockets
The Rig	LaFrance Rig	22,117	30,000	-30	20	500	100	Fusion Rockets
The Stars Our Destination	Research Ship	93	250	—	25	600	120	Fusion Rockets
Thoughtcrime	Factory Ship	187	750	-30	15	1,000	250	Fusion Rockets
Three Sheets to the Wind	Scum Barge	16,771	20,000	NA	70	1,500	300	None
We Come to Probe You	Salvage Ship	8	16	-10	25	700	140	Fusion Rockets