

Character Tariq Khan

Muse Keka

Background Nbone

Background Description

Faction Nbone

Faction Description

Morph Synth

Morph Description (EP p. 143) Synths are anthromorphic robotic shells that are cheaper than most morphs, they are commonly used for people who need a morph quickly and cheaply.

Motivations

Concept Native Language: Bengali While you've never really stood out in any one area, you've always been able to competently perform just about any task you try. You either won a lottery for the poor, where the prize was to go off-world, or you died during the Fall. Either way, you found yourself working away in virtual slavery to a hypercorp. You worked hard constructing habitats, mining asteroids, or terraforming Mars. As long as there are people there will always be rules, and where there are rules there are opportunities to make a tidy profit providing the sorts of things those rules prohibit. You prefer to think of yourself as a facilitator for those who want to get around these restrictions. Processes on the mesh heed your beck and call, whether you seek to penetrate systems or protect them.

COG	COO	INT	REF	SAV	SOM	WIL
20	15	15	15	5	15	20
25	15	15	15	5	20	20

@-rep	c-rep	e-rep	f-rep	g-rep	i-rep	r-rep	x-rep	other
30	0	20	0	50	0	0	0	0

MOX	TT	LUC	IR	WT	DUR	DR	INT	SPD
5	8	40	80	8	40	80	6	1

Skill	Apt	Rank	Base	Morph	Total	Spec.
Animal Handling	SAV		5	0	5	
Beam Weapons	COO		15	0	15	
Blades	SOM		15	5	20	
Climbing	SOM		15	5	20	
Clubs	SOM		15	5	20	
Control	WIL*		20	0	20	
Deception	SAV		5	0	5	
Demolitions	COG*	30	50	5	55	
Disguise	INT		15	0	15	
Flight	SOM		15	5	20	
Fray	REF	30	45	0	45	
Freefall	REF	40	55	0	55	
Freerunning	SOM		15	5	20	
Gunnery	INT		15	0	15	
Hardware:Electronics	COG	15	35	5	40	
Hardware:Industrial	COG	48	68	5	73	
Hardware:Aerospace	COG	30	50	5	55	
Impersonation	SAV		5	0	5	
Infiltration	COO	40	55	0	55	
Infosec	COG*	48	68	5	73	
Interfacing	COG	30	50	5	55	
Intimidation	SAV	40	45	0	45	
Investigation	INT		15	0	15	
Kinesics	SAV		5	0	5	
Kinetic Weapons	COO	40	55	0	55	
Navigation	INT		15	0	15	
Networking(Autonomists)	SAV	30	35	0	35	
Networking(Criminals)	SAV	30	35	0	35	
Networking(Ecologists)	SAV		5	0	5	
Networking(Firewall)	SAV		5	0	5	
Networking(Hypercorps)	SAV		5	0	5	
Networking(Media)	SAV		5	0	5	
Networking(Scientists)	SAV		5	0	5	
Palming	COO	30	45	0	45	
Perception	INT	53	68	0	68	
Persuasion	SAV		5	0	5	
Programming	COG*	40	60	5	65	
Protocol	SAV		5	0	5	
Psi Assault	WIL*		20	0	20	
Psychosurgery	INT		15	0	15	
Research	COG	30	50	5	55	
Scrounging	INT	45	60	0	60	
Seeker Weapons	COO		15	0	15	
Sense	INT*		15	0	15	
Spray Weapons	COO		15	0	15	
Swimming	SOM		15	5	20	
Throwing Weapons	COO		15	0	15	
Unarmed Combat	SOM	30	45	5	50	
Academics:Literature	SAV	30	50	5	55	
Academics:Cryptography	COO	40	60	5	65	

Interest:Criminal Groups	OOO	30	50	5	55	
Interest:Kabaddi	OOO	20	40	5	45	
Language:English	COG	45	60	0	60	
Profession:Spacecraft Operations	OOO	30	50	5	55	
Profession:Asteroid Mining	COG*	40	60	5	65	
Profession:Beggar	COG	30	50	5	55	
Profession:Mesh Security Ops	SAV	48	68	5	73	

\* May not default to aptitude if untrained.

### Armor

6/6 (Base)

### Weapons

Name	Type	AP	DV	Firing Mode	Ammo	Linked Skill
Heavy Pistol	Weapon	-4	2d10+4	SA, BF, FA	10	Kinetic Weapons
Regular Ammo	Ammo	--	--			

### Morph Traits

**Social Stigma (Clanking Masses):** An unfortunate aspect of the characters background means that they suffer from a stigma in certain social situations. Much of humanity can only afford a cheap synthmorph, due in part to the lack of bodies following the fall. Due to the use of a cheap morph, you may be viewed distastefully in many circles. In social situations where the characters nature is known to someone who view that nature with distaste, fear, or repugnance, they suffer a 10 to 30 modifier (gamemasters discretion) to social skill tests.

**Uncanny Valley:** There is a point where synthetic human looks become uncannily realistic and human-seeming, but they remain just different enough that their looks seem creepy or even repulsive a phenomenon called the uncanny valley. Morphs whose looks fall into this range suffer a -10 modifier on social skill tests when dealing with humans. This modifier does not apply to interactions with xenomorphs or those with the infolife or uplift backgrounds.

### Cear

Backup Insurance (Quality)	Service	In the event of verifiable death, or after a set period of being missing, backup insurance will arrange for your cortical stack to be retrieved and your ego downloaded into another morph. If the cortical stack cannot be retrieved, your most recent backup is used. Most policies require that the holder provide a backup to be uploaded into secure storage at least twice a year. This industry works in a manner similar to insurance underwriting in terms of cost and individuals engaged in high risk professions can expect to pay a premium for the service. Additionally, attempts to retrieve a cortical stack are minimal unless one wants to pay for some extra effort (a thriving industry of paramilitary ego-repo operatives exists for this purpose).
Exploit	Program	(EP p. 331)( Exploits are hacker tools that take advantage of known vulnerabilities in other software. They are required for intrusion attempts.
Sniffer	Program	(EP p. 331)( Sniffer programs collect all of the transmission that pass to, from, or through the device they are running on.
Spoof	Program	(EP p. 331)( Spoof is a hacker tool used to fake commands and transmissions, making them seem as if they came from another source.
Tactical Networks	Program	(EP p. 331)( These programs allow people in the same squad to share tactical data in real-time.
Tracking	Program	(EP p. 331)( This software is used to track people by their presence online.
Access Jacks	Augmentation	"(EP p. 306) Usually located in the base of the skull or neck, this implant is an external socket with a direct neural interface. It allows the character to establish a direct wired connection using a fiber optic cable to external devices or other characters, which can be useful in places where wireless links are unreliable or complete privacy is required. Two characters linked via access jack can ""speak"" mind-to-mind and transfer information between their mesh inserts and other implants. All synthmorphs have these by default."
Basic Mesh Inserts	Augmentation	(EP p. 300) Mesh inserts are ubiquitous among modern morphs. This network of cybernetic brain implants is essential equipment for anyone who wants to stay connected and make full use of the wireless mesh. The interconnected components of this system include: *Cranial Computer: This computer serves as the hub for the character's personal area network and is home to their muse. It has all of the functions of a smartphone and PDA, acting as a media player, mesh browser, alarm clock/calendar, positioning and map system, address book, advanced calculator, file storage system, search engine, social networking client, messaging program, and note pad. It manages the user's augmented reality input and can run any software the character desires. It also processes XP data, allowing the user to experience other people's recorded memories, and also allowing the user to share their own XP sensory input with others in real-time. Facial/image recognition and encryption software are included by default. *Radio Transceiver: This transceiver connects the user to the mesh and other characters/devices within range. It has an effective range of 20 kilometers in deep space or other locations far from radio interference and 1 kilometer in crowded habitats. *Medical Sensors: This array of implants monitors the user's medical status, including heart rate, respiration, blood pressure, temperature, neural activity, and much more. A sophisticated medical diagnostic system interprets the data and warns the user of any concerns or dangers. Using any of these functions is as easy as thinking.
Cortical Stack	Augmentation	(EP p. 300) A cortical stack is a tiny cyberware data storage unit protected within a synthdiamond case the size of a grape, implanted at the base of the skull where the brain stem and spinal cord connect. It contains a digital backup of that character's ego. Part nanoware, the implant maintains a network of nanobots that monitor synaptic connections and brain architecture, noting any changes and updating the ego backup in real time, right up to the moment of death. If the character dies, the cortical stack can be recovered and they may be restored from the backup. Cortical stacks do not have external or wireless access (for security), they must be surgically removed. Cortical stacks are extremely durable, requiring special effort to damage or destroy. They are commonly recovered from bodies that have otherwise been pulped or mangled. Cortical stacks are intentionally isolated from mesh inserts and other implants, as a security measure to prevent hacking or external tampering.

Cyberbrain	Augmentation	"(EP p. 300) Cybernetic brains are where the ego (or controlling AI) resides in synthmorphs and pods. Modeled on biological brains, cyberbrains have a holistic architecture and serve as the command node and central processing point for sensory input and decision-making. Only one ego or AI may ""inhabit"" a cyberbrain at a time; to accommodate extras, mesh inserts or a ghost-rider module must be used. Since cyberbrains store memories digitally, they have the equivalent of mnemonic augmentation. They also have a built-in puppet sock so that they may be remote-controlled, though this option may be removed by those who value their security. Cyberbrains are vulnerable to brainhacking and other forms of electronic infiltration/attack. Cyberbrains come equipped with two or more pairs of external access jacks, usually located at the base of the skull, which allow for direct wired connections."
Mnemonic Augmentation	Augmentation	(EP p. 307) A character with this augmentation and a cortical stack can access digital recordings of all of the sensory data they have experienced in XP format (and they may share these recordings with others). Mnemonic augmentation differs from the eidetic memory bioWare because it allows characters to digitally share all of their sensory data with others. It also allows them to closely examine sensory data they did not initially look at. For example, if the character glanced at a note but did not read it, they can later use image enhancement software to enhance this image and in most cases actually read what the note said. Mnemonic augmentation allows the character to clearly hear all background noises, like a conversation at a nearby table that the character only initially heard a few words of. Using mnemonic augmentation to retrieve a specific piece of information is quite easy, but usually requires between 2 and 20 minutes of concentration.
Walker	Augmentation	(EP p. 310) Walkers use two or more limbs to walk or crawl across a surface. Many use grip pads or magnetic systems to stick to surfaces.
Puppet Sock	Augmentation	"(EP p. 307) This implanted computer allows the biomorph's body (the ""puppet"") to be controlled by another character (the ""puppeteer""). While active, the puppet has no control over their body and is simply along for the ride (at the gamemaster's discretion, puppets who are tormented by repeated or extensive loss of control may suffer mental stress). The puppeteer may directly ""jam"" the puppet or remote control it in the same way that robots and pods are teleoperated. The puppeteer must either be ghost-riding the puppet (see the GhostRider Module) or have a direct communications link (via mesh, radio, laser, etc.)."
Heavy Pistol	Weapon	Pistols are small-sized and designed for one-hand use. Light pistols sacrifice penetrating ability for concealability. Heavy pistols focus on stopping power, with medium pistols occupying a middle ground. All versions fire in semi-automatic, burst-fire, and full-auto modes.
Ecto	Everyday/Common	(EP p. 325) Ectos are the external version of basic mesh inserts, minus the medical sensors. These colorful devices serve as a wearable mesh terminal, PDA, locator, and camera-phone. The devices are flexible (often worn as bracelets), dirt-resistant, self-cleaning, and may be stretched out to increase screen size. They may project holographic displays and are typically equipped with wireless-enabled glasses or contact lenses and decorative earpieces or earrings so that the user may access augmented reality. Given the ubiquity of mesh inserts, ectos are growing less common, but they are still used by bioconservatives, others without implants, and those who prefer to access the mesh via an external device for security concerns.
Utilitool	Everyday/Common	(EP p. 326) This hand tool includes a specialized small nanobot generator. In its basic form, a utilitool is the size and shape of a large fountain pen. It can transform into almost any tool, however, from a wrench, knife, or powered screwdriver to a rotary grinder or pair of pliers. Some inexpensive utilitools are optimized for specialized tasks, like cooking or wilderness survival, but more expensive models become almost any imaginable hand tool. Utilitools are normally mentally controlled using the character's basic mesh inserts. Characters without such implants can control the tool via voice commands and touch controls. Characters using a utilitool gain a +10 modifier to skills involving repairing or modifying devices with mechanical parts, opening locks, disarming alarm systems, or performing first aid.
Backup Insurance (Budget)	Service	In the event of verifiable death, or after a set period of being missing, backup insurance will arrange for your cortical stack to be retrieved and your ego downloaded into another morph. If the cortical stack cannot be retrieved, your most recent backup is used. Most policies require that the holder provide a backup to be uploaded into secure storage at least twice a year. This industry works in a manner similar to insurance underwriting in terms of cost and individuals engaged in high risk professions can expect to pay a premium for the service. Additionally, attempts to retrieve a cortical stack are minimal unless one wants to pay for some extra effort (a thriving industry of paramilitary ego-repo operatives exists for this purpose).
AR Illusions	Program	(EP p. 331) These databases of AR clips can be used to create realistic illusions in someone's entoptic display.
Flashlight	Survival Gear	(EP p. 333) These handheld, wearable, or portable lights can display light in the normal visual spectrum, infrared, or ultraviolet, as desired.
Repair Spray	Survival Gear	(EP p. 333) This nanobot generator creates nanobots designed to repair synthmorphs, vehicles, and other common objects. Repair spray contains the specifications and plans for almost all commonly used synthmorphs and devices and is a ubiquitous household item. If it does not contain the specifications for something it is being used to repair, it must query the object's voice for these details, otherwise it cannot repair it. Simply touch it to the damaged area, push the button on top, and it sprays out a number of nanobots sufficient to make repairs. These nanobots repair 1d10 points of damage per 2 hours. Once all damage is restored, the nanobots repair wounds at the rate of 1 per day. Repair spray also cleans and polishes items and returns them to a pristine and new state. Repair spray is not effective on any object with more than 3 wounds, but it provides a +30 to all repair rolls on anything too badly damaged for it to fully repair.
Nanobandage	Survival Gear	"(EP p. 333) Characters without medicines must rely on external sources of healing. The most common option is the nanobandage"" a plum-sized advanced nanotechnology generator built into a reusable, self-sterilizing bandage. It can treat all forms of injury and illness, from poisoning to burns to trauma. Characters simply apply the bandage to the wound and let the nanobots do the work. It removes pain and discomfort and speeds healing. For especially severe injuries, physical first aid such as setting bones and removing projectiles may be necessary (gamemaster's choice). If the wounds are too severe (the patient has suffered more than five wounds), the unit places the patient in medical stasis and radios for emergency services."
Regular Ammo	Ammo	This standard metal projectile is designed to put holes into morphs.