

Character Fatu Meaole

Muse Pardner

Background Martian

Background Description
 (EP p. 132) You were raised in one of the stations on or above Mars, now the most populated planet in the system. Your home town may or may not have survived the Fall but your planet has definitely come out better. A generation ago, Mars was a distant mining concern that the hypercorps and nations of Earth were dividing up. Now, it is the largest population of transhumanity in the universe and, for many, the new homeworld of the human species. Its cities, culture, economy, and technology dominate the rest of the Sol system, for better or worse. It would be perfect, except for the fringe elements in the deserts making trouble...

Faction Barsoomian

Faction Description
 (EP p. 133) You call the Martian outback and wilds your home. You are a redneck, a lower-class Martian from the rural areas that often find themselves in conflict with the policies and goals of the hypercorp domes and Tharsis League.

Morph Premium Ruster

Morph Description
 (EP p. 141) Rusters are adapted for survival in the Martian environment, these morphs are free from the Planned Obsolescence that has been imposed on Regular Ruster models.

Motivations
 -Hypercorps
 +Family
 +Gate Colonization

Skill	Apt	Rank	Base	Morph	Total	Spec.
Animal Handling	SAV	20	35	0	35	
Beam Weapons	COO		15	0	15	
Blades	SOM		15	5	20	
Climbing	SOM	40	55	5	60	
Clubs	SOM		15	5	20	
Control	WIL*		15	5	20	
Deception	SAV		15	0	15	
Demolitions	COG*		20	0	20	
Disguise	INT		15	0	15	
Flight	SOM		15	5	20	
Fray	REF	40	55	10	65	
Freefall	REF		15	10	25	
Freerunning	SOM	15	40	5	45	
Gunnery	INT		15	0	15	
Hardware:Industrial	COG	20	40	0	40	
Hardware:Robotics	COG	20	40	0	40	
Hardware:Electronics	COG	20	40	0	40	
Hardware:Groundcraft	COG	20	40	0	40	
Hardware:Aircraft	COG	20	40	0	40	
Impersonation	SAV		15	0	15	
Infiltration	COO	45	60	0	60	
Infosec	COG*	40	60	0	60	
Interfacing	COG	30	60	0	60	
Intimidation	SAV		15	0	15	
Investigation	INT		15	0	15	
Kinesics	SAV	15	30	0	30	
Kinetic Weapons	COO	25	40	0	40	
Medicine:First Aid	COG	15	35	0	35	
Navigation	INT	35	50	0	50	
Networking(Autonomists)	SAV	15	50	0	50	
Networking(Criminals)	SAV	15	30	0	30	
Networking(Ecologists)	SAV		15	0	15	
Networking(Firewall)	SAV		15	0	15	
Networking(Hypercorps)	SAV		35	0	35	
Networking(Media)	SAV		15	0	15	
Networking(Scientists)	SAV		15	0	15	
Palming	COO	15	30	0	30	
Perception	INT	35	50	0	50	
Persuasion	SAV	25	40	0	40	
Pilot:Groundcraft	REF	15	40	10	50	
Pilot:Aircraft	REF	25	40	10	50	
Programming	COG*	20	50	0	50	
Protocol	SAV		15	0	15	
Psi Assault	WIL*		15	5	20	
Psychosurgery	INT		15	0	15	
Research	COG		20	0	20	
Scrounging	INT	45	60	0	60	
Seeker Weapons	COO		15	0	15	
Sense	INT*		15	0	15	
Spray Weapons	COO		15	0	15	

Concept

male, 25 years old Redneck scavenger, mechanic, part-time hacker, survivalist. Fatu was born to a large family of ethnic-Polynesians in an isolated religious community of a Mormon transhumanist sect. (TODD: region of Mars where the Mormons live?) He has eight siblings in total. His family held some strange beliefs, and indoctrinated the kids with their weird ideas (Trait: Faulty Education). The Fall came as he was a teenager, and the pace of life on Mars radically changed as the previous frontier world became transhumanity's new homeworld. A curious, rebellious, teenager, he was able to convince his muse to compromise the mesh filter. He trained himself in the essentials of infosec, to further get access to things like XP porn, and mesh forums for LGBT teens (he is bisexual, which is incredibly unremarkable in the world of AF10: however, his family retains a bit of latent bias due to being very religious, so he hesitates to come out). Although he was/is somewhat of a country bumpkin, he has a fair amount of socialization: he was sent out, as a young man, to proselytize to all the new comers. Five years ago, he knocked on yet another door (yes, actually physically visit people to proselytize, rather than doing it via the mesh). The young lady (TODD: name?) actually answered the door, and ended up having a friendly, if awkward chat. She became his first real girlfriend. She also lead him off the religious path, and, even though their relationship has since ended, he is a fairly lapsed Mormon: he is known to drink coffee, and even (gasp!) light beer. He is an agnostic, even. Nevertheless, he still retains a lot of the strange ideology he was raised with (Trait: Faulty Education). Although he is something of a prodigal son to his still-mostly-religious family, he is quite loyal to them, still (+Family) In the decade since the Fall, he has seen his old Mormon friends, as well as other Rednecks (French-Algerian desert makers, for instance) bossed around by the new powers-that-be. He is quite anti-hypercorp thus, and even has a reputation as a bit of a rabble-rouser (-Hypercorps) Although he is no longer really religious, he still retains a lot of the old Mormon memes about expanding across the universe: the discovery of the Gates seem to mesh quite well with this meme, and he strongly supports exploration and colonization by the gates (although he is angry at how much the hypercorps dominate the gates). He has applies multiple times to the lottery for the Pandora Gate and Fissure Gate, but (obviously) has never won. (+Gate Colonization) In his free time, he is a bit of a gate crasher fanboy, and loves to follow the XPs of gate crashes. As a kid, due to isolated mesh access, he would read Old Western novels (e.g. Louie LaMore) and watch Old Western movies (e.g. John Wayne). The Western, as a narrative, largely died out in the 20th Century, so his continued interest in this archaic narrative form makes him stranger, still. He also has a love of pre-Fall history. As many Mormons do, this extends to genology: he can trace his lineage back to Samoan royalty.

Swimming	SOM		15	5	20	
Throwing Weapons	COO		15	0	15	
Unarmed Combat	SOM	20	35	5	40	
Academics: Biology	SAV	40	60	0	60	
Academics: Ecology	COO	40	60	0	60	
Academics: Nanotechnology	SOM	20	40	0	40	
Art: Guitar	INT	30	45	0	45	
Interest: Pre-Fall History	COO	15	35	0	35	
Interest: Mormonism	COO	40	60	0	60	
Interest: Famous Gate Crashers	COO	15	35	0	35	
Interest: Old West narratives	SOM	10	30	0	30	
Native Language: English	COG		85	0	85	
Language: French	COG	20	35	0	35	
Profession: Farmer	COO	30	50	0	50	
Profession: Survival	COG*	40	60	0	60	

* May not default to aptitude if untrained.

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

@-rep	c-rep	e-rep	f-rep	g-rep	i-rep	r-rep	x-rep	other
35	5	0	0	5	0	5	0	0

MOX	TT	LUC	IR	WT	DUR	DR	INT	SPD
2	8	40	80	7	35	52	8	2

Armor

0/0 (Base)

2/3 (Bioweave Armor (Light))

6/6 (Armor Vest)

Weapons

Name	Type	AP	DV	Firing Mode	Ammo	Linked Skill
Automatic Rifle	Weapon	-6	2d10+6	SA, BF, FA	30	Kinetic Weapons
Smartlink	Weapon Accessory					
Vibroblade	Weapon	-2	2d10+(SOM10)			Blades
Eelware	Augmentation, Weapon	0	Shock			Unarmed Combat
Regular Ammo	Ammo	--	--			
Armor-Piercing	Ammo	-5	-2			

Traits

Home Turf: This character knows a particular habitat like the back of their hand, paw, or tentacle, having grown up there or spent years familiarizing themselves. They receive an extra point of Mxie that may only be used for tests that apply to that habitat, such as navigating the best route, bypassing airlock controls, or hacking its infrastructure.

Faulty Education: Not everyone receives the same quality of education and many are taught incorrect things. Some children, for example, are raised with an ideologically driven system that prizes obedience over truth and accuracy—something still common in certain Jovian, brinker, and religious communities. Others, like many refugees, isolates, and zeroed indentures, only have access to substandard or obsolete reference material. No matter the cause, the character thinks they know far more than they really do. Once per session, the gamemaster may intentionally mislead the character when giving them the results of a Knowledge Skill Test or otherwise detailing some aspect of the setting or a social interaction, depending on the character's background. This misinformation represents the character's faulty understanding of the topic at hand and should be roleplayed appropriately, even if the player knows that their character is mistaken.

Hoarder: With the limitations on living space and need for resource management in all but the wealthiest habs, most transhumans are used to living with a minimal number of personal possessions. The flexibility and multi-purpose nature of most objects and availability of information, entertainment, and communication over digital or VR services all allow this to work well, but hoarders have a psychological compulsion to keep things that they don't need and serve no purpose. Particularly common among corvid uplifts and some Fall survivors that lost everything, characters with this trait have a hard time giving away or disposing of things. Unless their behavior is somehow managed, they will accumulate overwhelming collections of junk. Each day, the character must make a WIL x 3 Test to keep their compulsion under control. If they fail, they will keep any objects they would normally throw away or recycle (food packaging, drink bulbs, broken or useless objects like dead ectos, ammunition clips, and the like) and must acquire one new item that day; all of those items will be added to their hoard. Hoarders can force themselves to ignore this compulsion for a day by taking one point of stress damage. If they ever attempt to clean out their hoard voluntarily, or if the hoard is significantly reduced (by catastrophe or by hab maintenance workers forcibly removing it), the character takes (1d10 / 2) + 2 SV.

Gear

Medichines	Augmentation	(EP p. 308) This is the most common form of nanoware. These nanobots monitor the user's body at a cellular level and fix any problems that arise. Medichines eliminate most diseases, drugs, and toxins (but not nanodrugs or nanotoxins) before they can do more than minor harm to the host (see Drug Effects). If desired, the user can temporarily override this protection to permit intoxication or other effects, but unless the character activates a second specially labeled override, medichines prevent the toxins from accumulating to lethal or permanently harmful levels. In this case, they can also be activated at a later point to reduce a drug or toxin's remaining duration by half. Medichines allow the character to ignore the effects of 1 wound. They also speed normal healing as noted under Biomorph Healing. If the user suffers 5 or more wounds at once, or more than 6 wounds in an hour, the damage has exceeded the medichines' ability to repair. In this case, the medichines place the character into a medical stasis, where their mind and body are perfectly preserved, but where the character cannot act in any way. Under these circumstances the medichines also send out a priority call for emergency services via the character's mesh inserts. Medichines for synthmorphs and bots consist of nanobots that monitor and repair the shell's integrity and internal system functions. Note that the synthmorph version of medichines allows the synthmorph to self-repair in the same manner by which a biomorph with medichines would naturally heal.
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.
Mars Buggy	Vehicles	(EP p. 344) One of the most ubiquitous vehicles on Mars is the so-called Mars buggy, a four-wheeled vehicle with large balloon tires that is designed for use both on roads and on almost any terrain. Mars buggies can travel at speed of up to 110 kph on roads, 90 kph over relatively flat terrain, and up to 40 kph on jagged and rocky terrain. They can maintain these speeds because smart materials in both the suspension and the tires reshape themselves to adapt to uneven conditions and their nuclear batteries give them an effectively unlimited range. Most Mars buggies are enclosed but unpressurized. Similar vehicles are used on Luna and Titan, however, though the passenger compartments of these vehicles includes life support gear that provides the occupants with air for at least 100 hours. Buggies are powered by nuclear batteries and come in a variety of sizes, from small two-person buggies to large trucks. Mars buggies come equipped with headlights, radio boosters, and a vehicle radar system.

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 screw driver to a rotary grinder or pair of pliers. Some inexpensive utilitoos are optimized for specialized tasks, like cooking or wilderness survival, but more expensive models become almost any imaginable hand tool. Utilitoos 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.
Tools (kit): Groundcraft	Everyday/Common	(EP p. 326) Man portable kit. Specific to Hardware: Groundcraft skill.
Tools (kit): Robotics	Everyday/Common	(EP p. 326) Man portable kit. Specific to Hardware: Robotics skill.
Tools (kit): Industrial	Everyday/Common	(EP p. 326) Man portable kit. Specific to Hardware: Industrial skill.
Tools (kit): Electronics	Everyday/Common	(EP p. 326) Man portable kit. Specific to Hardware: Electronics skill.
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."
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."
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."
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."
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."
Grip Tape	Everyday/Common	(GC p. 155) This sticky nanotape can be applied to almost any surface, allowing items to be stuck in place with the adhesive power of grip pads.
Nanodetectors	Nanotechnology	(EP p. 327) Nanodetectors are small devices that suck in air and micro debris in order to scan for and detect nanobots. Given that nanobots are so small, the density of nanobots in the area has a large impact on its success. The nanodetector has a base skill of 30 for detecting nanobots, modified by +30 if an active nanoswarm or hive is present, +0 if a nanoswarm or hive was active recently, and -10 for the presence of nanobots outside of a swarm or hive. Once a nanobot is detected it may be analyzed either by the user or the nanodetectors AI, using Academics: Nanotechnology 30 skill. Nanodetectors are often worn and left on, set to alert the user if a hostile nanoswarm is detected. [Low]
Maker (Low)	Nanotechnology	(EP p. 328) Makers are specially-designed to produce food and drink for the user. Raw materials can be provided by the addition of any water-containing liquid and collected biomass like leftover food, grass, dirt, dead animals, or transhuman waste. Some models are built into standard vacsuits. Makers can produce water and various flavored beverages, as well as ration bars or thick pudding-like edible gels. With adequate raw material, a maker can indefinitely provide food and drink for up to three transhumans. Most units, however, have a very limited range of flavors and textures that are widely considered to be fairly bad. Models with a wider and better range of flavors and textures are more expensive, but produce food that is considered adequate or occasionally good.
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.
Automatic Rifle	Weapon	Automatic rifles use rifle ammunition and have greater range and penetration than SMGs. They fire in semi-auto, burst fire, or full auto modes. They are two-handed weapons.

Smartlink	Weapon Accessory	A smartlink system connects the weapon to the user's mesh inserts, placing a targeting bracket in the character's field of vision and providing range and targeting information. Apply a +10 modifier to the Attack Test. Smartlinks also incorporate a microcamera that allows the user to see what the weapon is pointed at, fire around corners, etc. Smartlinks also allow certain other types of weapon system control, such as changing flux ammo or programming seeker trigger conditions.
Vibroblade	Weapon	These buzzing electronic blades vibrate at a high frequency for extra cutting ability. This has little extra effect when stabbing or slashing, but provides an extra -3 AP and +2d10 damage when carefully sawing through something.
Eelware	Augmentation, Weapon	Derived from electric eel genetics, a character can have eelware implanted so that it connects to a network of bioconductors in the hands and feet (or other limbs), allowing the character to generate stunning shocks with a touch. Eelware inflicts shock damage exactly like a pair of shock gloves. Eelware can also be used to power implants and specially designed handheld devices by touch.
Regular Ammo	Ammo	This standard metal projectile is designed to put holes into morphs.
Armor-Piercing	Ammo	This tungsten-carbide ammunition penetrates armor effectively.
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.
Basic Cold Weather Gear	Survival Gear	(SW p. 167) Cold weather suit w/ face mask and goggles protects from cold temperatures to -50C, allows full maneuverability.
Filter Straw	Survival Gear	(GC p. 159) safely drink any liquid that contains even a small amount of water.
Small Air Mask	Survival Gear	(FO p. 157) A simple breathing mask with a 2 hour air supply.
Emergency Rations	Survival Gear	(GC p. 157) 3 days worth of compressed concentrated nourishment.
Emergency Rations	Survival Gear	(GC p. 157) 3 days worth of compressed concentrated nourishment.
Emergency Rations	Survival Gear	(GC p. 157) 3 days worth of compressed concentrated nourishment.
Emergency Rations	Survival Gear	(GC p. 157) 3 days worth of compressed concentrated nourishment.
Emergency Rations	Survival Gear	(GC p. 157) 3 days worth of compressed concentrated nourishment.
Electronic Rope	Survival Gear	(EP p. 332) The fibers in this rope can be controlled electronically, making it move in a snake-like fashion, stiffen up, and even wrap around objects. Typically comes in a 50-meter length capable of supporting 250 kg.
Pressure Tent (2 person)	Survival Gear	(SW p. 168) This is a collapsible shelter for two people, plus gear. Pressure tents contain heating and will inflate with a breathable atmosphere using a breather-like device.
Breadcrumb Positioning System	Survival Gear	" This worn device leaves micro "breadcrumbs" behind as the character moves. These devices interact with mesh inserts (or ectos) as long as they are within range (50 meters), allowing the user to map their position in relation to the breadcrumb trail. This is useful in derelict habitats, wilderness, and other areas where there is no local functioning mesh, and is helpful both for mapping and for finding one's way back."
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).
Basic Biomods	Augmentation	(EP p. 300) Almost universal in biomorphs, many habitats will not allow individuals to visit/immigrate if their biomorph does not possess these biomods in order to preserve public health. Basic biomods consists of a series of genetic tweaks, tailored virii, and bacteria that speed healing, greatly increase disease resistance, and impede aging. A morph with basic biomods heals twice as fast as an early 21st century human, gradually regrows lost body parts, is immune to all normal diseases (from cancer to the flu), and is largely immune to aging. In addition, the morph requires no more than 3-4 hours of sleep per night, is immune to ill-effects from long-term exposure to low or zero gravity, and does not naturally suffer from biological problems like depression, shock reactions after being injured, or allergies.
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.
Enhanced Respiration	Augmentation	By boosting both lung efficiency and the blood's oxygen-carrying capacity, the character can live comfortably in both high and low pressure environments, from 0.2 atmospheres to 5 atmospheres, with no dizziness or need for gradual decompression. In addition, the character can hold their breath for up to 30 minutes when performing minimal activity or for up to 10 minutes while performing highly strenuous activity.
Temperature Tolerance: Standard	Augmentation	(EP p. 305) The morph's temperature regulation and circulation are both substantially enhanced allowing the character to survive in temperatures as low as -30 degrees Celsius and as high as 60 degrees Celsius without discomfort or ill effects.
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.
Reflex Booster	Augmentation	(EP p. 308) The morph's spinal column and nervous system is rewired with superconducting materials, boosting transmission speed. This raises the character's REF by +10 and improves Speed by +1.
Bioweave Armor (Light)	Armor, Augmentation	Bioweave armor involves lacing the morph's skin with artificial spider silk biological fibers. This provides an Armor rating of 2/3 without changing the appearance, texture, or sensitivity of the morph's skin. This armor is cumulative with worn armor.
Skinlink	Augmentation	(EP p. 309) Skinlink nanobots live on the morph's external skin or shell, automatically swarming over and creating a physical connection with any electronics the user touches. They also take advantage of the electrical field in a biomorph's skin for communication. They allow the user to communicate and mesh with any devices merely by touching them. This is considered a wired link, and so is not subject to wireless interception or interference. Two skinlinked characters can also communicate and mesh simply by touching.
Solar Recharger	Everyday/Common	(GC p. 155) Like Nuclear Batter, but requires sunlight and has 1.5 meter square panel.
Nanodetectors	Nanotechnology	(EP p. 327) Nanodetectors are small devices that suck in air and micro debris in order to scan for and detect nanobots. Given that nanobots are so small, the density of nanobots in the area has a large impact on its success. The nanodetector has a base skill of 30 for detecting nanobots, modified by +30 if an active nanoswarm or hive is present, +0 if a nanoswarm or hive was active recently, and -10 for the presence of nanobots outside of a swarm or hive. Once a nanobot is detected it may be analyzed either by the user or the nanodetectors AI, using Academics: Nanotechnology 30 skill. Nanodetectors are often worn and left on, set to alert the user if a hostile nanoswarm is detected. [Low]
Guardian Angel	Robot	(EP p. 345) Similar to gnats, guardian angel rotorcraft hover around their charges, keeping a watchful eye out to protect them from threats.
Armor Vest	Armor	Armor vests provide more thorough protection to a body's vital areas, covering the abdomen and torso completely, protecting the neck with a rigid collar, and even providing wrap-under protection for the groin. Though armor vests are not bulky, they are obvious as armor. Armor vests may be worn with armor clothing without penalty. Armor vests provide an Armor Value of 6/6.
Radio Booster	Communication	(EP p. 314) This device boosts the range and sensitivity of short-range radios, like those from implants, ectos, or microbugs. The booster must be within the shorter-ranged device's range (or directly linked via fiberoptic cable). It will repeat any transmissions received from that device, but at its extended range of 25 kilometers in urban areas (250 kilometers remote areas). Broadcasts from a radio booster are easy to receive by anyone looking for broadcasts, though transmissions may be stealthed. Boosters are commonly used by characters traveling far from habitats or other civilized regions.
Enhanced Vision	Augmentation	(EP p. 301) The morph's eyes have tetrachromatic vision capable of exceptional color differentiation. These eyes can also see the electromagnetic spectrum from terahertz wave frequencies to gamma rays, enabling them to see a total of several dozen colors, instead of the seven ordinary human eyes can perceive. In addition, these eyes have a variable focus equivalent to 5 power magnifiers or binoculars. This augmentation provides a +20 modifier to all Perception Tests involving vision. For further applications, see Using Enhances Senses.
Vision Filter	Augmentation	(PO p. 149) With this implant morphs can fine tune the information provided by the bioware Enhanced Vision as if it was the Cyberware version.