

Muse	Angel
Background	Re-Instantiated

Background Description	(EP p. 132) You were born on Earth, but you did not survive the Fall. After years in storage, simulspace, or as an infomorph, you were one of the few to be re- instantiated with a new morph. Now you have the rest of your life in front of you, even as your past continues to claw its way into your nightmares. What sort of world is out there after so many have died? What does it mean that you are among the casualties? How do you know your old self is really gone and not still out there suffering? Sometimes it seems like being in cold storage still would be preferrable to living with all these questions.
---------------------------	------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

Faction	Criminal
Faction Description	(EP p. 133) You are involved with the crime-oriented underworld. You may work with one of the Sol system's major criminal factions-triads, the Night Cartel, the ID Orew, Nne Lives, Pax Familae-or one of the smaller, local operators with a big stake in a specific habitat. You might be a vetted memberforlife, a reluctant recruit, or just a freelancer looking for the next gig.
Morph	Splicer
Morph Description	(EPp. 139) Splicers are gene fixed humans. Their genome has been cleansed of hereditary diseases and optimized for looks and health, but has not otherwise been substantially upgraded.
Motivations	+Privacy +Monad -Demiurge

Animal HandlingSAVSAVSAVSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSAUSA	Skill	Apt	Rank	Base	Morph	Total	Spec.
Beam/WeaponCOCI.V.I.S.I.S.I.S.I.S.BadesSOMSOMI.S.I.S.I.S.I.S.I.S.CintringSOMSOMI.S.I.S.I.S.I.S.I.S.CubsSOMSOMV.S.I.S.I.S.I.S.I.S.I.S.DeceptionSAV40I.S.I.S.I.S.I.S.I.S.I.S.I.S.DeceptionCOCI.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S.I.S. <t< td=""><td></td><td></td><td></td><td></td><td></td><td></td><td>opeo.</td></t<>							opeo.
BadesSOMImageSOMImageSOMImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImage<		-					
ClimbingSOMSOMIDIDIDIDCubsSOMSOMVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVIVI				-	-		
LosSOMIIIIControlWWV2052510ControlSAV404504510DeceptionSOMV2501510DermilionsCOCV1501510DeguiseNTV1501510FightSOMV1501510FreeruningSOMV1501510PresenuningSOMV5501510PresenuningSOMV5501510PresenuningCOC405501015PresenuningCOC405501010PresenutionSOM401501010PresenutionCOC405501010InfractingCOC405001010InterfacingNT150101010NewsigaionNT151001010Networking(Autonomists)SAV715010Networking(Neta)SAV1510101010Networking(Neta)SAV150101010Networking(Neta)SAV150101010Networking(Neta)SAV15101010							
OutroidWu*NuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNuNu				-	-	-	
DeceptionSAV4045.40.45.45.45.DurbilitorsCOGVS1.S1.S1.S1.DiguiseNTS0.S1.S1.S1.S1.S1.FightREFS0.S0.S0.S1.S1.S1.S1.FreefallREFVS1.S1.S1.S1.S1.S1.S1.GunneryNTVS1.S1.S1.S1.S1.S1.S1.S1.IndersonationSV0S0.S0.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1.S1				-	-	-	
DemolitionsCOGZZSZZDiguiseNTIIIIIIIFightSOMIIIIIIIFightREFIIIIIIIFreeruningNTIIIIIIIICameryNTIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII <t< td=""><td></td><td></td><td>40</td><td>-</td><td></td><td></td><td></td></t<>			40	-			
IsquiseIVTISISISISISFightSCMISISISISISFrequentingREFISISISISISFreerunningNTISISISISISGunneryNTISISISISISHardware:BectronicsCGG30ISISISISInfigrationSAVISISISISISInfigrationCGGISISISISISInfigrationSAVISISISISISInterfacingCGCISISISISISInterfacingISISISISISISInterfacingISISISISISISInterfacingISISISISISISInterfacingISISISISISISInterfacingISISISISISISInterfacingISISISISISISInterfacingISISISISISISInterfacingISISISISISISInterfacingISISISISISISInterfacingISISISISISISInterfacingISISISISISISInterfacingISIS	· · ·		-10	-		-	
FightSOMIIIIIFightSCMIIIIIIFrayREFIIIIIIIFreerunningSOMIIIIIIIIGunneryNTIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII <t< td=""><td></td><td></td><td></td><td></td><td></td><td></td><td></td></t<>							
Programme FrayPREF45600601FreefallREFI150151FreerunningSOMI150151GunneryNTI15055055Hardware:ElectronicsCOG305505510InpersonationSAVI50551010InfiltrationCOG40550401010InfigencCOG55800401010InterfacingCOG40550101010InterfacingCOG40150151010InterfacingCOG4015015101010InterfacingCOG5015015101010101010101010101010101010101010101010101010101010101010101010101010101010101010101010101010101010101010101010101010101010101010101010101010101010<	<u> </u>			-	-		
FreefallFREFINISINISISISFreerunningSOMINISISISISISGunneryNTISISISISISISHardware:ElectronicsCOGSOMISISISISISInpersonationSAVISISISISISISISInfiltrationCOGISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISISIS <td></td> <td></td> <td>45</td> <td></td> <td></td> <td></td> <td></td>			45				
FreerunningSOMInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInInIn			40				
CommeryNTINTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNTNT				-			
Hardware:BectronicsCOGSOFADFAIppersonationSAVS0550InfiltrationCOC40550800InfosecCOCF5580060801InforsecCOCF5580060101InterfacingCOCF558004011InterfacingCOCF54400401InterfacingCOCF5404011InterfacingCOCF5404011InvestigationINT1501511Kinetic WeaponsCOCF54101011Networking(Autonomists)SAV5400401Networking(Criminals)SAV510011Networking(Criminals)SAV510011Networking(Criminals)SAV2035111Networking(Criminals)SAV20350351Networking(Criminals)SAV20350351Networking(Criminals)SAV20350351Networking(Criminals)SAV20350351Networking(Criminals)SAV20350351Networking(Criminals)SAV <t< td=""><td>, , , , , , , , , , , , , , , , , , ,</td><td></td><td></td><td></td><td></td><td></td><td></td></t<>	, , , , , , , , , , , , , , , , , , ,						
InpersonationSAVSAVSASASASAInfiltrationCOC405505510InfosecCOCF558006510InferfacingCOCF406504015IntrindationSAV254004015InvestigationINT15051015KinesicsSAV71501510NeigationNT150151010Networking(Autonomists)SAV5400010Networking(Criminals)SAV510101010Networking(Firewall)SAV151031010Networking(Nedia)SAV2035031010Networking(Scientists)SAV151015101010Networking(Scientists)SAV3035103101010ParsuasionNT203503101010101010ResearchSAV151515151515151515151515SeisasaultNT20351615151515151515151515151515151515151515151	,		20	-	-	-	
InitiationCOC40500530InfiguationCOC55800801InterfacingCOC40650406IntrindationSAV25400401InvestigationNTI150151KinesicsSAV25051511NavigationNTI1501511NavigationNTI50511Networking(Autonomists)SAV5400401Networking(Ecologists)SAV5100101Networking(Firewall)SAV20350351Networking(Scientists)SAV20350351Networking(Scientists)SAV20350351ParagetionNT203503511Networking(Scientists)SAV203503511ParagetionNT2035035111ParagetionNT2035035111ParagetionNT2035035111ParagetionNT2035035111ParagetionNT2035035			30		-		
InfosecCOG* 5508000.0008008000InterfacingCOG4006500.006500.00IntridationSAV2504000.001501500InvestigationNT500500500500500KinesicsSAVCOO1500.001501500NavigationNT7005100.001501000Networking(Autonomists)SAV5000.0050010001000Networking(Criminals)SAV5000.005000.0010001000Networking(Frewall)SAV5003500.003500.001000Networking(Media)SAV2003500.003500.001500Networking(Scientists)SAV3003500.003500.001500Networking(Scientists)SAV3003500.003500.001500ParamingCOC4005005005005000.001500PorceptionNT20050050050050015001500PortocolSAV50060015001500150015001500PortocolSAV50061015001500150015001500PortocolSAV50061015001500150015001500PortocolSAV5001500<					-		
InterfacingCOG40650651IntimidationSAV25400401InvestigationNT55051KinesicsSAV5150151Kinetic WeaponsCOO1150151NavigationNT510151Networking(Autonomists)SAV5100101Networking(Criminals)SAV5100101Networking(Frewall)SAV510011Networking(Media)SAV2035031Networking(Scientists)SAV15011Networking(Scientists)SAV3035111ParceptionNT20350311ResearchSAVI11111ParsuasionNT20350311ResearchSAVI1501511ResearchSAVII1111Seeker WeaponsNT21501511Seree WeaponsINTII01511Seree WeaponsINTIII1I1Seree WeaponsINTII <td></td> <td></td> <td>-</td> <td></td> <td></td> <td></td> <td></td>			-				
SectorSAV254004040InvestigationNT71501515KinesicsSAV550515KinesicsCOO151501515Kinetic WeaponsCOO1501515NavigationNT5501510Networking(Autonomists)SAV51001010Networking(Criminals)SAV51001010Networking(Frewall)SAV5100510Networking(Media)SAV203503510Networking(Scientists)SAV303503510Networking(Scientists)SAV11501510ParceptionNT20350351010ParsuasionSAV150351010ParsuasionSAV1150151010ParsuasionML*1150151010ParsuasionSAV1150151010ParsuasionSAV1150151010ParsuasionSAV1150151010ParsuasionSAV111101010ParsuasionSAV<							
InvestigationINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINTINT<	U				-		
Vines KinesicsSAVI505Kinetic WeaponsCOOI50150NavigationNTI50150Networking(Autonomists)SAV500400Networking(Criminals)SAV500100Networking(Ecologists)SAV500100Networking(Hypercorps)SAV2035035Networking(Media)SAV2035035Networking(Scientists)SAV3035035Networking(Scientists)SAV3035035ParceptionNT2035035100ParsuasionSAV2035035100ProtocolSAV2035035100ProtocolSAV2035035100ProtocolSAV2035035100ProtocolSAV20505100ProtocolSAV205015100ProtocolSAV2015015100ProtocolSAV2015015100ProtocolSAV2015015100ProtocolSAV2015015100SerseNT2015015100Serse	Intimidation	-	25	-		-	
Kinetic WeaponsCOOINISISISISISNavigationNTSISISISISISNetworking(Autonomists)SAV540040INetworking(Criminals)SAV5100IINetworking(Ecologists)SAV5100IINetworking(Hipercorps)SAV20350SINetworking(Media)SAV30350IINetworking(Scientists)SAV30350IINetworking(Scientists)SAV30350IIPalmingCOCI150IIIProceptionNT20350IIIProcoalSAVIS0IIIProtocolSAVIS0IIIProtocolSAVIIIIIIPsi AssaultWIL*IIIIIIPsi AssaultITIIIIIIIPsi AssaultITIIIIIIIPsi AssaultITIIIIIIIIPsi AssaultITIIIIIIIIIIIPsi Assaul	-	INT		15	0	15	
NavigationINTISISISISISNetworking(Autonomists)SAV560510Networking(Criminals)SAV5100101Networking(Ecologists)SAV5100510Networking(Firewall)SAV2035051Networking(Media)SAV2035051Networking(Scientists)SAV3035051PalmingCOCIT150511PerceptionNT203503511PerceptionSAV150511ProtocolSAV203503511ProtocolSAV203503511ProtocolSAV150511ProtocolSAV11501511ProtocolSAV11501511ProtocolSAV111111ProtocolNT211111ProtocolSAV111111ProtocolNT111111ProtocolNT111111Sereer MeaponsOCO	Kinesics	SAV			0	5	
Networking(Autonomists)SAVSAV5057Networking(Criminals)SAV540004001Networking(Ecologists)SAV510001001Networking(Hypercorps)SAV2035003501Networking(Media)SAV2035003501Networking(Scientists)SAV30035003501Networking(Scientists)SAV2035003501ParceptionINT20350035011PersuasionSAV105035011ProtocolSAV20350035011PidasaultWL*15035011PischssurgeryINT111111Seerer MeaponsOOO1150111SenseINT*2400015111SenseSOM111111111Shray MeaponsCOCI1111111111111111111111111111111111111111<	Kinetic Weapons	000		15	0	15	
Networking(Criminals)SAV5400401Networking(Ecologists)SAV5100101Networking(Firewall)SAV20350351Networking(Media)SAV20350351Networking(Scientists)SAV30350351PalmingCOC303503511PathingCOC103503511PerceptionNT203503511PersuasionSAV1050511ProgrammingCOC*40650511ProtocolSAV1050511Psi AssaultWL*1050511PsichosurgeryNT20501511Sereer WeaponsCOC401501511SenseNT*21501511Spray WeaponsCOC2151515151NormingSOM2151501511NormingSOM234015151511Sereer WeaponsCOC31515151515151515151515 <td>Navigation</td> <td>INT</td> <td></td> <td>15</td> <td>0</td> <td>15</td> <td></td>	Navigation	INT		15	0	15	
Networking(Ecologists)SAV5100101Networking(Firewall)SAV2035051Networking(Media)SAV20350351Networking(Scientists)SAV30350351PatrongCOC1501511PatrongCOC1503511ParceptionNT20350351PersuasionSAV4055051ProtocolSAV4065051ProtocolSAV1501511ProtocolNT2035051PasearchCOG40650151Sever WeaponsNT25400151SerseNT25400151Spray WeaponsCOC15150151SwimmingSOM2015150151Innowing WeaponsCOC35400151Academics:Corputer ScienceSAV35600601Academics:MathSOM35600601	Networking(Autonomists)	SAV		5	0	5	
Networking(Firewall)SAV505Networking(Hypercorps)SAV2035035Networking(Media)SAV2035051Networking(Scientists)SAV30350351PalmingCOO1150151PerceptionNT20350351PersuasionSAV15051ProtocolSAV15051ProtocolSAV15051ProtocolSAV15051ProtocolSAV1150151ProtocolSAV1150151ProtocolSAV1150151ProtocolSAV1150151ProtocolSAV1150151ProtocolSAV1150151ProtocolSAV1150151ProtocolSAV1150151ProtocolSAV1150151ProtocolSAV115111ProtocolSAV151111ProtocolSAV151111Seeker WeaponsCOO15 </td <td>Networking(Criminals)</td> <td>SAV</td> <td>5</td> <td>40</td> <td>0</td> <td>40</td> <td></td>	Networking(Criminals)	SAV	5	40	0	40	
Networking(Hypercorps)SAV203503535Networking(Media)SAV15051Networking(Scientists)SAV30350351PalmingCOOI150151PerceptionNT2035051PersuasionSAVI5051ProgrammingCOG*40650651ProtocolSAVI205251Psi AssaultWL*I205251PsychosurgeryNTI150151SeroungingCOG40650651SenseNT*25400151Syray WeaponsCOOI150151SwimmingSOMI150151Inrowing WeaponsCOOI150151Academics:Corputer ScienceSAV35600601Academics:ChyptographyCOO35600601	Networking(Ecologists)	SAV	5	10	0	10	
Networking(Media)SAVImage of the second secon	Networking(Firewall)	SAV		5	0	5	
Networking(Scientists)SAV303503535PalmingCOOI1501515PerceptionINT20350351PersuasionSAVI5051PogrammingCOG*40650651ProtocolSAVI5051Psi AssaultWIL*I205251PsychosurgeryNTI150151ResearchCOG40650651ScroungingINT25400401Seeker WeaponsCOOI150151Spray WeaponsCOOI150151SwimmingCOOI150151Throwing WeaponsCOOI150151Academics:Computer ScienceSAV35600601Academics:MathSOMSOM6506011	Networking(Hypercorps)	SAV	20	35	0	35	
PaimingCOOImageImageImageImageImageImageImageImageParceptionNT20350351PersuasionSAV15051ProgrammingCOG*40650651ProtocolSAV15051ProtocolSAV15051ProtocolSAV115051Psi AssaultWL*1205251PsychosurgeryNT1150151PsearchCOG4065040651ScroungingNT25400401Seeker WeaponsCOO151515151SenseNT*1501511Spray WeaponsCOO15150151SwirmingSOM25400401Throwing WeaponsCOO25400401Academics:Computer ScienceSAV35600601Academics:MathSOM35600601	Networking(Media)	SAV		5	0	5	
PerceptionINT20350351PersuasionSAV5051ProgrammingCOG*40650651ProtocolSAV15051ProtocolSAV15051Psi AssaultWL*1205251PsychosurgeryINT1501511ResearchCOG406506511ScroungingINT254001511Seeker WeaponsCOC1501511Spray WeaponsCOC151515151SwimmingSOM254001511Inrowing WeaponsCOC254001511Academics:Corputer ScienceSAV356006011Academics:ChyptographySOM356006011Academics:MathSOM356006011Academics:MathSOM356006011Academics:MathSOM60656565656565	Networking(Scientists)	SAV	30	35	0	35	
PersuasionSAVS5051ProgrammingCOG*40650651ProtocolSAV50511ProtocolSAVVML*5051Psi AssaultVML*1205251PsychosurgeryNT1501511ResearchCOG40650651ScroungingNT25400401Seeker WeaponsCOO1501511SenseNT*51501511Spray WeaponsCOO201501511NirmingSOM254004011Inrowing WeaponsCOO201501511Academics:Computer ScienceSAV35600601Academics:MathSOM356006011	Palming	000		15	0	15	
ProgrammingCOG*40650651ProtocolSAV50511Psi AssaultVIL*205251PsychosurgeryNT15015151ResearchCOG40650651ScroungingNT25400401Seeker WeaponsCOC151515151SenseNT*2150151Spray WeaponsCOC151515151SwirmingSOM15150151Unamed CombatSAV25400401Academics:Corputer ScienceSAV35600601Academics:MathSOM35600601	Perception	INT	20	35	0	35	
ProtocolSAVI5051ProtocolSAVI50515Psi AssaultVML*205251PsychosurgeryINTI150151ResearchCOG40650651ScroungingNT25400401Seeker WeaponsCOOI150151SenseNT*I150151Spray WeaponsCOOI150151SwinmingSOMI150151Throwing WeaponsCOOI150151Academics:Computer ScienceSAV35600601Academics:MathSOMSOM65060601	Persuasion	SAV		5	0	5	
Psi AssaultWL*I20525IPsychosurgeryINT150151515ResearchCOG40650651ScroungingINT254004015Seeker WeaponsCOOI1501515SenseINT*251501515Spray WeaponsCOOI1501515SwirmingCOOI1501515Throwing WeaponsCOOI1501515Uharmed CombatSOM254004015Academics:CryptographyCOO356006015Academics:MathSOM650656565	Programming	00G*	40	65	0	65	
PsychosurgeryINTIS15015ISResearchCOG40650650ScroungingINT25400401Seeker WeaponsCOOIS1501515SenseINT*2150151Spray WeaponsCOOIS150151SwimmingSOMIS150151Throwing WeaponsCOOIS150151Unarmed CombatSOM25400401Academics:Computer ScienceSAV35600601Academics:MathSOM40650656565	Protocol	SAV		5	0	5	
Research   OOG   40   65   0   65   1     Scrounging   INT   25   40   0   40   1     Seeker Weapons   OOO   15   0   15   15   1     Sense   INT*   15   0   15   15   1   1     Spray Weapons   OOO   INT*   15   0   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15   15	Psi Assault	WIL*		20	5	25	
ScroungingINT2540040Seeker WeaponsCOO1501515SenseINT*1515015Spray WeaponsCOO1515015Soray WeaponsCOO1515015SwinmingSOM1515015Throwing WeaponsCOO1501515Uharmed CombatSOM2540040Academics:Computer ScienceSAV3560060Academics:MathSOM6506565	Psychosurgery	INT		15	0	15	
Seeker WeaponsCOOIS15015SenseINT*IS15015Spray WeaponsCOOIS15015SwimmingSOMIS15015Throwing WeaponsCOOIS15015SoldSOMIS15015Unarmed CombatSOM2540040Academics:Computer ScienceSAV3560060Academics:MathSOM40650651	Research	COG	40	65	0	65	
SenseIN™ImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImmImm <th< td=""><td>Scrounging</td><td>INT</td><td>25</td><td>40</td><td>0</td><td>40</td><td></td></th<>	Scrounging	INT	25	40	0	40	
Spray WeaponsOOOImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImageImage <td>Seeker Weapons</td> <td>000</td> <td></td> <td>15</td> <td>0</td> <td>15</td> <td></td>	Seeker Weapons	000		15	0	15	
SwimmingSOMImage: SOMImage:	Sense	INT*		15	0	15	
Throwing Weapons   COO   15   0   15     Unarmed Combat   SOM   25   40   0   40     Academics:Computer Science   SAV   35   60   0   60     Academics:Cryptography   COO   35   60   0   60   15     Academics:Math   SOM   40   65   0   65   65   65	Spray Weapons	000		15	0	15	
Unarmed Combat   SOM   25   40   0   40   40     Academics:Computer Science   SAV   35   60   0   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60	Swimming	SOM		15	0	15	
Unarmed Combat   SOM   25   40   0   40   40     Academics:Computer Science   SAV   35   60   0   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60   60	Throwing Weapons	000		15	0	15	
Academics:Oryptography   OOO   35   60   0   60   60     Academics:Math   SOM   40   65   0   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65		SOM	25	40	0	40	
Academics:Oryptography   OOO   35   60   0   60   60     Academics:Math   SOM   40   65   0   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65   65	Academics:Computer Science	SAV	35	60	0	60	
Academics:Math SOM 40 65 0 65			35	60	0	60	
		SOM		65	0	65	
		SOM	35	60	0		

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

@-rep	c-rep	e-rep	f-rep	g-rep	i-rep			x-rep other	
0	10	10	0	20	0	10	0	0	

			IR					
5	10	50	100	6	30	45	6	1

Academics:Philosophy	SOM	35	60	0	60				
Interest:Conspiracy Theory	000	35	60	0	60				
Native Language:Dholuo	COG		85	0	85				
Language:English	COG	45	60	0	60				
Profession:Mesh Security	000	35	60	0	60				
* May not default to aptitude if untrained.									

Armor															
0/0 (Base)															
5/5 (Light Vacsuit)															
					Weapon	s									
Name			Туре	A	•	Firing Mode	Ammo	Linked Skill							
Eelware		Augmentation,Wea	pon	0	Shock			Uharmed Combat							
Traits															
Mental Disor	der: Y	ou have a psychologi	cal disorder from	a previous traur	ratic experience in y	our life. Choose one of the dis	orders.								
Digital Ghost: The character has an intuitive knack for keeping their computer intrusions out of the spotlight. Once per game session, the hacker may prevent a Severe Failure or Oritical Failure from dow ngrading their status on a hacked system (see Failing Tests, p. 257, EP).															
Intuitive Oracker (Level 1): When it comes to brute-force hacking, this character has an intuitive sense for finding and deploying the right exploit tool for the job. Reduce the base timeframe for brute-force hacking (p. 257, 🗗) by 20% per level. Since brute-forcing a system is normally a Task Action with a 20 Action Turn timeframe, at Level 1 this timeframe is reduced to 16 Action Turns and at Level 2 it is reduced to 12 Action Turns. As usual, every 10 points of MoS on the Infosec Test may reduce this another 10%; these and other reductions (such as from Speed and extra actions; p. 96) are added together before they are applied to the timeframe.															
sensitive info	ormatio	on about themselves t	hat leaks out in th	ne public eye. Ap	ply a ?10 modifier to	line, and social networking int any Research Tests to gathe aracter's networking interactio	r information on the	character or track them online (see							
forget an un have been e	pleasa erased	nt or shameful experi against the character	ence or to make a 's will. Whatever	a break with the the case, the ma	past. The memory m emory should bear so	ay also have been lost by an u ome importance, and there sho	unexpected death ( ould exist either evic	Edited Memories: At some point in the character's past, the character had certain memories strategically removed or otherwise lost to them. This may have been done to intentionally forget an unpleasant or shareful experience or to make a break with the past. The memory may also have been lost by an unexpected death (with no recent backup), or it may have been erased against the character's will. Whatever the case, the memory should bear some importance, and there should exist either evidence of what happened or NPCs who know the full story. This is a tool the gamemaster can use to haunt the character as some future point with choosts from their past.							
Psi (Level 1): The character has been infected with the Watts-MacLeod strain of the Exsurgent virus, which altered their brain structure and opened the potential for their mind to enhance their cognitive abilities and read and manipulate the biological minds of others (see Mind Hacks). The character may purchase and learn psi sleights. At Level 1, the character may only use psi-chi sleights. At Level 2, the character may use both psi-chi and psi-gamma sleights. Though this trait is not very expensive, gamemasters should not allow it to be abused. There are a number of negative side effects to Watts-MacLeod infection, noted under Psi Draw backs.															
enhance the character m	ay only	/ use psi-chi sleights.	At Level 2, the c	haracter may us	ds of others (see M e both psi-chi and ps	nd Hacks). The character may i-gamma sleights. Though this	purchase and lear trait is not very exp	n psi sleights. At Level 1, the							
enhance the character m	ay only	/ use psi-chi sleights.	At Level 2, the c	haracter may us	ds of others (see M e both psi-chi and ps	nd Hacks). The character may i-gamma sleights. Though this	purchase and lear trait is not very exp	n psi sleights. At Level 1, the							
enhance the character m	ay only	/ use psi-chi sleights.	At Level 2, the c	haracter may us	ds of others (see M e both psi-chi and ps s-MacLeod infection	nd Hacks). The character may i-gamma sleights. Though this	purchase and lear trait is not very exp	n psi sleights. At Level 1, the							

Time Sense	Chi	Active	Automatic	Self	Temp (Action Turns)	-1	-0	An async with this ability can slow down his perception of time, making everything appear to move in slow motion or at reduced speed. In game terms, this sleight grants the async a Speed of +1. This extra Action Phase, how ever, can only be spent on mental and mesh actions.
High Pain Threshold	Chi	Passive	Automatic	Self	Constant		-0	This sleight allows the async to block out, ignore, or otherwise isolate pain. The async reduces negative modifiers from wounds by 10.

Savant Calculation	Chi	Passive	Automatic	Self	Self Constant Image: Constant The character possesses an incredible facility with intuitive mathematics. They can do everythis calculate the odds exactly when gambling to predicting precisely where a leaf falling from a tree by observing the landscape and local wind currents. The character specializes in calculation in the activity of complex chaotic systems and so can calculate answers that even the fastest co could not, including things like patterns of rubble distribution from an explosion. However, this n facility is largely intuitive, so the character does not know the equations they are solving, they r know the solution to the problem. This sleight also provides a +30 modifier to any skill tests invo (which the character is calculating, not a computer).   The Bayesian probability machine features of the async's brain are boosted by this sleight, enh their ability to estimate and predict outcomes of events around themas they unfold in real-time and predict outcomes of events around themas they unfold in real-time and predict outcomes of events around themas they unfold in real-time and predict outcomes of events around themas they unfold in real-time and predict outcomes of events around themas they unfold in real-time and predict outcomes of events around themas they unfold in real-time and predict outcomes of events around themas they unfold in real-time and predict outcomes of events around themas they unfold in real-time and predict outcomes of events around themas they unfold in real-time and predict outcomes of events around themas they unfold in real-time and predict outcomes of events around themas they unfold in real-time and predict outcomes of events around themas they unfold in real-time and predict outcomes of events around themas they unfold in real-time and predict outcomes of events around themas they unfold in real-time and predict outcomes of events around themas they unfold in real							
Predictive Boost	Chi	Passive	Automatic	Self	those predictions as information changes. In effect, the character has a more intuitive sense for which							
								Gear				
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 and feet (or other limbs), allowing the character to generate stunning shocks with a touch. Eelware inflicts shock damage exactly pair of shock gloves. Eelware can also be used to power implants and specially designed handheld devices by touch.												
Mnemonic Augmentation												
Medichines	Aı	ugmentatio	(EP p. 308) This is the most common form of nanow are. 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 harmto 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. It 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 intern 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.									
Light Vacsuit	Ar	mor,Survi	val Gear	lightw includ that do so eith miniate model off the	eight jumps e suits of hi eploy nanob ner on comm ure oxygen s include ar e suit. They	uits made gh-end s oots that nand or i tank and ecto an protect t	e of sii smart c cover f their I advai d a he he we	at owns at least one of these suits. They come in a variety of forms. Inexpensive versions are typically mple smart fabric that adjusts to fit and folds up small enough to fit into a coat pocket. The best models lothing that can transform into a vacsuit and an advanced nanotech generator the size of a large orange the user and t together into a vaccumsuit. Both can transform into a vacsuit in 2 full Action Turns and do sensors reveal that life support is needed. All models include a lightweight belt or torc containing a need rebreather unit that provides 3 hours of air. How ever, the suits contain no food or water recycling. All adlight, but typically little else beyond atmosphere sensors to let the wearer know when it is safe to take arer from temperatures from -75 to 100 C. These vacuum suits also provide an Armor rating of 5/5 and ss more than 20 points of damage are inflicted at once.				
AR Illusions	Ph	ogram		(₽P.	331)( Thes	e databa	ises of	AR clips can be used to create realistic illusions in someone's entoptic display.				
Exploit	Ph	ogram		(₽₽р. attem;		its are h	acker	tools that take advantage of known vulnerabilities in other software. They are required for intrusion				
Sniffer	Ph	ogram		( <b>₽</b> ° p.	331)(Sniffe	er progra	ams co	llect all of the transmission that pass to, from, or through the device they are running on.				
Spoof	Pr	ogram		(₽P.	331)( Spoo	f is a ha	cker to	ol used to fake commands and transmissions, making them seem as if they came from another source.				
Tactical Networks	Ph	ogram		(₽°p.	331)( Thes	e progra	ms alk	w people in the same squad to share tactical data in real-time.				
Tracking	Pr	Program (EPp. 331)( This software is used to track people by their presence online.										
Backup Insurance (low)	Se	ervice		(₽°p.	330) Perioc	lic Ego b	ackup	possible stack retrieval and reinstantiation as an inforrorph in the event of death. For low risk individuals.				
Basic Biorrods	Aı	ugmentatio	'n	these speed centur In add	biomods in I healing, gro ry human, g lition, the mo	order to eatly inci radually orph requ	prese rease regrov iires n	iomorphs, many habitats will not allow individuals to visit/immigrate if their biomorph does not possess ve public health. Basic biomods consists of a series of genetic tweaks, tailored virii, and bacteria that disease resistance, and impede aging. A morph with basic biomods heals twice as fast as an early 21st vs lost body parts, is immune to all normal diseases (from cancer to the flu), and is largely immune to aging. o more than 3-4 hours of sleep per night, is immune to ill-effects from long-termexposure to low or zero uffer from biological problems like depression, shock reactions after being injured, or allergies.				

Basic Mesh Inserts	Augmentation	(EPp. 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: *Oranial 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 FDA, acting as a media player, meshbrow ser, 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 character/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 crow ded 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 cyberw are 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 nanow are, 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 frombodies 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.