Character	Grace Dawo

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 preferable 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 Crew, Nine Lives, Pax Familae-or one of the smaller, local operators with a big stake in a specific habitat. You might be a vetted member for life, a reluctant recruit, or just a freelancer looking for the next gig.

Morph	Splicer

Morph Description	(EP p. 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

Skill	Apt	Rank	Base	Morph	Total	Spec.
Animal Handling	SAV		5	0	5	
Beam Weapons	COO		15	0	15	
Blades	SOM		15	0	15	
Climbing	SOM		15	0	15	
Clubs	SOM		15	0	15	
Control	WIL*		20	5	25	
Deception	SAV	40	45	0	45	
Demolitions	COG*		25	0	25	
Disguise	INT		15	0	15	
Flight	SOM		15	0	15	
Fray	REF	45	60	0	60	
Freefall	REF		15	0	15	
Freerunning	SOM		15	0	15	
Gunnery	INT		15	0	15	
Hardware:Electronics	COG	30	55	0	55	
Impersonation	SAV		5	0	5	
Infiltration	COO	40	55	0	55	
Infosec	COG*	55	80	0	80	
Interfacing	COG	40	65	0	65	
Intimidation	SAV	25	40	0	40	
Investigation	INT		15	0	15	
Kinesics	SAV		5	0	5	
Kinetic Weapons	COO		15	0	15	
Navigation	INT		15	0	15	
Networking(Autonomists)	SAV		5	0	5	
Networking(Criminals)	SAV	5	40	0	40	
Networking(Ecologists)	SAV	5	10	0	10	
Networking(Firewall)	SAV		5	0	5	
Networking(Hypercorps)	SAV	20	35	0	35	
Networking(Media)	SAV		5	0	5	
Networking(Scientists)	SAV	30	35	0	35	
Palming	COO		15	0	15	
Perception	INT	20	35	0	35	
Persuasion	SAV		5	0	5	
Programming	COG*	40	65	0	65	
Protocol	SAV		5	0	5	
Psi Assault	WIL*		20	5	25	
Psychosurgery	INT		15	0	15	
Research	COG	40	65	0	65	
Scrounging	INT	25	40	0	40	
Seeker Weapons	COO		15	0	15	
Sense	INT*		15	0	15	
Spray Weapons	COO		15	0	15	
Swimming	SOM		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	
Academics:Math	SOM	40	65	0	65	
Academics:Theology	SOM	35	60	0	60	

Concept	

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

	SOM	35	60	0	60	
Academics:Philosophy	SOM	35	60	0	60	
Interest:Conspiracy Theory	COO	35	60	0	60	
Native Language:Dholuo	COG		85	0	85	
Language:English	COG	45	60	0	60	
Profession:Mesh Security	COO	35	60	0	60	

* May not default to aptitude if untrained.

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

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
5	10	50	100	6	30	45	6	1

Armor

0/0 (Base)
5/5 (Light Vacsuit)

Weapons

Name	Type	AP	DV	Firing Mode	Ammo	Linked Skill
Eelware	Augmentation,Weapon	0	Shock			Unarmed Combat

Traits

Mental Disorder: You have a psychological disorder from a previous traumatic experience in your life. Choose one of the disorders.

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 Critical Failure from downgrading their status on a hacked system (see Failing Tests, p. 257, EP).

Intuitive Cracker (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, EP) 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.

Information Control: This character has a knack for diligence and caution in their daily living, online, and social networking interactions, reducing the amount of extraneous or sensitive information about themselves that leaks out in the public eye. Apply a ?10 modifier to any Research Tests to gather information on the character or track them online (see Scanning, Tracking, and Monitoring, p. 251, EP) and any Networking Tests to ascertain the character's networking interactions (see Keeping It Quiet, p. 288, EP).

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 shameful 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 at some future point with ghosts 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 Drawbacks.

Psi

Slight	Cat	Type	Act	Rng	Dur	Strain	Skill	Desc
Multitasking	Chi	Passive	Automatic	Self	Constant		-0	The async can handle vast amounts of information without overload and can perform more than one mental task at once. The character receives an extra Complex Action each Action Phase that may only be used for mental or mesh actions.
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, however, 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	Constant		-0	The character possesses an incredible facility with intuitive mathematics. They can do everything from calculate the odds exactly when gambling to predicting precisely where a leaf falling from a tree will land by observing the landscape and local wind currents. The character specializes in calculation involving the activity of complex chaotic systems and so can calculate answers that even the fastest computers could not, including things like patterns of rubble distribution from an explosion. However, this mathematic facility is largely intuitive, so the character does not know the equations they are solving, they merely know the solution to the problem. This sleight also provides a +30 modifier to any skill tests involving math (which the character is calculating, not a computer).
Predictive Boost	Chi	Passive	Automatic	Self	Constant		-0	The Bayesian probability machine features of the async's brain are boosted by this sleight, enhancing their ability to estimate and predict outcomes of events around them as they unfold in real-time and update those predictions as information changes. In effect, the character has a more intuitive sense for which outcomes are most likely. This grants the character a +10 bonus on any skill tests that involve predicting the outcome of events. It also bolsters the async's decision-making in combat situations by making the best course of action more clear, and so provides a +10 bonus to both Initiative and Fray Tests.

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 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.
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.
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.
Light Vacsuit	Armor,Survival Gear	Everyone living in a sealed habitat owns at least one of these suits. They come in a variety of forms. Inexpensive versions are typically lightweight jumpsuits made of simple smart fabric that adjusts to fit and folds up small enough to fit into a coat pocket. The best models include suits of high-end smart clothing that can transform into a vacsuit and an advanced nanotech generator the size of a large orange that deploy nanobots that cover the user and t together into a vacuum suit. Both can transform into a vacsuit in 2 full Action Turns and do so either on command or if their sensors reveal that life support is needed. All models include a lightweight belt or torc containing a miniature oxygen tank and advanced rebreather unit that provides 3 hours of air. However, the suits contain no food or water recycling. All models include an ecto and a headlight, but typically little else beyond atmosphere sensors to let the wearer know when it is safe to take off the suit. They protect the wearer from temperatures from -75 to 100 C. These vacuum suits also provide an Armor rating of 5/5 and instantly self-seal breaches unless more than 20 points of damage are inflicted at once.
AR Illusions	Program	(EP p. 331)(These databases of AR clips can be used to create realistic illusions in someone's entoptic display.
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.
Backup Insurance (low)	Service	(EP p. 330) Periodic Ego backup possible stack retrieval and reinstantiation as an infomorph in the event of death. For low risk individuals.
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, meshbrowser, 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.