Character	Paul Shumaker

Muse	Ada

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 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 +Religion +Firewall

Concept	

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

@-rep	c-rep	e-rep	f-rep	g-rep	i-rep	r-rep	x-rep	other
5	15	0	0	0	20	10	0	0

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
4	8	40	80	6	30	45	6	1

Skill	Apt	Rank	Base	Morph	Total	Spec.
Animal Handling	SAV		10	5	15	
Beam Weapons	COO		15	0	15	
Blades	SOM		15	0	15	
Climbing	SOM		15	0	15	
Clubs	SOM		15	0	15	
Control	WIL*		20	0	20	
Deception	SAV		10	5	15	
Demolitions	COG*		25	0	25	
Disguise	INT		15	0	15	
Flight	SOM		15	0	15	
Fray	REF	60	75	0	75	
Freefall	REF		15	0	15	
Freerunning	SOM		15	0	15	
Gunnery	INT		15	0	15	
Hardware:Electronics	COG	30	55	0	55	
Impersonation	SAV		10	5	15	
Infiltration	COO	40	55	0	55	
Infosec	COG*	45	70	0	70	
Interfacing	COG	35	60	0	60	
Intimidation	SAV	25	45	5	50	
Investigation	INT		15	0	15	
Kinesics	SAV		10	5	15	
Kinetic Weapons	COO	25	40	0	40	
Navigation	INT		15	0	15	
Networking(Autonomists)	SAV		10	5	15	
Networking(Criminals)	SAV	5	45	5	50	
Networking(Ecologists)	SAV	5	15	5	20	
Networking(Firewall)	SAV	20	30	5	35	
Networking(Hypercorps)	SAV	10	30	5	35	
Networking(Media)	SAV		10	5	15	
Networking(Scientists)	SAV	30	40	5	45	
Palming	COO		15	0	15	
Perception	INT	30	45	0	45	
Persuasion	SAV		10	5	15	
Programming	COG*	35	60	0	60	
Protocol	SAV		10	5	15	
Psi Assault	WIL*		20	0	20	
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	25	50	0	50	
Academics:Cryptography	COO	25	50	0	50	
Academics:Math	SOM	40	65	0	65	
Academics:Philosophy	SOM	35	60	0	60	

Academics:Theology	SOM	35	60	0	60	
Interest:Conspiracy Theory	COO	25	50	0	50	
Interest:Pre-Fall Silicon Valley	COO	25	50	0	50	
Native Language:Dhulo	COG		85	0	85	
Language:English	COG	60	75	0	75	
Language:Spanish	COG	15	30	0	30	
Profession:Mesh Secuirty	COO	25	50	0	50	

* May not default to aptitude if untrained.

Armor

0/0 (Base)

Traits

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.

Enemy: At some point in their past, the character made an enemy for life who continues to haunt them. The gamemaster and player should work out the details on this enmity, and the gamemaster should use the enemy as an occasional threat, surprise, and hindrance.

Errant Fork: Whether through conscious action or a freak occurrence, you are not the only you out there. An alpha fork of yourself exists and has decided to pursue its own path. Though this fork is not necessarily an enemy, it does have its own agenda and interests that sometimes run counter to your own. There may be legal issues involved, such as competing claims over who is the original alpha and therefore has rights to any property (or in some jurisdictions, the right to exist). There may be social awkwardness, as the division between you and your alpha forced you to compete over your friends, family, or even lovers. Though the alpha fork began with the same aptitudes, skills, traits, rep, and so on as yourself, it has diverged and begun to develop as a separate character, controlled by the gamemaster. Other complications in the relationship between these alphas should exist, enough that the other alpha should serve as an occasional hindrance or surprise. The alphas may, for example, have a strong rivalry going over their shared field of expertise or may simply feel a need to prove themselves better than the other.

Frail Sanity (Level 1): This ego's mind is not as resilient as others. Its Lucidity is reduced by 5 per level. This also reduces Trauma Threshold by 1 or 2, respectively. (Note: Not yet implemented - adjust manually).

Morphing Disorder (Level 1): Adapting to new morphs is particularly challenging for this character. The character suffers a -10 modifier on Integration Tests and Alienation Tests.

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).

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).

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.

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

Addiction (Moderate)(Orbital Hash): Addiction comes in two forms: mental (affecting the ego) and physical (affecting the biomorph). The character or morph is addicted to a drug (p. 317), stimulus (XP), or activity (mesh use) to a degree that impacts the character's physical or mental health. Players and gamemasters should work together to agree on addictions that are appropriate for their game. Addiction comes in three levels of severity: minor, moderate, or major: Moderate: A moderate addiction is in full swing. The character obviously has a problem, and must satisfy the addiction at least once a day. If they fail to do so, they may suffer mood swings, compulsive behavior, physical sickness, or other side effects until they indulge their craving. Apply a -20 modifier to all of the character's actions until they get their fix. Additionally, a character with this level of addiction suffers a -5 DUR penalty.

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

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.