

Character **Tai**

Muse

Background **Re-Instantiated**

**Background Description**  
 (EP p. 132) You were born on Earth, but you did not survive the Fall. After years in storage, simlinspace, 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 **Titanian**

**Faction Description**  
 (EP p. 134) You are a participant in the Titanian Commonwealth's socialist cyberdemocracy. Unlike other autonomist projects, Titanian joint efforts have assembled some impressive infrastructural projects as approved by the Titanian Plurality and pursued by state-owned microcorps.

Morph **Ayah**

**Morph Description**  
 (TH p. 188) Despite the advances in biotechnology, the hyperelite still need caretakers for their children and infirm. The ayah pod morph is designed to fulfill all nurse and caretaker functions. Rather than trust lowerclass transhumans, hyperelites prefer AGI servants sleeved into ayah morphs, especially in politics where AGIs have few, if any, legal rights. Ayahs are almost always female with pleasant but not stunningly beautiful features. Most of the enhanced features of an ayah are built under the hood, so to speak. Their enhanced olfactory capabilities help them monitor the health and emotional state of their wards, as well as alert them to potential environmental dangers. Their ability to withstand temperature extremes and survive without air for short periods helps them protect and rescue their charges in an emergency, such as a hull breach or a fire. Ayahs are often modified with bio-weave armor and implanted weapons so they can act as a last line of defense against potential attackers.

Motivations

**Concept**  
 Blueprints for: Utilitool, Nutcracker ██████████ Muse Skills: Interest: Titanian Politics, Interest: Cover Stories, ██████████ IDs: ██████████ birth (Tai): @40, g 10, r 20 ██████████ Firewall (Special K): i 10 ██████████ Inner Sys (Lily Liao, Martian domestic help): c 20 ██████████ Triad barsoonian drug dealer (Blake Chung): @20, g 30

Skill	Apt	Rank	Base	Morph	Total	Spec.
Animal Handling	SAV		20	10	30	
Beam Weapons	COO		10	0	10	
Blades	SOM		15	0	15	
Climbing	SOM		15	0	15	
Clubs	SOM		15	0	15	
Control	WML*	30	55	5	60	
Deception	SAV	40	60	10	70	
Demolitions	COG*		15	0	15	
Disguise	INT	25	40	0	40	
Flight	SOM		15	0	15	
Fray	REF	25	35	0	35	
Freefall	REF		10	0	10	
Freerunning	SOM		15	0	15	
Gunnery	INT		15	0	15	
Impersonation	SAV	40	60	10	70	
Infiltration	COO	35	45	0	45	counter-surveillance
Infosec	COG*		15	0	15	
Interfacing	COG		25	0	25	
Intimidation	SAV		20	10	30	
Investigation	INT		15	0	15	
Kinesics	SAV	30	50	10	60	
Kinetic Weapons	COO		10	0	10	
Medicine:Paramedic	COG	25	50	0	50	Stacking
Navigation	INT		15	0	15	
Networking(Autonomists)	SAV		50	10	60	
Networking(Criminals)	SAV	20	40	10	50	
Networking(Ecologists)	SAV		20	10	30	
Networking(Firewall)	SAV		20	10	30	
Networking(Hypercorps)	SAV	10	30	10	40	
Networking(Media)	SAV		20	10	30	
Networking(Scientists)	SAV		20	10	30	
Palming	COO	30	40	0	40	
Perception	INT	20	35	0	35	
Persuasion	SAV	25	45	10	55	
Programming	COG*		15	0	15	
Protocol	SAV	20	40	10	50	
Psi Assault	WML*	35	60	5	65	
Psychosurgery	INT		15	0	15	
Research	COG		15	0	15	
Scrounging	INT		15	0	15	
Seeker Weapons	COO		10	0	10	
Sense	INT*	35	50	0	50	
Spray Weapons	COO		10	0	10	
Swimming	SOM		15	0	15	
Throwing Weapons	COO		10	0	10	
Unarmed Combat	SOM	45	60	0	60	
Academics:Biolog	SAV	40	55	0	55	
Art:Drama	INT	30	45	0	45	
Interest:Cover Stories	COO	30	45	0	45	
Native Language:Cantonese	COG		85	0	85	

COG	COO	INT	REF	SAV	SOM	WIL
15	10	15	10	20	15	25
15	10	15	10	30	15	30

@-rep	c-rep	e-rep	f-rep	g-rep	i-rep	r-rep	x-rep	other
60	20	0	0	40	10	20	0	0

MOX	TT	LUC	IR	WT	DUR	DR	INT	SPD
3	12	60	120	7	35	52	5	1

Language:English	COG	45	60	0	60	
Language:Mandarin	COG	45	60	0	60	
Language:Skandinaviska	COG	30	45	0	45	
Profession:Drug Dealer	COO	25	40	0	40	
Profession:Butler	COG*	35	50	0	50	
Profession:Spycraft	COG	20	35	0	35	

\* May not default to aptitude if untrained.

Armor	
0/0 (Base)	

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

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.
Mental Disorder: You have a psychological disorder from a previous traumatic experience in your life. Choose one of the disorders.
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Phoenix (Level 1): Transhumans who die and resleeve frequently are nicknamed phoenixes. Death holds little sway over these daring characters, so the trauma of lost continuity has lost much of its sting. The character gains a +20 bonus on Continuity Tests at Level 1, and a +30 bonus at Level 2.
Psi (Level 2): 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.

Morph Traits
Social Stigma (Pod): An unfortunate aspect of the characters background means that they suffer from a stigma in certain social situations. Due to the use of a Pod morph, you may be viewed distastefully in many circles. In social situations where the characters nature is known to someone who view that nature with distaste, fear, or repugnance, they suffer a 10 to 30 modifier (gamemasters discretion) to social skill tests.

Psi								
Slight	Cat	Type	Act	Rng	Dur	Strain	Skill	Desc
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.
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.
Superior Kinesics	Chi	Passive	Automatic	Self	Constant		-0	The async acquires more insight into people's emotive signals, gestures, facial expressions, and body language when it comes time to predict the person's emotional state, intent, or reactions. Apply a +10 modifier to Kinesics Skill Tests.

Unconscious Lead	Chi	Active	Automatic	Self	Temp (Action Turns)	-1	-0	This sleight allows the async to override their consciousness and let their unconscious mind take point. While in this state, the async's conscious mind is only dimly aware of what is transgressing, and any memories of this period will be hazy at best. The advantage is that the unconscious mind acts more quickly, and so the async's Speed is boosted by +1. The character remains aware and active, but is incapable of complex communication or other mental actions and is motivated by instinct and primitive urges more than conscious thought. Though it is recommended that the player retain control of their character while using Unconscious Lead, the gamemaster should feel free to direct the character's actions as they see fit.
Charisma	Gamma	Active	Quick	Touch	Temp (Mminutes)	-1	Control	The async uses this sleight to influence the target's mind on a subconscious level, so that the target perceives them to be charming, magnetic, and persuasive. If the async beats the target in an Opposed Test, they gain a +30 modifier on all subsequent Social Skill Tests for the chosen duration.
Cloud Memory	Gamma	Active	Complex	Touch	Temp (Mminutes)	-1	Control	Cloud Memory allows the async to temporarily disrupt the target's ability to form long-term memories. If the async wins the Opposed Test, the target's memory-saving ability is negated for the duration. The target will retain short-term memories during this time, but will soon forget anything that occurred while this sleight was in effect.
Mimic	Gamma	Active	Quick	Close	Instant	0	Sense	"In a setting where changing your body and face is not unusual, people learn to recognize habits and personality quirks more often. The async must use this sleight on a target and succeed in a Success Test. If successful, the async acquires an "imprint" of the target's mind that they can take advantage of when impersonating that ego. The async then receives a +30 bonus on Impersonation Tests when mimicking the target's behavior and social cues."
Psychic Stab	Gamma	Active	Complex	Touch	Instant	0	Psi Assault	Psychic Stab is an offensive sleight that seeks to inflict physical damage on the target's brain and nervous system. Each successful attack inflicts 1d10 + (WML / 10, round up) damage. Increase the damage by +5 if an Excellent Success is scored.

**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.
Cyberbrain	Augmentation	"(EP p. 300) Cybernetic brains are where the ego (or controlling AI) resides in synthmorphs and pods. Modeled on biological brains, cyberbrains have a holistic architecture and serve as the command node and central processing point for sensory input and decision-making. Only one ego or AI may "inhabit" a cyberbrain at a time; to accommodate extras, mesh inserts or a ghost-rider module must be used. Since cyberbrains store memories digitally, they have the equivalent of mnemonic augmentation. They also have a built-in puppet sock so that they may be remote-controlled, though this option may be removed by those who value their security. Cyberbrains are vulnerable to brainhacking and other forms of electronic infiltration/attack. Cyberbrains come equipped with two or more pairs of external access jacks, usually located at the base of the skull, which allow for direct wired connections."
Enhanced Smell	Augmentation	(EP p. 301) The morph's sense of smell is equal to that of a bloodhound. The user can identify both chemicals and individuals by smell, and can track people and chemically reactive objects by smell as long as the trail was made within the last several hours and has not been obscured. The character can also gain a general sense of the emotions and health of any character within 5 meters (+20 to Perception or Kinesics Tests to do so).

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.
Oxygen Reserve	Augmentation	(EP p. 308) The morph has a miniature oxygen tank and rebreather installed in its torso. This implant provides the equivalent of the life support system in a light vacsuit, allowing the character to breathe comfortably for up to 3 hours. It feeds oxygen directly to the morph's blood stream, avoiding problems with pressure changes. Implanted sensors automatically cause the character to use the stored oxygen if they detect poisonous or insufficient atmosphere. Without vacuum sealing, the character can only survive in vacuum for 5 minutes, but remains conscious and active for the entire time, giving them far more time to find shelter or a vacsuit than characters without this implant. For every hour the character is in a breathable atmosphere, this implant recovers one hour of oxygen storage. The implant can be fully recharged within 15 minutes if the character is in a high-pressure mostly oxygen atmosphere.
Puppet Sock	Augmentation	"(EP p. 307) This implanted computer allows the biomorph's body (the "puppet") to be controlled by another character (the "puppeteer"). While active, the puppet has no control over their body and is simply along for the ride (at the gamemaster's discretion, puppets who are tormented by repeated or extensive loss of control may suffer mental stress). The puppeteer may directly "jar" the puppet or remote control it in the same way that robots and pods are teleoperated. The puppeteer must either be ghost-riding the puppet (see the Ghostrider Module) or have a direct communications link (via mesh, radio, laser, etc.)."
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.
Wrist-Mounted Tools	Augmentation	(EP p. 309) The morph has a 6 centimeter-wide metal band containing nanobot generators implanted around each wrist. These nanobots link together to duplicate the function of a multitool, creating narrow, highly flexible arms that each ends in a specialized tool. These nanobots can also produce tiny fiber optics to allow the character to see through small openings, as well as being able to create small weapons equal to bioWare claws. The fact that these tools are mentally controlled gives the character a +20 modifier to skills involving repairing or modifying devices with mechanical parts, opening locks or disarming alarm systems, or performing first aid.
Brain Box	Augmentation	(TH p. 198) Just as some people in the outer system prefer biomorphs with cyberbrains because of the speed and ease of both forking and resleeving, others prefer the durability and utility of synthmorphs, but do not wish to give up having an organic brain. Some have aesthetic objections, while others worry about a cyberbrain's vulnerability to hacking. Though they are unlikely to discuss this fact in public, synthmorphs need biological brains to remain sane. Any pod and any synthmorph that does not use either modular design or swarm composition can house a brain box. Choosing this modification removes the following enhancements from the morph: cyberbrain, mnemonic augmentation, and puppet sock. The CP and credit cost of the morph remains unchanged. Users can add mnemonic augmentation and puppet sock augmentations back in, but must purchase them normally. A brain box consists of a living human brain and a sturdy, well-padded, miniature life-support system for this brain. Brain boxes require the addition of a small amount of concentrated nutrients once every month. To avoid the necessity of these nutrients, users can also install a smaller, cheaper, and more limited version of the long-term life support augmentation (p. 189, Rimward) that is designed specifically for use with a brain box. This augmentation has a cost of High and recycles the necessary nutrients as long as the morph has sufficient electricity and can gain access to small amounts of water and carbon twice a year. Brain boxes are normally hidden from standard visual detection, but a few eccentrics show them off with a transparent aluminum casing, allowing observers to see that their morph contains a biological brain. The brains with brain boxes must be specifically customized to the morph (a process requiring 3 days and a healing vat). The morph's aptitude modifiers do not change.
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.
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.
Blueprints (Low Item)	Nanotechnology	If you want a nanofabricator to make something, you need to instruct the device how to create it from the molecular level up. Such blueprints are available for almost every conceivable item out there. The cost of such blueprints typically exceeds the cost of purchasing the item, though factors like legality and quality may affect the cost as usual.
Blueprints (High Item)	Nanotechnology	If you want a nanofabricator to make something, you need to instruct the device how to create it from the molecular level up. Such blueprints are available for almost every conceivable item out there. The cost of such blueprints typically exceeds the cost of purchasing the item, though factors like legality and quality may affect the cost as usual.
Tactical Networks	Program	(EP p. 331) (These programs allow people in the same squad to share tactical data in real-time.

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 utilitools are optimized for specialized tasks, like cooking or wilderness survival, but more expensive models become almost any imaginable hand tool. Utilitools are normally mentally controlled using the character's basic mesh inserts. Characters without such implants can control the tool via voice commands and touch controls. Characters using a utilitool gain a +10 modifier to skills involving repairing or modifying devices with mechanical parts, opening locks, disarming alarm systems, or performing first aid.
Anonymous Account	Service	(EP p. 330) These accounts are crucial for anyone who wants to be discreet with their online transactions. See Anonymous Account Services.
Fake Ego ID	Service	(EP p. 331) This forged ID will pass in most inner system and Jovian Republic habitats, and sometimes others.
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).
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