Character	Tariq Khan

Muse	Keka

Background	None

Background Description	

Faction	None

Faction Description	

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	

Concept	Native Language: Bengali While you've never really stood out in any one area, you've always been able to competently perform just about any task you try. As long as there are people there will always be rules, and where there are rules there are opportunities to make a tidy profit providing the sorts of things those rules prohibit. You prefer to think of yourself as a facilitator for those who want to get around these restrictions. You were raised in a gang, syndicate family, or cartel workforce. You are used to the ways of violence and routing around the law. Processes on the mesh heed your beck and call, whether you seek to penetrate systems or protect them. You either won a lottery for the poor, where the prize was to go off-world, or you died during the Fall. Either way, you found yourself working away in virtual slavery to a hypercorp. You worked hard constructing habitats, mining asteroids, or terraforming Mars.

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

@-rep	c-rep	e-rep	f-rep	g-rep	i-rep	r-rep	x-rep	other
50	0	0	0	50	0	0	0	0

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
3	8	40	80	6	30	45	6	1

Skill	Apt	Rank	Base	Morph	Total	Spec.
Animal Handling	SAV		10	0	10	
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	30	40	0	40	
Demolitions	COG*		15	5	20	
Disguise	INT		15	0	15	
Flight	SOM		15	0	15	
Fray	REF		15	0	15	
Freefall	REF	40	55	0	55	
Freerunning	SOM		15	0	15	
Gunnery	INT		15	0	15	
Hardware:Electronics	COG	15	30	5	35	
Hardware:Robotics	COG	40	55	5	60	
Impersonation	SAV		10	0	10	
Infiltration	COO	30	45	0	45	
Infosec	COG*	48	63	5	68	
Interfacing	COG	30	45	5	50	
Intimidation	SAV	40	50	0	50	
Investigation	INT		15	0	15	
Kinesics	SAV		10	0	10	
Kinetic Weapons	COO	40	55	0	55	
Medicine:Paramedic	COG	30	45	5	50	
Navigation	INT		15	0	15	
Networking(Autonomists)	SAV		10	0	10	
Networking(Criminals)	SAV	60	70	0	70	
Networking(Ecologists)	SAV		10	0	10	
Networking(Firewall)	SAV		10	0	10	
Networking(Hypercorps)	SAV		10	0	10	
Networking(Media)	SAV		10	0	10	
Networking(Scientists)	SAV		10	0	10	
Palming	COO	30	45	0	45	
Perception	INT	20	35	0	35	
Persuasion	SAV		10	0	10	
Programming	COG*	40	55	5	60	
Protocol	SAV		10	0	10	
Psi Assault	WIL*		20	0	20	
Psychosurgery	INT		15	0	15	
Research	COG	30	45	5	50	
Scrounging	INT		15	0	15	
Seeker Weapons	COO		15	0	15	
Sense	INT*		15	0	15	
Spray Weapons	COO	30	45	0	45	
Swimming	SOM		15	0	15	
Throwing Weapons	COO		15	0	15	
Unarmed Combat	SOM	60	75	0	75	
Academics:Literature	SAV	30	45	5	50	
Academics:Cryptography	COO	40	55	5	60	

Interest:Kabaddi	COO	30	45	5	50	
Interest:Criminal Groups	COO	48	63	5	68	
Language:English	COG	15	30	0	30	
Profession:Beggar	COO	30	45	5	50	
Profession:Info Brokerage	COG*	40	55	5	60	
Profession:Mesh Security Ops	COG	48	63	5	68	
Profession:Spacecraft Operations	SAV	30	45	5	50	

May not default to aptitude if untrained.

Armor

0/0 (Base)

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.