Character	Tomáš Jágr

Muse	Eyegore

Background	Original Space Colonist

Background Description	(EP p. 132) You were part of the first generation of colonists sent out from Earth to stake a claim in space. You are familiar with the cramped confines of spaceflight and life aboard older stations and habitats, the reality of life for most of transhumanity. Whether a science posting, commercial endeavor or exploratory outpost, your home has undoubtedly been transformed as a result of the Fall as space is at more of a premium than ever before. You might be fulfilling a role similar to your original assignment or you might be taking advantage of the new world (and possibly new political system) to find a new life for yourself.

Faction	Scum

Faction Description	(EP p. 134) This is the future we've all been waiting for, and you're going to enjoy it to the max. A paradigm shift has occurred, and while everyone else is catching up, your faction embraces and revels in it. There is no more want, no more death, no more limits on what you can be. The scum have immersed themselves in a new way of life, changing themselves as they see fit, trying out new experiences, and pushing the boundaries wherever they can ... and fuck anyone who can't deal with that.

Morph	Menton

Morph Description	(EP p. 139) Mentons are genetically modified to increase cognitive abilities, particularly learning ability, creativity, attentiveness, and memory.

Motivations	+Hyper-Evolution +Research +Neurodiversity

Concept	Muse bonus skills: Academic: History Art: Cooking Interest: Exhuman Gangs

COG	COO	INT	REF	SAV	SOM	WIL
20	15	20	15	5	10	20
30	15	25	15	10	10	25

@-rep	c-rep	e-rep	f-rep	g-rep	i-rep	r-rep	x-rep	other
50	0	0	0	20	0	30	0	0

MOX	TT	LUC	IR	WT	DUR	DR	INT	SPD

Skill	Apt	Rank	Base	Morph	Total	Spec.
Animal Handling	SAV		5	5	10	
Beam Weapons	COO		15	0	15	
Blades	SOM		10	0	10	
Climbing	SOM		10	0	10	
Clubs	SOM		10	0	10	
Control	WIL*		20	5	25	
Deception	SAV		5	5	10	
Demolitions	COG*		20	10	30	
Disguise	INT		20	5	25	
Flight	SOM		10	0	10	
Fray	REF	40	55	0	55	
Freefall	REF	30	55	0	55	
Freerunning	SOM		10	0	10	
Gunnery	INT		20	5	25	
Hardware:Implants	COG	30	50	10	60	
Impersonation	SAV		5	5	10	
Infiltration	COO		15	0	15	
Infosec	COG*		20	10	30	
Interfacing	COG	30	50	10	60	
Intimidation	SAV	20	35	5	40	
Investigation	INT	30	50	5	55	
Kinesics	SAV		5	5	10	
Kinetic Weapons	COO		15	0	15	
Medicine:General Prac	COG	40	60	10	70	
Medicine:Gene Therapy	COG	40	60	10	70	
Medicine:Nanomedicine	COG	40	60	10	70	
Medicine:Trauma Surgery	COG	40	60	10	70	
Medicine:Biosculpting	COG	30	50	10	60	
Navigation	INT		20	5	25	
Networking(Autonomists)	SAV	5	50	5	55	
Networking(Criminals)	SAV	30	35	5	40	
Networking(Ecologists)	SAV		5	5	10	
Networking(Firewall)	SAV		5	5	10	
Networking(Hypercorps)	SAV		5	5	10	
Networking(Media)	SAV		5	5	10	
Networking(Scientists)	SAV	30	35	5	40	
Palming	COO		15	0	15	
Perception	INT	30	50	5	55	
Persuasion	SAV		5	5	10	
Programming	COG*	30	50	10	60	
Protocol	SAV		5	5	10	
Psi Assault	WIL*		20	5	25	
Psychosurgery	INT	50	70	5	75	
Research	COG	30	60	10	70	
Scrounging	INT		20	5	25	
Seeker Weapons	COO		15	0	15	
Sense	INT*		20	5	25	
Spray Weapons	COO	20	35	0	35	
Swimming	SOM		10	0	10	
Throwing Weapons	COO		15	0	15	

2	10	50	100	7	35	52	8	1

Unarmed Combat	SOM	30	40	0	40	
Academics:Biology	SAV	30	50	10	60	
Academics:Genetics	COO	40	60	10	70	
Academics:Nanotechnology	SOM	40	60	10	70	
Academics:Cognitive Science	SOM	30	50	10	60	
Art:Body Art	INT	20	40	5	45	
Interest:TITANs	COO	10	30	10	40	
Native Language:Czech	COG		90	5	95	
Language:English	COG	40	60	5	65	
Profession:Lab Tech	COO	30	50	10	60	
Profession:Physician	COG*	30	50	10	60	
Profession:Psychiatrist	COG	30	50	10	60	

* May not default to aptitude if untrained.

Armor

Armor
0/0 (Base)
2/3 (Bioweave Armor (Light))
5/5 (Light Smartfabric Vacsuit)

Weapons

Name	Type	AP	DV	Firing Mode	Ammo	Linked Skill
Eelware	Augmentation,Weapon	0	Shock			Unarmed Combat
Shard	Weapon	-10	1d10+6	SA,BF,SA	100	Spray Weapons
Regular Ammo	Ammo	--	--			

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.
Tactical Networks	Program	(EP p. 331)(These programs allow people in the same squad to share tactical data in real-time.
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).
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.
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 screwdriver 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.
Flashlight	Survival Gear	(EP p. 333) These handheld, wearable, or portable lights can display light in the normal visual spectrum, infrared, or ultraviolet, as desired.
Bioweave Armor (Light)	Armor,Augmentation	Bioweave armor involves lacing the morph's skin with artificial spider silk biological fibers. This provides an Armor rating of 2/3 without changing the appearance, texture, or sensitivity of the morph's skin. This armor is cumulative with worn armor.

Light Smartfabric 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.
Shard	Weapon	The shard pistol is a flechette weapon, firing a stream of of diamondoid monomolecular shards at high velocities. These micro flechettes are very good at penetrating armor, but they do not disperse kinetic energy well and so do not cause as much tissue damage as kinetic weapons. Shard ammunition is often coated with drugs or toxins for extra efficiency.
Enhanced Vision	Augmentation	(EP p. 301) The morph's eyes have tetrachromatic vision capable of exceptional color differentiation. These eyes can also see the electromagnetic spectrum from terahertz wave frequencies to gamma rays, enabling them to see a total of several dozen colors, instead of the seven ordinary human eyes can perceive. In addition, these eyes have a variable focus equivalent to 5 power magnifiers or binoculars. This augmentation provides a +20 modifier to all Perception Tests involving vision. For further applications, see Using Enhances Senses.
Enhanced Hearing	Augmentation	"(EP p. 301) The morph's ears are enhanced to hear both higher and lower frequency sounds""the range of sounds they can hear is twice that of normal human ears (see Using Enhanced Senses). In addition, their hearing is considerably more sensitive, allowing them to hear sounds as if they were five times closer than they are. A character with this augmentation can easily overhear even a softly spoken conversation at another table in a small restaurant. This augmentation provides a +20 modifier to all Perception Tests involving hearing."
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.
Vision Filter	Augmentation	(PO p. 149) With this implant morphs can fine tune the information provided by the bioware Enhanced Vision as if it was the Cyberware version.
Hearing Filter	Augmentation	(PO p. 149) With this implant morphs can fine tune the information provided by the bioware Enhanced Hearing as if it was the Cyberware version.
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.
Ecto	Everyday/Common	(EP p. 325) Ectos are the external version of basic mesh inserts, minus the medical sensors. These colorful devices serve as a wearable mesh terminal, PDA, locator, and camera-phone. The devices are flexible (often worn as bracelets), dirt-resistant, self-cleaning, and may be stretched out to increase screen size. They may project holographic displays and are typically equipped with wireless-enabled glasses or contact lenses and decorative earpieces or earrings so that the user may access augmented reality. Given the ubiquity of mesh inserts, ectos are growing less common, but they are still used by bioconservatives, others without implants, and those who prefer to access the mesh via an external device for security concerns.
Kinesics Software	Program	(PO p. 156) Gives a +10 to Kinesics Tests.
MRDR	Drug	(EP p. 319) MRDR is a straightforward and brutal combat drug. It increases pain tolerance, speed, and strength. The character receives +10 SOM, +1 Speed, +10 Durability, and may ignore the -10 modifier of one wound. Any damage incurred while under the effects of the drug is taken from the bonus Durability first. MRDR users are easily identifiable by the broken blood vessels in their eyes, tense posture, and visible tension in the muscles of the face, arms, and legs. Long-term users suffer -5 SOM.
Guardian Angel	Robot	(EP p. 345) Similar to gnats, guardian angel rotorcraft hover around their charges, keeping a watchful eye out to protect them from threats.
Servitor	Robot	"(EP p. 346) Servitors are the most common robot, acting as cooks, janitors, universal helpers, movers, and personal aides. Every home has one, if not several. Servitors are intentionally built in non-humanoid forms so as not to confuse them with common synthmorphs and in order to defuse bad feelings at ordering them around. However, they all have some form of ""face"" to interact with, so as not to be too machine-like."
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 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.
Eidetic Memory	Augmentation	(EP p. 301) The character can remember everything that ever happened to them, in detail, with no long term memory loss. For example, they can recite a page they read in a book a month ago, recall a string of 200 random characters they viewed a year ago, or even tell you what they had for breakfast on a particular date a decade ago. However, they can only remember things they paid attention to. The character will not remember the contents of a note on someone's desk if they merely glanced at it; they must specifically have read it. No effort is required to use this augmentation, the character merely needs to attempt to remember a specific fact.
Hyper Linguist	Augmentation	(EP p. 301) The morph's brain maintains the linguistic flexibility of a small child, allowing the character to learn languages with great ease. This functions as the Hyper Linguist trait.
Math Boost	Augmentation	(EP p. 301) This implants functions as the Math Wiz trait.
Regular Ammo	Ammo	This standard metal projectile is designed to put holes into morphs.
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).
Smell Filter	Augmentation	(PO p. 149) With this implant morphs can fine tune the information provided by the bioware Enhanced Smell as if it was the Cyberware version.
Nanodetectors	Nanotechnology	(EP p. 327) Nanodetectors are small devices that suck in air and micro debris in order to scan for and detect nanobots. Given that nanobots are so small, the density of nanobots in the area has a large impact on its success. The nanodetector has a base skill of 30 for detecting nanobots, modified by +30 if an active nanoswarm or hive is present, +0 if a nanoswarm or hive was active recently, and -10 for the presence of nanobots outside of a swarm or hive. Once a nanobot is detected it may be analyzed either by the user or the nanodetectors AI, using Academics: Nanotechnology 30 skill. Nanodetectors are often worn and left on, set to alert the user if a hostile nanoswarm is detected. [Low]
Micrograv Shoes	Everyday/Common	(EP p. 325) These shoes are equipped with velcro and/or a magnetic system, allowing the wearer to walk normally on appropriate surfaces in micrograv and zero-G environments, rather than floating or bouncing.
Nanobandage	Survival Gear	"(EP p. 333) Characters without medichines must rely on external sources of healing. The most common option is the nanobandage""a plum-sized advanced nanotechnology generator built into a reusable, self-sterilizing bandage. It can treat all forms of injury and illness, from poisoning to burns to trauma. Characters simply apply the bandage to the wound and let the nanobots do the work. It removes pain and discomfort and speeds healing. For especially severe injuries, physical first aid such as setting bones and removing projectiles may be necessary (gamemaster's choice). If the wounds are too severe (the patient has suffered more than five wounds), the unit places the patient in medical stasis and radios for emergency services."