

Character Ziggy Lee

Muse Kessler

Background None

Background Description

Faction None

Faction Description

Morph Bouncer

Morph Description (EP p. 140) Bouncers are humans genetically adapted for zero-G and microgravity environments, and their feet can grasp as well as their hands.

Motivations +Open Source +Personal Freedom +Neuro Diversity

Concept Native Language: Mandarin Knowledge is power. The TITANs were little more than code-knowledge applied to the right places at the right time to produce power. You've dedicated yourself to a life of the mind for the benefits it brings. More than just a drifter, you were a pioneer in the pursuit for morphological freedom. 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 help people stay sane and/or be whatever they want to be in their mind. You are a biotech specialist. You devote your efforts to the pursuit of knowledge.

Table with 7 columns: COG, COO, INT, REF, SAV, SOM, WIL. Values: Row 1: 20, 15, 20, 15, 10, 10, 15; Row 2: 25, 20, 20, 15, 10, 15, 15

Table with 9 columns: @-rep, c-rep, e-rep, f-rep, g-rep, i-rep, r-rep, x-rep, other. Values: 60, 0, 0, 0, 30, 0, 60, 0, 0

Table with 9 columns: MOX, TT, LUC, IR, WT, DUR, DR, INT, SPD. Values: 3, 6, 30, 60, 7, 35, 52, 7, 1

Large skill table with columns: Skill, Apt, Rank, Base, Morph, Total, Spec. Lists skills like Animal Handling, Beam Weapons, Blades, etc. with their respective values.

Academics: Biology	SAV	30	50	5	55	
Academics: Genetics	OOO	40	60	5	65	
Academics: Nanotechnology	SOM	40	60	5	65	
Academics: Psychology	SOM	45	65	5	70	
Art: Body Art	INT	30	50	0	50	
Interest: Criminal Groups	OOO	30	50	5	55	
Language: English	COG	40	60	0	60	
Profession: Medical Care	OOO	45	65	5	70	
Profession: Psychotherapy	COG*	40	60	5	65	

* 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

Morph Traits

Bouncer: The Bouncer has 4 arms.

Limber (Level 1): The morph is especially flexible and supple, capable of graceful contortions and interesting positions. At Level 1, the character can smoke with their toes, do the splits, and squeeze into small, cramped spaces. This trait is only available to biomorphs.

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.
Grip Pads	Augmentation	(EP p. 305) The morph possesses specialized pads on its palms, lower arms, shins, and the bottoms of its feet. Designed to emulate the pads on gecko feet, characters can support themselves on a wall or ceiling by placing any two of these pads against any surface not made from a material specially designed to resist this augmentation. Characters can climb any surface and move easily across ceilings that can support their weight. Apply a +30 modifier to Climbing Tests. The pads must be free to touch the surface the character is climbing (no gloves). The nature of these pads is obvious to anyone looking at them, but they do not impair the character's sense of touch or manual dexterity. If combined with the vacuum sealing augmentation, the character can even stick to surfaces in the vacuum of space.
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.

Prehensile Feet	Augmentation	(EP p. 305) The morph's feet and leg joints are altered so that its toes are longer and more dexterous and the big toe is transformed into an opposable thumb. Physically, the morph's feet resemble a longer narrower hand or a human foot with finger (and thumb)-like toes. The character can walk normally but must wear specially designed shoes. However, this morph runs somewhat slower than a morph with unmodified feet (-1 meter per Action Turn). In addition, the morph's hips are slightly modified to allow greater mobility. In a properly constructed chair, or when floating in zero-G, the character can use both their hands and their feet to manipulate the same object. Most morphs used by characters who live in zero-G possess this augmentation.
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).
Tactical Networks	Program	(EP p. 331) (These programs allow people in the same squad to share tactical data in real-time.
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.