

Into the Eclipse

Eclipse Phase // Into the Odd



INTO THE ECLIPSE

Converting *Eclipse Phase* to *Into the Odd*

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OVERVIEW

This document offers some rough guidelines for playing in the *Eclipse Phase* setting using the rules from *Into the Odd*, a simplified take on old school fantasy gaming. You may want the original *Eclipse Phase* books (available for [purchase](#), and for [download](#) from one of its co-creators thanks to a Creative Commons license) for additional setting information and scenarios, including details on factions, corporations, planetary governments, and technology. You may also want *Into the Odd* (also available for [purchase](#), and as a free [download](#)) for additional rules.

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CREATE CHARACTERS

- 1 **Define the team:** The players and referee should decide what kind of team the players represent, based on common setups in *Eclipse Phase*. (This has no mechanical impact; it's just to set the stage and coordinate expectations.) Suggestions include:
 - ☐ *Firewall operatives* secretly working to eliminate threats to the existence of all of transhumanity.
 - ☐ *Gatecrashers* exploring the extrasolar worlds beyond the Pandora Gates.
 - ☐ *Salvagers* picking over the AI-plagued ruins of Earth or the Martian quarantine zone.
 - ☐ *A combination* of two or more of the above, or other some other arrangement.
- 2 **Background:** Come up with a name, and roll d12 for your background—or skip this step and describe your background later, inspired by the items and abilities you start with.
- 3 **Morph:** Choose a starting body, a.k.a. a *morph*, from your background (if you didn't skip that step), or roll d20 for a random morph.
- 4 **Abilities:** Roll 3d6 for *Strength (STR)*, *Dexterity (DEX)*, and *Willpower (WIL)*. If your starting morph is *strong* or *dextrous*, roll 4d6 for STR or DEX respectively; ignore the lowest die. WIL carries over between morphs, but STR and DEX are rerolled.
- 5 **Hit points:** Roll d6 for *HP*. These carry over between morphs as a measure of survival instinct more so than toughness.
- 6 **Rep:** Roll 1d4 for *rep*, a publicly displayed rating based on interpersonal interactions. As with hit points, this carries over between morphs.
- 7 **Psi:** Count how many abilities you have that are below 10 (of STR, DEX, or WIL). Roll d100 that many times. If any results are from 1–20, gain the corresponding sleight from the PSI list, usable while you are in a morph with an organic brain. (Skip this step if you have the *infolife* background.)

- 8 **Equipment:** Add your HP and rep, and subtract the total from 12; roll that many times on randomly selected EQUIPMENT lists (d8). If you don't randomly roll weapons by your last roll, roll it on the Weapons list.
- | | |
|-----------------|--------------------------------|
| 1 Weapons | 5 Chemicals |
| 2 Outfitting | 6 Morph augmentations |
| 3 Programs | 7 Biomods/robotic enhancements |
| 4 Survival gear | 8 Skillsofts |
- 9 **Trouble:** For each ability you have over 15, describe or ask the GM for one trouble you've got that would persist even if you got a new morph. Examples: a fork of your own personality is hunting you; a hypercorp has a bounty on your ego; you're missing a year of memories; etc.
- 10 **Standard items:** All PCs start with....
- *Backup insurance* for remote backups of your mind (a.k.a. your ego). If you restore from a backup, you only have the memories (and HP, and rep) up to when the backup was saved.
 - *A cortical stack*, a nodule at the base of the skull that keeps a running ego backup. If you are killed, this can be installed into a new body, retaining all memories up to the moment of death.
 - *Mesh inserts* allowing wireless connection to augmented reality and online information services.
 - *A muse*, a digital assistant just short of full AI, that can run searches and other tasks for you
 - *A multi-tool* with flashlight and miniature nanobot cutting device.
- * **Additional options:** At the GM's discretion, PCs might also start with....
- *Ghostrider modules* store an additional ego in a morph. If a PC is killed in the field, they can still participate in the game as long as someone with a ghostrider module recovers the cortical stack. The dead PC continues on as a digital "ghost" (a.k.a. *infomorph*), perceiving the world through the host PC's sensory input, and visible to the other PCs via augmented reality.
 - *Emergency farcasters* instantly transmit a backup of the ego to a remote facility at the moment of death, ready to be resleeved with all memories intact. This eliminates any confusion from players knowing things earlier remote backups don't remember.

RULES & TERMINOLOGY

Most of the game's core rules are taken directly from *Into the Odd* and its follow-up, *Electric Bastionland*. Paragraphs with rules specific to this document are marked with a ★.

Saves: When you attempt to avoid risky or dangerous consequences, roll a d20. If you roll on or under the appropriate ability for the save, you succeed and avoid the danger. You only roll saves when failing the roll would mean things get worse. Rolling 1 always succeeds, and rolling 20 always fails.

Luck: When it's not clear what to roll but the referee wants to leave results to chance, the referee rolls a d6. On a 1, things get decidedly worse; on a 2–3, there's some complication; on a 4+, there is no additional complication.

Turns: Players take turns, one at a time, to help keep track of who's doing what, even when characters are presumably acting more or less at the same time. When it's unclear who should act first in a tense situation, the leader of each side attempts a DEX save. If both sides succeed, whoever rolled higher wins. The winner's side gets to act first.

Actions: On your turn, you can move and perform one action. Actions could include attacking (described in greater detail below), trying to trick or persuade someone, or trying to repair something, for instance.

Attacking: When you attack with the intent to do damage, roll the damage die indicated by your weapon. (Targets don't save against normal attacks.) Anyone who wants to attack the same target rolls damage now too. The highest die rolled determines how much damage is dealt. If you attempt a combat maneuver instead of dealing damage (e.g., tripping someone), the target can attempt to resist with a save.

Armor: Before applying damage to a target, subtract its armor score (usually 0 or 1), if any. Armor never exceeds 3 on individual targets.

Impaired: When an attack is *impaired*, such as by firing through a wall or fighting with an injury, replace its attack die with a d4.

★ **Bonus dice:** When you do something you're especially good at—drawing on your background description, or doing something specifically relevant to your morph design—roll an extra die of the same type you're rolling, and choose the best result. At the GM's discretion, the bonus die for attacks may be higher than the original attack die (up to a d12 for especially vulnerable targets).

★ **Damage:** When someone takes damage, they lose that many HP. Once they run out of HP, any damage they take comes out of their STR score. Losing STR is brutal and potentially deadly; losing 5 or more STR in a single hit generally indicates loss of a body part, chosen by the referee or at random. Moreover, when a biological entity loses STR this way, they must attempt a STR save to avoid a *critical injury*. Suffering a critical injury immediately takes biological entities out of action, and they must be tended to within an hour or so or else they die. Synthetic entities such as robots or transhumans in synth morphs don't have regular pain receptors or blood flow, but taking damage that strips off limbs will likely *impair* them.

★ **Ability loss & death:** If a character's DEX drops to 0, they are paralyzed. When their WIL drops to 0, they are traumatized and cannot act until their abilities are restored. If a character's STR drops to 0, their morph is killed, but their ego can be recovered from a remote backup or cortical stack backup.

★ **Resleeving:** PCs can be effectively “resurrected” by installing a backup of their ego in a new morph, called *resleeving*. If you can't afford a custom morph (or someone else is footing the bill, or you need to take whatever's handy at the backup facility), roll a d6 to see what you get:

- 1 Synth
- 2 Pod
- 3 Spilicer
- 4 Randomly rolled morph
- 5 Exalt, or any starting morph from your background
- 6 A duplicate of your last morph, or result #4 or #5, above

★ **Alienation:** After resleeving into an unfamiliar body or with memories of your last death, make a WIL save. If you fail, take d4 WIL damage. If

you succeed with a roll over 5, permanently gain d6 HP. If you've already reached 3d6 HP this way, reroll 3d6 and take the result if higher.

★ **Healing:** Resting for a few minutes restores HP entirely. Recovering lost abilities takes longer: Biomorphs gradually heal lost STR and DEX over weeks with bed rest, or regain 1 STR and DEX an hour in a healing vat. Synthmorphs must be repaired manually to restore STR and DEX. (Any transhuman can reset STR and DEX entirely by resleeving.) Lost WIL requires therapy, but can be expedited through psychosurgery (or reset by restoring from a backup without traumatic memories).

★ **Reputation:** *Credits* (¢) are a virtual currency accepted in most habitats, but transhuman economy is largely based on bartering backed by public *rep* scores. When you want a favor, establish its level (1–5), and compare that to your current rep score:

Level	Scope	Refresh
1	Easy, takes minutes, or 100 ¢	1 hour
2	Tricky, hours of service, or 1k ¢	1 day
3	Challenging, a day of service, or 5k ¢	1 week
4	Dangerous, a month of service, or 10k ¢	1 month
5	Deadly, a year of service, or 20k+ ¢	3 months

If your rep score is at least as high as the favor level, someone can take care of it for you. Wait until after the *refresh* period to ask another favor of that level without penalty.

If your rep is under the favor's level, attempt a WIL save. On success, you get the favor, as above. On failure, you can make it happen, but only if willing to *burn* your rep—lower it by the difference between the favor level and your rep score (minimum 1). If you can't lower your rep enough to make up the difference, you can't make it happen.

If you request a favor before the end of its level's refresh period, to make it happen, treat it like asking for a favor over your rep level.

Increase rep by taking public action that benefits others. Whenever you deliver a favor or otherwise make a positive impact on people's lives, roll a d20 (with possible bonus dice if many people benefit); if any die rolls *under* the favor's level, your rep goes up by 1, to a maximum of 5.

BACKGROUNDS

This is a non-exhaustive list of backgrounds and factions; see *Eclipse Phase* for additional options and tables.

- 1 **Uplift.** An animal given human-level intelligence. Starting morph: octomorph, neo-avian, or neo-hominid.
- 2 **Infolife.** A digitally generated consciousness. Starting morph: infomorph (no morph at all), swarmanoid, synth, or flexbot. Cannot use psi sleights.
- 3 **Socialite.** One of the hyperelite; start with +1 rep and +20k €. Starting morph: sylph, exalt, neotenic.
- 4 **Drifter.** Space traveler and itinerant worker. Starting morph: splicer, bouncer, neotenic.
- 5 **Scum.** Member of a nomadic criminal culture. Starting morph: fury, slitheroid, bouncer.
- 6 **Underclass.** Indentured worker; 1 in 4 chance of being an evacuee from Earth with missing memories. Starting morph: pod, novacrab, or synth.
- 7 **Hypercorp.** A member of one of the extremely powerful corporate entities in the system. Starting morph: exalt, menton.
- 8 **Colonist.** Original settler of Earth orbit, Luna, or Mars. Starting morph: splicer, pod, synth.
- 9 **Ultimate.** One of a faction believing themselves to be “humanity 2.0.” Starting morph: remade.
- 10 **Bioconservative.** You still have the body you were born with, and the culture you came from taught you to expect to die in it.
- 11 **Technoproggressivist.** Part of a scientific movement looking to save transhumanity through technology and rise above politics. Starting morph: exalt, flexbot, swarmanoid.
- 12 **Lost.** Part of an experiment (nominally) to accelerate children to adulthood, actually leaving them with psi powers and a tendency to sociopathy. Start with 1 psi sleight. Starting morph: futura (an exalt variant suited to *deception* and *using psi*).

MORPHS

This is a non-exhaustive list of morphs; see *Eclipse Phase* and the *Morph Recognition Guide* for additional options and tables.

Each morph notes qualities or augmentations that may provide narrative aid or complications as appropriate, potentially offering bonus dice when especially relevant. If you ever roll for a morph that doesn't make any sense given the context (e.g., randomly rolling for a 50,000 credit street-illegal combat model when resleeving and just taking whatever they have lying around), roll again.

- 1 **Bouncer** (¢ 10k). Human biomorph designed for spacecraft crew. *{prehensile toes, low g maneuverability}*
- 2 **Dragonfly** (¢ 5k). Meter-long, robotic insect shape with manipulator arms, wings, and turbofan-aided flight. *{synthetic, cyberbrain, small, flying, hovering, extra limbs, stigma}*
- 3 **Exalt** (¢ 20k). Genetically improved human. *{strong OR dextrous}*
- 4 **Flexbot** (¢ 15k). Robotic shell capable of being customized with a variety of detachable modules. *{synthetic, cyberbrain, small, shape adjusting, hovering, stigma}*
- 5 **Fury** (¢ 40k). Designed for combat. Tend to be biologically female to control for increased aggression. *{pack mentality, aggressive, 1 armor, strong, dextrous}*
- 6 **Ghost** (¢ 40k). Biological human designed for stealth and infiltration. *{adrenal boost, enhanced vision, chameleon skin, grip pads, dextrous}*
- 7 **Menton** (¢ 20k). Biological human designed to increase mental capabilities and pick up languages quickly. *{perfect memory, math wiz, linguist, quick thinking}*
- 8 **Neo-avian** (¢ 10k). Uplifted raven, parrot, or crow with prehensile toes. *{small, flying, stigma}*
- 9 **Neo-hominid** (¢ 30k). Uplifted chimpanzee, bonobo, or gorilla. *{prehensile toes, stigma, strong OR dextrous}*
- 10 **Neotenic** (¢ 10k). Childlike human. *{small, dextrous, stigma, -2 STR}*

- 11 **Novacrab** (€ 30k). Human-sized crab designed for labor, law enforcement, and vacuum work. {*biological, cyberbrain, amphibious, 1 armor, d6 claw attack, strong*}
- 12 **Octomorph** (€ 30k). Uplifted octopus. {*chameleon skin, extra limbs, 360° vision, stigma, blinding ink attack vs DEX save*}
- 13 **Pod** (5k). Inexpensive humanoid with visible seams, a cyberbrain, and a puppet sock to allow remote operation. Built for either labor or pleasure. {*biological, cyberbrain, stigma*}
- 14 **Reaper** (€ 50k). A four-armed, armor-plated disc flying on thrusters. Built to destroy. {*synthetic, cyberbrain, not street legal, extra limbs, 360° vision, 2 armor, 2 attacks/turn, stigma*}
- 15 **Remade** (€ 40k). “Humans 2.0.” Taller, large craniums, hairless, long digits, optimized biology. {*perfect memory, temperature tolerance, sleep regulation, toxin filters, enhanced respiration, strong OR dextrous*}
- 16 **Slitheroid** (€ 15k). Synthetic morph resembling an anthropomorphic upper body with a snake-like lower body that can slither, burrow, or move coil into a ring and roll. {*synthetic, burrowing, rolling, stigma*}
- 17 **Splicer** (€ 5k). Standard human with the usual set of upgrades.
- 18 **Swarmanoid** (€ 20k). A synthetic collection of floating, crawling, and hopping micro-drones, operating as a networked whole, with wireless interfacing capabilities. {*synthetic, cyberbrain, 360° vision, flying, can't lift or push, stigma*}
- 19 **Sylph** (€ 20k). Human biomorph designed to be beautiful and persuasive. {*attractive, enhanced pheromones*}
- 20 **Synth** (€ 5k). An anthropomorphic, robotic shell. Inexpensive but reliable. {*synthetic, cyberbrain, stigma*}

PSI

This is a non-exhaustive list of psi abilities; see *Eclipse Phase* for more options. Beings with biological brains and the latent psi capabilities, known as asyns, can perform “sleights” on other biological beings. Using the same sleight repeatedly in the span of an hour requires a WIL save vs. suffering 1 WIL damage. Effects that would intrude on another person’s thoughts, emotions, memories, or behavior allow them to attempt to save WIL to resist.

- 1 **Ambience sense:** You can’t be surprised, and sense hostility.
- 2 **Downtime:** Go into a trance to heal 1 WIL per day.
- 3 **Emotion control:** Auto-save vs. altering your emotions.
- 4 **Psychic shield:** Auto-save vs. psi intrusion.
- 5 **Grok:** Sense intuitively how unfamiliar items works.
- 6 **Pain block:** Auto-save vs. critical damage.
- 7 **Sensory boost:** Enhanced sight, smell, hearing, or touch.
- 8 **Kinesics:** Observe others to sense their intent.
- 9 **Charm:** Target trusts you until given reason not to.
- 10 **Thought browse:** Hear target’s surface thoughts.
- 11 **Deep scan:** Find a specific memory in a target.
- 12 **Psychic stab:** Deal d6 WIL damage.
- 13 **Sense block:** Target loses use of one sense for a few minutes.
- 14 **Subliminal:** Subtly nudge target to do something they might do.
- 15 **Mindlink:** Two-way mental communication.
- 16 **Mimic:** Impersonate someone you’ve observed for a minute.
- 17 **Implant memory:** Place a false memory into someone’s mind.
- 18 **Drive emotion:** Alter a target’s emotional state.
- 19 **Sense infection:** Detect toxins, nanoplagues, exsurgent virus.
- 20 **Cloud memory:** Target will later forget the next few minutes.

EQUIPMENT

This is a non-exhaustive list of equipment. See *Eclipse Phase* for many more options and tables.

WEAPONS

- 1 **Kinetic weapon** (¢ 2k): d6 damage. Heavy pistol, automatic rifle, monofilament blade, diamond axe, etc.
- 2 **Beam weapon** (¢ 10k): d8 damage. Laser pulser, microwave agonizer, plasma rifle, etc.
- 3 **Spray weapon** (¢ 50k): d6 damage to each target within a cone. Shard pistol, Freezer, Torch, etc.
- 4 **Heavy weapon** (¢ 100k) d10 damage. Cannot move and fire. Machine gun, mounted rail gun, etc.
- 5 **Seeker weapon** (¢ 20k): d12 damage to all within the blast. Single-shot rocket, underbarrel seeker, etc.
- 6 **Vortex ring gun** (¢ 1k): Target saves STR or is knocked down and incapacitated until they save STR on their turn.
- 7 **Incendiary grenade** (¢ 10k): d6 damage per round to all in blast area.
- 8 **Superthermite charge** (¢ 10k): d12 damage to all within blast area. Commonly used in demolition.
- 9 **Smoke grenade** (¢ 10k): Blast area fills with smoke, *impairing* all attacks.
- 10 **Flashbang** (¢ 10k): Blinds any in area who fail a DEX save.

OUTFITTING

- 1 **Bulky armour** (10 ¢): Armor 1. Slows movement outside low g.
- 2 **Lightweight armour** (50 ¢): Armor 1. Easy to move in.
- 3 **Vacsuit** (¢ 1k): Includes built-in thrusters, life support, and self-repairing on breaches caused by 5-damage hits or weaker.
- 4 **Hardsuit** (¢ 1k): 1 armor. Includes built-in thruster, life support, and self-repairing on breaches caused by 10-damage hits or weaker. Slows movement outside low G environments.
- 5 **Chameleon cloak** (¢ 500): Invisibility vs. anyone using visible light or thermal infrared. Only works if stationary or no faster than a slow walk.
- 6 **Traction pads** (¢ 1k): Fingerless gloves, shoes, kneepads for climbing.

PROGRAMS

- 1 **Exploit** (€ 1k+). Hacker tool required to gain access to secure systems, including transhuman cyberbrains. Required to deliver programs that would trick systems or directly affect enemy cyberbrains.
- 2 **Bedlam** (€ 5k): Deal d8 WIL damage to a target with a cyberbrain.
- 3 **Cauterizer** (€ 5k): Deal d6 STR damage to a target with a cyberbrain.
- 4 **AR illusion** (€ 1k): Project a realistic illusion to individuals or groups with augmented reality access. Each program is a unique illusion.
- 5 **Device AI** (€ 5k): Autonomous program to run a device (e.g. autopilot).
- 6 **Kaos AI** (€ 20k): Autonomous program that sabotages systems and creates distractions. Used by hackers and covert ops teams.
- 7 **Nightmare** (€ 5k): Target with a cyberbrain must save WIL or be overcome with anxiety and panic.
- 8 **Shutter** (€ 5k): Disable one sensory input in target with a cyberbrain.
- 9 **Sniffer** (€ 1k): Detects and records all transmissions that pass through a given device.
- 10 **Spoof** (€ 1k): Hacker tool that makes commands seem like they come from a trusted source, delaying detection.
- 11 **Tactical network** (€ 1k): Share detailed tactical data in real-time with everyone on your team, effectively getting access to their senses.
- 12 **Tracking program** (€ 10k): Track individuals by their presence online and through mesh-connected spaces.

SURVIVAL GEAR

- 1 **Electrogravitics net** (€ 1k): Breaks a fall up to 50m in 1G. One use.
- 2 **Electronic rope** (€ 1k): Can be commanded like a “rope trick.” 50m, supports up to 250 kg.
- 3 **Emergency bubble** (€ 1k): Portable, expandable, vac-sealed tent with food and life support for up to 4.
- 4 **Emergency distress beacon** (€ 1k): Portable, 5000 km range.
- 5 **Nanobandage/repair spray** (€ 5k): Restore d4 STR to a biomorph or synthmorph, respectively. One use, only works once until after target is back up to full STR.
- 6 **Spindle** (€ 1k): Super-strong and super-thin cable. Extends up to 2 km. Includes 4 spindle climbers to safely ascend/descend.

CHEMICALS

- 1 **Atropine** (¢ 50): Provides antidote vs. toxins if taken within a round.
- 2 **BringIt** (¢ 500): Drug. Enemies in combat for one fight must save WIL to attempt to attack anybody else while you're out in the open.
- 3 **Drive** (¢ 500): Drug. +2 WIL for a day. Can only be used once daily.
- 4 **Grin** (¢ 500): Drug. Auto-succeed saves vs. critical damage for a day.
- 5 **Inhibitor** (¢ 1k): Drug. Blocks use of psi abilities for d6 hours.
- 6 **MRDR** (¢ 1k). Drug. +d6 HP and a bonus die on attacks for one fight.
- 7 **Necrosis** (¢ 20k): Nanotoxin. Deals d20 STR damage..
- 8 **Nutcracker** (¢ 1k): Nanotoxin. Dissolves cortical stack in d4 hours.
- 9 **Psi-opener** (¢ 10k/20k): Drug. Confers ability (even to non-asyns) to use 1 psi-chi/psi-gamma sleight for highest of 2d12 hours. Afterward, user suffer d6 WIL damage.
- 10 **Psike-out** (¢ 1k): Drug. Grants bonus die on psi use, 1 hour.
- 11 **Scrapper's gel** (¢ 500). Jelly that deals d10 acid damage per round and -1 armor per round to affected areas after receiving an electrical charge.
- 12 **Slip** (¢ 500): A nearly frictionless liquid.

MORPH AUGMENTATIONS (¢ 5k, suitable for any morph)

- 1 **Oracles**: Warn of immediately incoming threats.
- 2 **T-ray emitter**: Enables "x-ray vision."
- 3 **Cyber-arm, or retractable claws**: d6 unarmed attack.
- 4 **Eelware**: d6 touch attack, target saves STR or is stunned.
- 5 **Enhanced vision**: Telescopic/nanoscopic sight.
- 6 **Enhanced hearing**: Extra sensitivity, echolocation.
- 7 **Enhanced smell**: Identification and tracking capabilities.
- 8 **Medichines**: Regain 1 STR daily.
- 9 **Poison implant**: d20 STR damage, by claws or ingestion.
- 10 **Hand laser**: d8 attack.
- 11 **Emergency farcaster**: Transmit ego at moment before death.
- 12 **Ghostrider module**: Host and communicate with another ego.

BIOMODS (¢ 5k, suitable for biomorphs)

- 1 **Enhanced pheromones:** Bonus die to social interactions.
- 2 **Grip pads:** Climb difficult surfaces.
- 3 **Chameleon skin:** Blend with background in low lighting.
- 4 **Vacuum sealing:** Includes O₂ reserves.
- 5 **Toxin filters:** General, or keyed to specific environment.
- 6 **Cyberbrain:** Perfect memory, immune to psi.
- 7 **Skinflex:** Adjust appearance.
- 8 **Carapace armor:** 2 armor, can't wear or implant other armor.
- 9 **Bioweave armor:** +1 armor, looks shiny.
- 10 **Neurachem:** Take an extra action once per combat.
- 11 **Reflex Booster:** +1 DEX, always succeed at initiative.
- 12 **Muscle Augmentation:** +1 STR, d6 unarmed attack.

ROBOTIC ENHANCEMENTS (¢ 5k, suitable for synthmorphs)

- 1 **Extra arms:** Confers bonus die when appropriate.
- 2 **Telescoping limbs:** Extend up to length of body.
- 3 **Prehensile tail:** Can also be used as d6 unarmed attack.
- 4 **360° vision:** Omnidirectional sensor array.
- 5 **Radar/Lidar:** Alternative sensory mechanisms.
- 6 **Magnetic system:** Stronger cling than grip pads.
- 7 **Puppet sock:** Allow cyberbrain to be controlled remotely.
- 8 **Pneumatic limbs:** +2 STR, *enhance* melee attacks and leaping.
- 9 **Armored plating:** 2 armor, obvious.
- 10 **Propulsion system:** Fly or glide via wings or turbojets.
- 11 **Weapon mount:** Suitable for a heavy weapon (sold separately).
- 12 **Synthetic mask:** Look like a biomorph (if possible with shape).

SKILLSOFTS (¢ 5k, confers base knowledge, or bonus die if background already indicates training)

- 1 **Academics:** Specify a field.
- 2 **Climbing**
- 3 **Close quarters combat**
- 4 **Deception**
- 5 **Disguise**
- 6 **Flight:** For morphs with wings or jets; see “Pilot” for vehicles.
- 7 **Free fall:** For moving through zero-gravity spaces.
- 8 **Hardware**
- 9 **Infosec:** Includes knowledge of both hacking and digital countermeasures.
- 10 **Language:** Fluency in a specific language not covered by background.
- 11 **Marksmanship**
- 12 **Medicine**
- 13 **Navigation**
- 14 **Networking**
- 15 **Pilot**
- 16 **Programming**
- 17 **Psychosurgery**
- 18 **Research**
- 19 **Running**
- 20 **Swimming**