

Eclipse Phase to ORE Conversion

This is, for the most part, a close to complete but still definitely unfinished work in progress, and I will make a few caveats and sidebars about my thoughts and how this came to be before diving in.

First, the reader is assumed to have some familiarity with One Roll Engine created by Greg Stolze. If you aren't then here you go¹ It's a great system.

Second, the readers of the original document were not exceptionally familiar with eclipse phase, so I chose to insert some of the setting information into the various straight crunch sections. Most all of it is accurate, but especially in the weapons section you will find a lot of my personal touches. I also spend a lot of time making stupid jokes in the various entries. It was mostly for my own amusement and if you find it funny then you are welcome. If not, then I'm sorry.

Third, this is not a direct conversion. I didn't just come up with a formula and then plug in all the crunch. This is equal parts conversion, mechanical overhaul and best fit finesse job. This is as much true on the ORE side as it is on the EP side. I bent both systems so they could fit one another. There are entirely new mechanics for an ORE pro to digest, and there are things that will make an EP purist stand up and shout "THIS IS NOT RIGHT". I tried to keep as much of the spirit intact as possible, but I know that my own narrativist/gamist sensibilities probably ran a bit roughshod over some of the aspects of the setting.

Finally, though the tone is for the most part informal, when I want to fully break the fourth wall I will usually just put it in italics and talk directly to you.

Why One Roll Engine?

One Roll is a great system when it comes to customization and quantification. It's right up there with champions and gurps in terms of the level of fidelity that it can produce. You can simulate almost any power, technology or system if you care to, and what's more you can assign it a relatively accurate point value. The major difference between ORE and the aforementioned systems is that ORE is playable. With even a little knowledge of the system, you can actually get through a round of combat with five or six players in less than 10 minutes. Much faster, if everyone knows what they are doing.

One Roll offered me a chance to quickly recompute all of the crazy powers and abilities that are swimming around in Eclipse Phase and organize them for balance without breaking my back. On top of that this system has been playtested and revised several times. If I was to put a version number at the top it would be 2.3 or 2.4, at the least. Some of the mechanics have been tweaked from their initial settings, and others have been entirely revised.

¹ http://rpg.drivethrustuff.com/browse.php?filters=0_0_10151_0_0

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Quick Intro to ORE

In case you don't want to take my advice and grab a copy of one of the ORE books the core mechanics of one roll engine are really simple to outline. Take a stat measured in d10's add it to a skill, also measured in d10's and roll em in a pool.

Find any matches in the set. The height of a match is the numbers on the dice, the width of the set is how many dice are in the set. Generally width represents how fast and powerful your action is and height represents the quality of your success.

A task with a difficulty of 7 requires that you get a match of at least height 7 to succeed. No matter how wide your set is if it isn't high enough it fails.

During combat width determines weapon damage and order of action. Ties are then decided by height. A 3x2 is faster than a 2x9 and a 4x6 is faster than both of them. All the players declare their actions in reverse sense order with the person with the highest sense stat getting to declare last. Then everyone throws down their dice and actions proceed by their individual speeds. Only 1 set in a given throw is valid unless multiple actions are declared before hand but if circumstances conspire to ruin a set and the player has another set they can use that instead.

Sets can be ruined by defense rolls, by armor and by some special abilities. Defense rolls work by creating gobble dice. Called this because they gobble other successes. A 2x7 would create 2 height 7 gobble dice. A 3x5 would create 3 height 5 gobble dice. Gobble dice can only eat dice with an equal or lower number but only need to eat dice enough to ruin a set to stop an action. Meaning that a pair of 10 gobble can ruin two sets of 2 or 1 set of 3. Only problem is that unless something else is going on a set of 3 will resolve before a set of 2 and the defender will never get a chance to use those dice.

Multiple actions in the same round are handled taking the two skill pools comparing them and then taking the lower of the two and dropping 1d from it. You then need to assemble two matches, one for each action. Using the same skill twice (for example shooting twice) merely subtracts 1d from that pool.

Damage comes in two types. Shock damage and killing damage. If all your wound boxes fill up with shock damage you are knocked out. If all your wound boxes fill up with killing damage you are dead. Both of them fill up the same set of boxes at the same time. If you have 20 wound boxes and you take 10 killing and 10 shock you are knocked out. Shock damage taken after you are filled up converts shock into killing. Damage is usually described as Width + X. A rifle might do W+2 SK which means that it does the width of your match +2 shock and killing damage.

Thats the basics. The true system is more detailed and more complex but that is the heart of it. There are special types of dice. Circumstances that alter things greatly from one moment to the next but at it's heart those are the mechanics.

ORE Core Modifications and Eclipse Phase specific Mechanics

The system of ORE is great for a lot of things, but it has its problems. The number one problem that it has is complexity in the damage system and the fact that while it is great at dealing with a very granular system of damage, it doesn't do a great job of rewarding shooting people anywhere but the head. There aren't a lot of tactical choices available to a player when you're dealing with the various combats. The system is very good at the lower reaches of the probability curve, but near the top it's very binary with certain degeneracies in the system becoming apparent.

To combat the sudden and random lethality of the system, we made the following modifications.

No Hit Locations, instead, the Blob: Instead of a silhouette that has wound boxes at each hit location, each character gets 16 wound boxes, hereafter referred to as **wounds**, plus any bonuses from morph traits plus their modified **body** stat. Most morphs will have at least 3 extra **wounds**. Combat morphs tend to have 6 to 8 extra **wounds** and an enhanced **body**, so most fighty types will have more than 25 wound boxes.

Hit Special Effects: To compensate for the loss of locational damage tracking, there is now a "critical/called shot" table.

10: Headshot!!!/Critical HIT! Damage doubled after armor

9-7: Gutshot/Stopping power, generates 1 extra gobble dice on top of the 1 you get for hitting someone

1-6: Limb Damage! (5/6 L/R arms, 1-2/3-4 L/R leg) The affected opponent now takes a die penalty to any roll that requires that arm/leg/tentacle equal to the width that lasts until the end of combat or until it's treated (Simple first aid, medicines, combat drugs, etc.), IE a width 3 hit to the arm will do damage, generate a gobble die as with any hit, and apply a -3d penalty to shooting and lifting tasks that require the use of that arm..

Different critters - robots, cyborgs, exhumans, aliens, etc. - may have different hit tables, with the double damage location not always being at 10. Furthermore, the GM is encouraged to have creatures with weak points in their armor at certain locations. Weaknesses that can be divined by your smarty-pants characters, giving them something to do in a fight. The joints located at 2 and 4 are good standard sites for humanoids.

Armor: For those not already familiar with ORE, there are two types of armor: light armor and heavy armor, abbreviated LAR and HAR. Both of them reduce damage, but in different ways. LAR works by reducing all shock damage taken by an attack to 1, then converting 1 point of

killing damage to shock per level of LAR. HAR is more powerful and more brittle. Each level of HAR reduces the *width* of the attackers roll by 1. Both are subject to armor penetration, a stat that reduces both of them simultaneously. Hard armor especially becomes the bane of high-level combats. Something with 4 or 5 levels of hard armor is effectively invulnerable without some clever workarounds. GM's should be wary of large amounts of armor without commensurate countermeasures, as 2 levels of unpenetrated hard armor on an enemy renders them nearly unkillable.

Electronic Armor: Abbreviated as EHAR, this is not really armor but represents how hardened a program or system is against electronic attack. It functions by reducing the width of attacking hackers rolls by the armor value. Most systems have some, as electronic intrusion is common.

Mental Armor: Like the above electronic armor this is something of a misnomer; it represents resistance to psychic attack from an async or a basilisk hack. It is abbreviated to MHAR and reduces the width of the attack rolls or skill rolls against the target by the value of the armor. Most people have none.

Human Stat Maximums: The maximum value you can have in any stat has been reduced to to 4d from 5d; to get to a natural 5d again, go check out the advantage Expert or get it for free from some morphs.

Character Creation

Background: 10 points

Faction: 10 points

Attributes: 1d in all 6 plus 10d, 80 points

Skills: 20 points

Reputation and Cash Money: 20 points

Free Points: 20 points

- Advantages and Disadvantages
- Psi Powahs
- Skills, Attributes, Rep, Cash
- Moxie and Trauma

Base Stats: Cost 5 points per die; human maximum is 4d

- **Body:** Maps pretty directly from SOMatic stat in EP, this covers most feats of strength
- **Agility:** Elements of REF and COO both end up here. I changed the name from coordination because there are too many C stats in the system and it makes things confusing. Also, agility is a much shorter word.
- **Sense:** Maps from INT and covers not only the use of the senses, be they touch, sight or internal radar, but the ability of the mind to coordinate multiple inputs, to notice patterns and to figure out other people's motivations or feelings.
- **Intellect:** Maps from COG. In ORE this is the mind stat but "MIN" as an abbreviation is awkward.
- **Discipline:** Maps from WIL
- **Charm** Maps from SAV

Derived Statistics (Cost is variable)

- **Trauma:** Discipline + Charm, costs 3 points to get more. Trauma is a score that sort of represents your overall mental health; as your Trauma grinds down you get closer and closer to shattering like a twig. You can spend Trauma just like you spend your moxie, but it is far more powerful, as you are pushing yourself beyond your limits to fix a problem. Trauma also starts at Charm plus Discipline. Trauma costs 3 points per die.
- **Moxie:** Starts off equal to Trauma, costs 1 point to get more. Regenerates up to trauma

score at rate of 1 per day. Grit! Guts! That heroic will that allows you to survive by the skin of your teeth when a wound should have killed you. It allows you a second chance when you fail, it gives you the grit to shake off a psychic whammy, or a chance to prevent yourself from falling prey to some nasty crap. Optionally, after character creation, moxie that exceeds your trauma score can be spent like XP to improve your character. You can get extra during play by your actions. See **Moxie** Rules.

Wounds: Start off with 16+ body score + morph bonus.

Advancement

We live to improve. Getting more powerful is a major draw to any RPG system. If you are still struggling to squash goblins who were giving you problems 10 levels then you feel awful.

Background and Factions

Background: Chose 1

Background is where you come from. It is also a shorthand for what you have gone through. Each background is worth roughly 10 points.

- **Drifter:** Free roamer
 - +2d Navigation, +3d Pilot: Spacecraft, +1d Networking (A)[Choice], +3 free points
- **Fall Evacuee**
 - +2d Pilot: Groundcraft, +1d Networking (A) [Choice], +2 **Trauma**, +2d Stability (b), +3 free points
 - -1 **Money**
- **Hyperelite**
 - +1d Protocol, +2d Networking (A): Hypercorps, +1 **Money**
 - Must buy expensive socially acceptable morph
- **Infolife:**
 - +1MD interfacing, Computer Skills are 1/2 price (Infosec, Programming, Research, Interfacing)
 - Real Life Naivete, Social Stigma (AGI), Social skills are double cost, Cannot start with Psi
- **Isolate**
 - 20 Extra points in skills
 - -10 points in rep
- **Lost**
 - +2d two knowledge skills of choice and Psi: Chi
 - Must take two Madness Tic's, Social Stigma (Lost), Must start in futura
- **Lunar Colonist**
 - +2d Pilot: Ground Craft, 2d to one technical academic field or profession +2d networking hypercorps.
 - 10
- **Martian**
 - Same as lunars
- **Original Space Colonist**
 - 2d pilot spacecraft or freefall, 2d to networking of choice, 2d to technical professional
 - 10
- **Reinstated**
 - 1d networking, 2d piloting groundcraft, 4 trauma, 2d stability. +2 free points
 - -2 money, edited memories

- **Scumborn**
 - 2d networking autonomist, 2d deception or persuasion, 1d scrounging. +1 free point
- **Uplift**
 - 2d fray, 2d perception, 3d in advanced skills
 - Must chose uplift morph

Faction

Who do you throw down with when the chips are down? Who you call your tribe? The facts of the digital age are that no one may remain neutral. Everyone has ideological sympathies to one group or another, even if they're purely facile. Each of these packages is worth roughly 10 points.

- **Anarchist:** You are a card carrying Autonomist. You most likely have a presence on the @List and Stellar Intelligence probably has a notation under your profile about your aberrant political leanings. Most of the people of the outer systems are Autonomists of one stripe or another, so you can find many friendly hearths once you get out past the asteroid belt. Still, there is work to be done in the inner system. Sunward space may be hostile, but there are embers of Autonomism that can become flames if someone fans them.
 - +3d Networking [Autonomist], +2d Advanced [Science/Research Related]
- **Argonaut:** The fall did damage to a lot of things. Human lives. Human infrastructure. Human creations, that were no longer themselves human. Most tragic of all, it did damage to human knowledge. Some of the damage was just loss, things that were known that are now gone. Other damage was more interesting. Damage to what we thought was possible. Damage to the fabric of scientific orthodoxy. The Argonauts seek to catalog what has been lost and what has been revealed. You have contacts across factions and across the solar system. Wherever there are scientists trying to piece together the world, you will find an ally.
 - +2d Networking [Scientists], +3d Advanced [Science Related]
- **Barsoomian:** Martian Rednecks. Poor joes and janes just trying to scrape by. Autonomists working under the yoke of the consortium. Whatever the stereotype you are down with "the movement". You know the secret handshakes, and what's more, you know the names of the guys that got run off their land by those fuckers down at the Tarsis Terraforming Authority. You might not be on Mars anymore, but your heart will always be red.
 - +2d Freerunning, +1d Networking [Autonomist], +1 **Reputation [Barsoomian Movement]**, +4 Points worth of skills.
- **Brinker:** How far past the edge can you go before the changes start setting in? When does physical distance become social distance, and when does social distance start

becoming psychic distance: Those that walk on the edge of the solar system tend to ask these questions. The answer depends on what you are brinking for. Was it to get away from the decadence of humanity and create a new utopia? Was it out of fear of another fall? Was it just wanderlust? Get-the-fuck-away-lust? How about being run out of civilization on a rail? Doesn't really matter. You are back from the edge.

- +2d Pilot [Spacecraft], +2d Networking [Choice], +2d Advanced [Choice]
- **Criminal:** You may not be named "Honored Brother", you might not be "Made" and you might not be a "Vory", but when people with those titles hear you speak of men you know and jobs you have pulled, there will be a spark of recognition. Might be positive recognition, might be more of a frowning recollection. Either way, you know the names to drop and the bars to frequent. You also know that sometimes heads need to be cracked and that sometimes you need to propose hypothetical situations in which an unfortunate someone is fed feet first into a disassembler.
 - +2d Intimidation, +3d Networking [Criminals], +2d Unarmed
- **Extropian:** Do contracts really turn you on? Oh, you were too busy rubbing that stack of contracts on your naked flesh to answer that question. How about money? Would you describe it as a fetish or an obsession? See, there are hyper capitalists and then there are Extropians. You are the bridge between the autonomists and the hypercorps. Taking what you like from both and blending the hippy dippy idealism of autonomist entrepreneurs with the ruthless efficiency of the hypercorp bottom line. Down with government! Long live a system of complex binding voluntary personal contracts that simulate every function of government!
 - +2d Networking [Autonomist], +2d Networking [Hypercorp], +2d Persuasion
- **Hypercorp:** You are known in the consortium as a man of business or as a man of leisure or possibly even as not a man at all. Whatever you are reputed for, you work for the Man. You are part of the majority, a citizen. You understand that there are costs that must be paid for security and prosperity, preferably by other people.
 - +2d Protocol, +2d Networking [Hypercorp], +1d Networking [Any]
- **Jovian:** For the last hundred years, humanity has been screaming down the apocalypse highway and the jackass at the wheel keeps pushing the pedal to the metal. The fall was a crash that should have been a wake up call. Instead, we're back on the road and once again that lead footed bastard is at it. You come from a place that understands how suicidal this is. People call it luddism or being a reactionary or bio conservatism. All you know is that there are dangerous things in the night of human "progress" and that caution is not a bad idea.
 - +2d to two weapons skills, +2d Fray, +2d Networking [Hypercorp]
 - Must initially sleeve into a Flat or a Splicer
- **Lunar:** The lunar colonies are the oldest of all the colonies. With the fall of earth, this makes them the oldest civilization in the solar system. It is a place that longs for the past and fears the future yet still understands that forward movement is required. The moon is terribly overpopulated with a polyglot milieu, as it was the main destination of both physical refugees and infugees alike. Loonies are often deeply involved with the movement to reclaim the earth and chafe under the rules of the interdiction that the

consortium, which they are nominally part of, has placed on returns to earth.

- +2d Language [choice], 2d Networking [Hypercorp], 2d Networking [Reclaimers]
- **Mercurial:** You are interested in expanding the definition of Human. The mercurial movement is an attempt by uplifts, AGI's and humans who have left many trappings of humanity behind. Various mercurials face harsh discrimination and legal repression around the solar system so there is always work to be done. Mercurials are often allied with the anarchists but much of the time it is an alliance of convenience. A neo-chimp that believes wholeheartedly in hypercapitalism might still schmooze with anarchists simply because they recognize him as a transhuman.
 - +2d Networking [Any], +4d Advanced Skills of Choice
- **Scum:**
 - 2d Freefall, 2d Networking Autonomist, 2d advanced skills
 - 10
- **Socialite:**
 - 2d Persuasion, 2d protocol, 2d Networking media,
 - No flat, pod, synth or uplift
- **Titanian:**
 - 2d Networking Autonomist, 3d in technical advanced skills
- **Ultimate**
 - 6 points of extra skills, 2d networking choice
- **Venusian**
 - 2d Piloting: Aircraft, 2d Networking Hypercorps, 2d advanced skills

Advantages and Disadvantages

One of the things about advantages and disadvantages is that they are often a place where a point based system breaks with a sickening crack.

Advantages: These modifications represent a certain otherwise undefinable advantage.

Advantages can be classified generally as Ego Traits, Morph Traits or Social advantages. Ego Traits stay with you when you jump from body to body. Morph traits are local to the morph you are in. Social advantages are ones that exist only in your perception by others. In a way, social advantages and morph traits are mirrors of each other.

Players can pay for morph advantages either with free points or with cash money.

GM's are encouraged to add advantages and disadvantages to morphs acquired later on in campaigns to give them unique character.

- **Adaptability (3):** For one reason or another, you are just better than other people at handling the jarring transition from one body to another. You can also handle weirder bodies before it starts to get to you. **Integration** difficulties are at -3 for you.
- **Allies (5):** This represents a group of people that like you. You need to work it out with the GM but in general this should map out to a **T1** or **T2** favor once a session for something that the allies are good at with the PC being obligated to pay them back in some tangible way at roughly the same rate that they give out.
- **Ambidextrous (1):** When double fisting you are double awesome. When making multiple attacks with a weapon in each hand negate the multiple action penalty.
- **Animal Empathy (2):** Animals just like you. You get +1d bonus to all interaction with non sapient animals.
- **Brave (1):** You have an iron spine and people find it very difficult to coerce or frighten you. You get a +1d **bonus** to any stability test that involves fear or intimidation. Note that while this will help you resist some mental trauma, such as from **traumatic** weapons or from other battlefield stresses like coming under fire for the first time, it will not help you against the more insidious dangers of combat. Brave will not help you with executing prisoners, seeing mountains of the dead or get you through those long nights listening to the screams of the wounded.
- **Common Sense (1):** For whatever reason you just don't do as much stupid shit as others. Once per session, you may invoke the **oops** rule without paying moxie.
- **Danger sense (2):** You get a weird tingling on the back of your neck whenever you are about to get jumped. You get a 2d **bonus** to any *perception* test to avoid getting bushwhacked. Note that this won't save you from being dropped through a floor trap or from a cave in, but if there is a person about to pull a lever or set of a blasting charge, then you would get the bonus.

- **Direction sense (1):** You always know which way is up and which direction is north. In this day and age of entopics and easy access to the mesh this talent is fading in use, but unlike your peers, you are not going to be helpless if cut off from your precious technology. You may negate up to 3d of navigation penalties brought on by being blindfolded, cut off from the mesh or lost in a labyrinth. Alternatively, you may reduce the difficulty of a particularly complex navigation check by 1.
- **Eidetic Memory (1/2):** Perfect recall endogenous to your brain. If bought as a morph advantage this is a 1 pointer, if it is bought as an ego trait it costs 2.
- **Exceptional Aptitude (2/3):** One of your stats is beefier than is normally humanly possible. You may increase 1 stat maximum by 1d. Buying this a second time for the same stat costs 3 points. It may not be bought 3 times for the same stat.
- **Expert (1/2):** You have skills that surpass the human norm. You may increase 1 skill maximum by 1d. Buying this a second time for the same stat costs 2 points. It may not be bought 3 times for the same skill.
- **Fast learner (1):** If you are training a skill, it takes half the time. *On an editorial side note this is a little bit weird. Most games don't deal with fiddly details like this in terms of time frame. One of the fun alternatives is the ability to teach yourself on the fly to do something.*
- **First Impression (2):** You have that little extra bit that makes people actually charmed to meet you. It might be an impressive mien, or a winning smile. Whatever it is, it wears off, but it does give you that first advantage. You get 1d to all social tests when this is the first time you are meeting someone. Doesn't apply to networking unless you are using networking for purposes other than getting favors. IE, you meet an anarchist and you are trying to impress him with your @list credibility.
- **Hyper Linguist (2):** This is an aptitude for language that surpasses that of the average man. Interpreting strange languages is easier and learning new ones is just that much quicker. Your time to learn a new language is reduced by 1/3, the cost of getting a new language master die is reduced by 1/2 (2 points) and you get a 1d **bonus** when attempting to decode a new or alien language.
- **Improved Immune System 1/2 (2/4):** You got the deluxe model when it comes to your morphs immune system. You are just better at fighting off hostile invaders, be they straight biologicals or nanotech. You get a 1d **bonus** on any body rolls to resist the effects of diseases or nanites. This is pretty great as there is no skill that helps with this. If you buy this as a level 2 advantage, the die bonus improves to 2d. Note that this doesn't apply to drugs, poisons or toxins. Your immune system doesn't really help you against heavy metal poisoning, procainamide, cocaine or nerve gas. That is a misunderstanding of how the body works. If your immune system responds to one of the substances, it's actually an allergy..
- **Innocuous (2):** People just tend not to notice you. You have one of those faces. Like a midwestern newscaster, you are an interchangeable set of features. Any attempt to remember, describe or pick this morph out of a crowd happens at a -2d penalty.
- **Math Wiz (5):** You are really good with numbers. I mean, really good. You can rattle off the vectors involved with an orbital approach with the same ease as another might add

2+3. Of course you have to know the equations for orbital mechanics, so don't go dropping your navigation skill. Likewise, being able to understand the math behind elliptical encryption equations doesn't substitute for real infosec skill. For pure math tests you get +1wd. If math is a serious part of another skill, you get a +1d **bonus** to that skill.

- **Natural Immunity (Morph)(2):** Choose 1 drug, toxin, disease or somesuch. You just don't care if you get exposed to it. Generally, this only applies to biomorphs, and generally, it doesn't help against nanotoxins or nanodrugs though logically there is little reason why. That being said you might have immunity to a specific strain of nanite, but not an upgraded strain of it. The GM has a lot of discretion as to where the boundaries of this immunity end.
- **Pain Tolerance 1/2 (Ego or Morph)(1/4):** Grin and bear it like a pro. This is an interesting ability. It is essentially the ability to withstand discomfort and it is generally limited to biomorphs, as they are the only ones without pain filters. That being said this can be taken as an ego trait rather than a morph trait. If you find yourself unwillingly uploaded into a virtuality and someone keeps ripping out your toenails while asking you the code to the Firewall mainframe, this might be a useful ego trait. Also, remember that synthmorph pain tolerance gives you +1d to stability checks to endure pain. Pain tolerance 2 gives you a +2d to stability checks to handle pain and you may ignore **stagger** rules. If taken as an ego trait the cost is +1.
- **Patron (Social)(5):** Someone high up likes you or has an interest in you or your career. You have to define this person, but once you have decided if they are a Triad boss or a hypercorp dynast, then if you are in their sphere of influence you can call them and beg for help. Once per session, at the most, you may ask for a favor. Charges can be dropped, a one time loan can be secured (T3 of money). Why they help you and the limits of their generosity must be explained and explored.
- **Psi Chi (Ego)(5):** This advantage represents the infection of the PC by the Watts-Macleod strain of the exsurgent virus and grants access to Psi Chi. These are psionic powers that affect you and your perceptions and, at the extreme end, your body. Examples of psi chi powers are: hyper creativity, ability to see things like you are neo in the matrix, super intuition, p=np math and mental barriers. It cannot give you a super saiyan mode, no gross physical changes are possible, only subtle chemical ones like biofeedback.
- **Psi Gamma (Ego)(5):** This advantage requires Psi Chi. It represents the advancement of your infection. Psi Gamma powers are Scanners-style mind powers. The ability to hurt others, the ability to reach into their minds and pry open the doors. The ability to alter memory or impart skills. Gamma is still not allowed to affect the physical universe, but you can certainly mess someone up something fierce.
- **Psi Defense 1/2 (Ego)(5/10):** You are hard to hurt mentally. This gives you 1 **MHAR** vs all psychic attacks. This mental armor also extends towards resistance to basilisk programs and some exsurgent strains that have mental effects. If bought as level 2, the protection doubles to 2 **MHAR**.
- **Psi Chameleon (5):** Psionics have an exceptionally hard time pinning you down. You don't show up on a bunch of scans. All attempts to locate you with suffer from 2 **MHAR**;

this armor only protects you against detection. Once you are found, you have no defense. Furthermore an async that can see you and then correlate that information with what his mind sense is telling can pick you out of the crowd, which negates your armor.

- **Rapid Healer (Morph)(2):** Your morph bounces right back. When healing you make checks twice as often. If you are being worked on by a doctor, you can make two checks.
- **Right at home (Ego)(2):** You just love a particular morph type. No matter what else is going on with that morph, as long as it is your favored type you slip right in like it's an old pair of boots. You automatically **integrate** in that particular morph type, no check no penalties.
- **Second Skin (Background)(2):** Somehow, you came by a new body. If your background says you have morph restrictions, you may ignore them with this advantage.
- **Situational Awareness (Ego)(2):** For one reason or another you are very hard to distract. Either it's a constant attention to your environment or it's an ability to filter out noise and signal. You negate up to 2d of **penalties** to any *Perception* Test.
- **Tough (Morph)(4):** Your morph went to the school of hard knocks and all that knocking made it a little harder. Get 2 extra **wounds**.
- **Zoosemiotics (Psi)(2):** Your psi powers don't mind the step down from human minds to animal minds. You don't take normal penalties for affecting animal minds.
- **Beyond Transhuman (Psi)(5):** Possibly an outgrowth of Psi Chi, your body slowly reshapes itself to a new form, pushing your abilities from impressive to uncanny. This advantage allows you to buy master dice for stats.
- **Death Walk with Me (Ego)(2):** Being killed no longer provokes an automatic stability check. Your character has become completely inured to the trauma of death and dying.
- **Favorites List (Social)(3):** Your predilections are well known among your friends and associates. The tier of a specific item or item set is permanently reduced by 1 by purchasing this advantage. This item can be a program, a weapon, or a customized morph.
- **Striking Looks 1/2/3 (Morph)(1/3/5):** Good Looking, Really Good Looking and Helen of Troy. You have the gifts of a beautiful face. Raise the height of any successful charm roll where physical attractiveness is relevant to 5/7/10.
- **Limber Lv1/Lv2 (1/2):** At level 1 you have full omni dexterity, the ability to use your hands and feet equally for the same tasks. At level 2 your body structure is pliable enough that you are difficult to trap. You get +2d to any attempt to escape from binding or squeeze through a tight opening.

Disadvantages

So one of the things about ORE is that it doesn't support disadvantages. Not really. As storytelling options they are available but they don't have a direct point bonus. Generally what they would do is cause trouble about once a session and reward the player with bonus XP or Moxie. I have decided to split the difference because some of these things are hard to statistically quantify while others are stable issues that can be handled easily. One of the reasons that ORE decided not to go with point givebacks is that flaws or disadvantages or

*whatever are a classic sore spot for systems. There are a lot of Illiterate, Immortality Blues, Edited Memory Addicted Munchkins out there who select flaws with only minor gameplay ramifications or with problems that require the GM to input energy (for example the **enemy**, disadvantage) and thus their impact can be negated through whining or cajoling or by other RP options.*

Bonus Points gained from disadvantages are placed in your free points pool. If the disadvantage is labelled with RP then it gives no points but once per session it may be invoked to cause you trouble. If it does you get 1 XP. You may not have more than 2 RP disadvantages.

- **Addiction (Minor, Moderate, Major)(2/5/10):** You have some habit that is killing you slowly. It can either be an ego problem or a morph dependency but either way the effects are the same. The addiction itself can be either a drug dependency or a more esoteric addiction like mesh games or sex. As a general rule of thumb if it costs money of some type then satiating the addiction only takes as long as it takes to dose up. If it is something less physical than the character has to take an entire scene to feed the need. Each level of addiction has an craving score associated with it.
 - At the start of every scene the addicted player rolls 1d10, if they roll under their craving they are saddled with withdrawal penalties unless they satiate. Minor addictions have a Craving of 1 and -1d to all actions if you are withdrawing. Moderates have a craving of 6 and a -2d, while major addictions have a craving of 10 and apply -3d to all actions.
 - If you chose a Ego addiction rather than a morph addiction this flaw is worth 2 extra points.
 - Example:
- **Aged (20):** This a doozy. For some ungodly reason your flat or splicer (no other morph has been around long enough to age) is old. Like grandfather old. You are decrepit. You take a -1d penalty to all physical (sense/agility/body) rolls, furthermore your maximum physical attribute scores are 1d lower. Good luck.
- **Bad Luck (10):** On random occasions your GM can screw with you. Every session your GM gets a "tokens" equal to your Trauma score. He can spend these tokens to apply 1 gobble die to any roll he wishes. Most likely it will be your rolls, but he can apply these gobble dice to any roll in your party. If they want to beat your ass as a result, then just remember: you brought this on yourself.
- **Black Listed (2/10):** You did something dirty, or someone framed you for doing something dirty. As a result, one of the major reputation networks won't touch you. A permanent blackballing that sets your rep in that network to 0 and prevents you from ever getting any more. Theoretically, you might be able to erase this with a grand gesture, but chances are not. If you take this flaw for your factions home network, then this is worth 10 points. Note that blacklisting is authoritarian by nature. You offended someone or a group of someones. What you did might not be objectively wrong, but you are still out of the club. As a result you don't take social penalties like with the black mark.

- **Black Mark (2/4/6):** Instead of being permanently banned from the club by a higher up, you instead carry the stink of ignominy. People have heard of you, and they're constantly turning up their noses at you. Choose 1 network and forevermore all networking tests and social interactions with members of that rep net where your identity comes up are made at a -1d penalty per level of this disadvantage.
- **Combat Paralysis (10):** When the shooting starts, you stop. For some reason you are not that good with handling life or death stress. Any time combat starts, you must make a *discipline+stability* difficulty 3 check or freeze, doing nothing for 1 round.
- **Edited Memories (RP):** At one point you had your brain scrambled by someone with an agenda. Thing happened to you that you don't remember or things that you remember never happened. Needless to say this might come back to haunt you.
- **Enemy (RP):** Someone with the ability to hurt you hates your guts. Work out who they are, why they hate you and what sort of resources they have with your GM.
- **Feeble (1):** You or your morph suck in one particular way. Chose the one stat you are terrible at. That stat must start at 1d and cannot be improved with XP. It cannot go higher than 2d even with cybernetic augmentation. If you chose this as an ego problem rather than a morph problem, then it's worth 2 extra points.
- **Frail (4/8):** Your morph is just not as durable as others of the same class. You lose 2 or 4 wound boxes, depending on the level of this disadvantage.
- **Genetic Defect (RP/2/5/10):** This morph is broken in that oldest of manners. It has a genetic disorder. Either this morph is a flat without genefixing or someone screwed up somewhere along the road. This can either be treated as a role playing problem where the player deals with the cystic fibrosis or the congestive heart failure as is or it can be handled mechanically by the addiction rules. If you use the addiction rules then just substitute "chemo" or "special drugs" or "weird exercise regime" for the cost.
- **Identity Crisis (RP):** The ego never quite got on board with the fact that the morph has changed. You have trouble identifying yourself in mirrors and are constantly miscalculating your size and shape.
- **Illiterate (RP):** You have no ability to understand written script. For the most part thanks to the advances in entopic displays and readily available text to speech programs/muses, you manage. This illiteracy is assumed to be a brain defect rather than simple ignorance.
- **Immortality Blues (RP):** Your ego has been around for at least a hundred years and has gotten tired of life. You find it exceptionally difficult to motivate yourself.
- **Implant Rejection (5/20):** Your morph doesn't like implants. Some niggling unsolved problem in it's immune system means that it interacts very badly with implants of any type. If you take the level 1 disadvantage, you are going to need special expensive anti rejection drugs to keep your implants from rotting in your flesh, increasing the cost of all implants by **T1**. If you take the level 2 disadvantage, the reaction is so extreme that you cannot ever get implants for this morph. You get to keep the basic package that comes with it, but no extras. Note that any morph more expensive than **T5** cannot have the level 2 flaw, as they all have so many native implants that they would essentially die on the table.

- **Incompetent (3):** You just really suck at one skill and you may not buy dice in that skill during character creation or during advancement. Furthermore, if you are forced to perform the skill untrained you do so at a -1d penalty.
- **Lemon (RP):** This is a morph flaw that only applies to synths. Your morph has a glitch. A minimum of once per session, the GM may ask you to make a moxie test (roll 1d per moxie, if you get a match you succeed). Failure means bad luck strikes and you take 3K damage and a **stagger** from some mechanical failure or electronic glitch.
- **Low Pain Tolerance (10/15):** You and pain don't mix. Any rolls to resist pain are made at -2d and what's worse any time you are **staggered** you take 1 additional **stagger**. This can be taken as a morph trait or an ego trait.
- **Mental Disorder (5):** You are a little crazy. Accept a fracture on one of your stats and explain why it exists.
- **Mild Allergy (2):** When exposed to your allergen, you get all sniffly and take a -1d penalty to all actions.
- **Modified Behavior (RP):** Someone once got you under the knife and did some involuntary brain surgery. You are saddled with some behavioral editing or other mental strictures. Talk to your GM and come up with the specifics.
- **Morphing Disorder (2/4/6):** Your ego just hates getting resleeved. Integration is an enormous bitch for you. You take +2/+4/+6 to the difficulty of integration on top of any other penalties.
- **Neural Damage (RP):** Some type of neural damage has become integrated into your ego. Maybe you were forced to live with it so long that it became part of you. Maybe it's the result of a TITAN virus. Whatever the reason you have some weird issue. Examples include aphasias, facial recognition problems, color blindness, synaesthesia and more.
- **No Cortical Stack (2):** You ain't got a cortical stack. If you die, you are dead.
- **Oblivious (2):** You obviously weren't paying attention when momma told you to look both ways before crossing the road. Your perception tests to avoid being bushwhacked are at -2d and your penalties for distractions are doubled.
- **On the Run (RP):** Someone has a bounty or a warrant on your head. There is a station or a city where you are seriously persona non grata. Work it out with your GM. It should be a place that should come up and need to be visited at least once in a campaign. Any time this status screws with you the RP bonus kicks in.
- **Psi Vulnerability (2/3):** Your brain just never seems to lock the doors. For any discipline test to resist psi attacks or reading your discipline is considered to be 2 lower. This can be an ego or a morph trait.
- **Real World Naivete (RP):** You are some form of infolife or maybe a person who has been raised in a simulator. As a result you just don't get the real world. The idea that gravity or light can't be changed to behave the way you want is not ingrained in you. Once per session the GM is allowed to fuck with you by describing things inaccurately. The more comical or deadly the mistake the better. This is the RP bonus trigger.
- **Severe Allergy (RP):** Whenever you are exposed to your allergen you go into anaphylactic shock. Expect choking, wheezing and death unless you remembered your epi pen. Whenever the allergy prevents you from playing like you want to or you almost

die the RP bonus kicks in.

- **Social Stigma (RP):** You belong to some class of people that are discriminated against for some reason. It could be that you are sleeved into a pod or a synth in the bioconservative inner system. It could be that you are a hyper elite dynast on a autonomist hab. No matter what the stigma is, if you get treated like a turd on someone's shoes, then the RP bonus kicks in.
- **Slow Learner (1/RP):** You learn slowly. Skills take twice as long to train up, assuming that you are using training rules at all. If not, this is only worth an RP bonus if you can find a way for it to make your life miserable.
- **Timid (RP):** Your character frightens easily. Any time you are cowed or cowardly, the RP bonus kicks in.
- **Unattractive (3/6/12):** Your morph is honest-to-god ugly. A fact that is stunning in this era of sculpted bodies and digital faces. Any social situation that involves a face to face meetup with human beings is penalized -1d/-2d/-3d depending on how bad it is.
- **Uncanny Valley (3):** Your morph is almost human, which is too bad. If you were a little less human or a little more human you wouldn't be so creepy. You take a -1d penalty on any social interactions with human egos where they can see you.
- **VR Vertigo :** While your ego has a little problem with augmented reality, a full on trip into virtual is a nausea-inducing nightmare for you. Simply plugging in is nightmarish. You take a -4d penalty on all actions while in virtual. You are ... virtually crippled... <ba dum tssshhh>
- **Weak Immune System (1/2):** For some reason or another, your immune system has weak little baby arms. Your body is considered 1d or 2d lower when making checks to resist diseases, nanite infections, and possibly toxins or drugs. Of course immune response has little to do with most toxins and drugs, so your GM makes the call.
- **Zero-G Nausea (3):** Your morph doesn't like microgravity, man. Zero-G environments give you a constant sensation of motion sickness. You take a -1d penalty to all actions while in an micrograv environment. You can ignore this penalty for 1 scene by spending 1 moxie.

OPTIONAL: Esoteric Disciplines For the Future

These are extra little bits of flavor for a character that are quite common in some ORE systems. They allow for the inclusion of tweaks to gameplay that normally violate some part of the rules or would require judgement calls from the GM. I am including 2 here as an example of how they might be constructed but truthfully they are one of the most common sources of degenerate gameplay in existence. Each level of an esoteric discipline costs = to its level and are bought with free points.

Make It Yourself (Academics:Engineering): Once upon a time, back on Earth that was, some people built things themselves - they designed and constructed the things they needed from spare parts, even scrap, sharing their creations - half engineering and half science - with their friends and colleagues. This rare breed, the originators of the open design movement, were called Makers. They thought that fabricators and cornucopia machines would give everyone the ability to be Makers, but didn't anticipate that most people would prefer to pay for a license or download open-source blueprints rather than do any design or construction work themselves. Well, that's fine. The creative power that the clanking masses have abdicated is still available to those who are willing to dare the risk and pay the cost. This discipline is based on the Engineer skill, which must be Networking in addition to any other qualities it has.

1. **Maker Culture:** Gain a +2d bonus to friendly, congenial social rolls with other engineers, mechanics, scientists or other technical staff - used to bewilderment from the general public and being patronized by superiors, a collegial approach works surprisingly well.
2. **Hackerspace** The place where you build things is just as much a work of engineering as the things that you build. Given a day to organize your workshop, you gain +2d or reduce Difficulties by 3 for all Engineer rolls.
3. **Kickstart It:** It's not enough to just build things - if nobody uses them, they're worthless, and without marketing, they'll never be used. You may use Engineer in place of a Businessman skill, which is considered to have the same qualities as your Engineer skill.
4. **Create That Which Has Never Been:** In the new economy, novelty is the most valuable commodity there is. If you come up with an idea for an interesting technical innovation, make a successful Engineer roll, and spend (5-Width) days developing and marketing it, you may add a master die to an Engineering roll for a specific rep network by marketing the device. You may only have a number of master dice saved up equal to your rank in the network. This can also be applied to a Company, in which case the Company's Treasure rating is increased by 1 for 1 action.
5. **Brand Name Recognition:** You are actually famous now, a future steve jobs.. As a result you may add 1 level to a general rep network permanently.

Secrets of the Titanomachia: This esoteric Discipline is certainly one of the most esoteric in existence. It is essentially a type of channeled madness that allows some small grasp of the

TITANs to be accepted into a normal human mind. The process breaks something inside of you permanently altering your ability to perceive the world around you, and not for the better.

- By taking the first level of this discipline the user is accepting that which they cannot comprehend and takes a permanent fracture rank 7 to their intellect. IF this fracture is ever cured, they lose the unique insights that their madness gave them into the machine mind, and they lose access to this discipline.
1. **Twelve Words of Mnemosyne:** All firewalls that the user constructs are written with elements of the TITAN's dense and alien coding language. +1 EHAR
 2. **Worm of Iapetus:** Code injection is a common way to get past a firewall. Code that thinks chthonic thoughts is an even better way past a firewall. +1 EPenetration
 3. **Typhon's Venom:** Something about your attack programs has begun to change. You are not sure why, but your dreams of late have shown you ways to more effectively harm the transhuman mind. +2 width for damage purposes
 4. **Pandora's Lament:** The bridge is broken. You now find that your code slips into an unfamiliar and disturbingly organic language. It is now possible for you to afflict organic minds with attack programs, assuming they have some cybernetic link to the mesh. The human brain is considered to be EHAR5, and is directly administered. However, intimacy is the undoing of men. If you know the target well you get +1EPenetration, if you know them very well you get +2 EPenetration.
 5. **Echidna Awakes:** One night you are gripped by a terrible fever, scribbling blindly on whatever you can reach. When the madness has passed, you realize that you have created a monster. You may write 1 basilisk program. Choose it wisely, because each program that you write beyond the first costs you 1 permanent tic on your hacking skill.

Skills

Skills fall broadly into three categories simple, Advanced and shaping. Some skills can be bought in one category or another and have different usually greater effects if purchased at a higher level.

Human skill maximum is 5d.

Basic Skills 1/die: Skills that do 1 thing. The skills in **Bold** are ones that have special game significance. Usually, they are the ones that are referenced elsewhere in the manuscript.

Advanced Skills 2/die: Skills that are Advanced are not simply limited to one type of action. They have a "penumbra", a fuzzy border that surrounds them allowing them to be used in a broader array of situations. Advanced skills might have alternate uses that utilize statistics other than their primary, when doing side tasks (charm+investigation to chat up a source rather than sense+investigation to check out a crime scene). Generally Advanced skills have broader reach and are more powerful than basic skills.

Shaping Skills 3/die: Shaping skills are skills that are, for lack of a better word, potent. They have some effect that is above and beyond what a skill would normally allow. These are the skills that have a severe distorting effect on the game around them and give access to some really potent ability. Most combat skills can be "upgraded" to shaping versions that represent a more "action hero" version of the skill, essentially giving you some flexible power in the combat realm. See rules: **deadly**.

Master Skill List

1. Academics [Field](a): Intellect Skill
2. Animal handling(b) : Discipline Skill
3. Art [Field](a): Intellect, Discipline or Charm depending
4. Biofeedback
5. Beam weapons (b/s): Agility Skill
6. Blades (b/s): Body Skill
7. Climbing(b): Body Skill
8. Clubs(b/s): Agility or Body Skill
9. Deception(b): Charm Skill
10. Demolitions(c): Intellect or Sense skill
11. Disguise(b): Intellect Skill
12. Exotic melee/ranged weapon(b/s): Body skill or Agility skill
13. Flight(b): Agility Skill
14. Fray(b): Agility Skill [*Dodge*]
15. Freefall(b): Agility Skill
16. Freerunning(b): Body Skill

17. Gunnery(b/s): Sense Skill
18. Hardware(s)[Field]: Intellect Skill
19. Impersonation(b): Charm Skill
20. Infiltration(b/c): Agility or sense skill, depending
21. Infosec(s): Intellect skill
22. Interest[Type](b): Intellect, Discipline, Charm or other skill
23. Interfacing(a): Intellect skill
24. Intimidation(b): Discipline Skill
25. Investigation(a): Sense Skill
26. Kinesics(b): Sense Skill
27. Kinetic Weapons(b/s): Agility Skill
28. Language(b): Intellect or Charm Skill
29. Navigation(b): Intellect Skill
30. Networking(a/s): Charm Skill
31. Palming(b): Agility Skill
32. Perception(b): Sense Skill
33. Persuasion(b): Charm Skill
34. Pilot(a): Agility Skill
35. Profession (a): Variable Stat, usually intellect skill
36. Programming(s): Intellect Skill
37. Psychosurgery(s): Sense Skill
38. Research(a): Intellect Skill
39. Scrounging(a/s): Sense skill
40. Seeker Weapons(b/s): Agility or Sense skill
41. Spray Weapons(b/s): Agility Skill
42. Stability (b/s): Discipline Skill
43. Swimming(b): Body Skill
44. Throwing Weapons(b/s): Body Skill
45. Unarmed Combat(b/s): Body Skill
46. Wetware(s): Intellect Skill

Academics [Type] (Advanced)(Intellect)

A general skill that gives you knowledge in an area. Linguistics, Nanomechanics, Astronomy, Epidemiology, computer science etc. For the most part academics skills are not going to be building things but they can help you figure things out. If you want to do practical field work then invest in Programming, Wetware, Hardware or Scrounging. That being said, it is perfectly acceptable for Academics skills to apply to practical problems. Just know that you aren't going to be tinkering up a nanoplague without a laboratory and a minimum of 3 undergraduates to do your slave labor.

Animal Handling: (Basic)(Discipline):

This skill allows you manipulate animals. Either hostile animals, random animals you might meet or smart animals that you own or encounter. One of the biggest advantages of this skill is that it

can be used to give more commands/more complex commands to smart animals. Being able to better motivate your smart baboon when he is going ape on some Triad thug is pretty good.

- If you can make an animal handling check you can calm or at least slow a hostile animal. The difficulty ranges from 1 for a spooked dog to 10 for a motivated police baboon coming at your face.
- You can substitute your animal handling skill for any reasonable action that an animal under your command undertakes as long as you are present or in communication with it.
- If you are using minion combat rules then this skill may be used with animal minions.

Art [Field] (Advanced)(**Charm or Intellect**)

This skill allows you to create works of art or music. It also allows for the creation of forgeries. Not IDs or anything, but of other pieces of art. Now to most players this is a dead end skill but there is one important thing to remember. In the future material possessions are cheap. Information, novelty and beauty are things of great value. An artist can create works that are greatly valued by his community. So much so they can be traded for money or possessions. If you are willing to spend a couple of days crafting something wonderful you can use the **paying dues** rule from the networking section.

- Make an Art [Field] check difficulty 6 and if you succeed you may take 7-width days to craft an objet d'art worth **T2**. You can gift it to your rep network to **pay dues** on a purchase. Each subsequent attempt to use this rule in a month increase the difficulty by 2. Failed checks cost five days constant of work and produce nothing of value.

Biofeedback (Shaping)(**Discipline**):

If the stability represents the minds control over itself, biofeedback is the other side of the coin and represents the minds control over the body. Biofeedback has some powerful applications. It can be used to prepare the body for pain and injury, it can be used to ease the mind into a new body and reduce the penalties from integration tests. It can be used to quell..... Unfinished

Beam Weapons (Basic or Shaping)(**Agility**):

The ability to use and fire lasers, plasma weapons, particle beams or microwave weapons. It also is used to maintain these weapons. The ability to repair and or modify a weapon is under the Hardware skill. If taken as a shaping skill you may use the **deadly** rules with beam weapons.

Blades (Basic or Shaping)(**Body**):

The skill to use edged weapons in melee combat. It covers diamond axes, vibroblades and the more garden variety knives and swords. This also covers any implanted blade weapons like cyberclaws whether they be at the ends of hands or tentacles. It also allows the maintenance of the weapon but the ability to repair or upgrade is stored in the Hardware skill. If bought as a shaping skill you may use the **deadly** rule.

Climbing (Basic)(**Body**)

You climb. A general difficulty curve would be a difficulty of 1 representing a beginner's climbing wall while 10 would be a sheer rock face. A smooth glass wall without special equipment or the ability to damage the wall is impossible.

Clubs (Basic or Shaping)(**Body**)

The noble art of beating someone to a pulp with a pipe. It also allows you to maintain your pipe but apparently modifying your pipe is way too tough and that requires the Hardware skill. If bought as a shaping skill you may use the **deadly** rule with your pipe.

Deception (Basic)(**Charm**):

The ability to lie and deceive. You make this test any time your a spewing your foul lies about. If a person has reason to suspect you then this is opposed by the Kinesics skill.

Demolitions (Advanced)(**Intellect**)

The ability to use, maintain and disarm explosives of all stripe. This skill is a powerful tool when you need to collapse a bridge or when the question is red wire or blue wire. It also has some less obvious applications of spotting weaknesses in structures.

- With a successful demolitions check = HAR+5 of a structure target you can give any attacks you make against that target +1 Penetration

Disguise (Basic)(**Intellect**)

The ability to pass as someone else or simply pass as someone not you. This is a test opposed by either Perception or Investigation. Note that this skill also includes some of the more advanced techniques required to evade detection by high tech snoopers. IE pattern breakers to fool facial recognition, modified shoes to alter gait and other tricks. Just don't expect to fool a retinal scanner or deep brain imaging.

Exotic melee/ranged weapons [Field](Basic or Shaping)(**Body** or **Agility**)

If for some reason you want to use a weapon that is so unique that it requires its own field of study then here. Truthfully this is a catch all. It uses the same rules as all the other weapons. **Deadly** if bought as a shaping skill, maintenance but no repair or upgrades. Agility if ranged, body if melee. This is kindergarten stuff.

Flight (Basic)(**Body**)

IF you have wings, rotors, ionic thrust drives or a jetpack then this is the skill you use to fly with them. This is for personal flight. If you are dealing with a vehicle that flies then that is the Pilot skill. It might seem odd that this uses body not agility but remember most of the cases that involve flight checks are ones of extreme turbulence and extremis. Taxing exercise for a body out alone. Can use the **chase** rules.

Fray (Basic)(**Agility**)

A dodge skill. Use it to keep from getting got.

Freefall (Basic)(**Agility**)

The skill used to maneuver in a microgravity environment. This is a sort of catchall for athletics in a microgravity environment. Any movement of the body in null gravity is handled with a freefall test. Can be used with the **chase** rules.

Freerunning (Basic)(**Body**)

This is the general athletics skill for environments with gravity. The counterpart if you will to Freefall. All that parkour nonsense is handled here so go! Cours toute de suite! Can be used with the **chase** rules.

Gunnery (Basic or Shaping)(**Sense**)

The ability to use field artillery, to drop into the belly gun of a fast attack craft or target a capital scale maser on an enemy cruiser. The big guns. Like most other combat skills you can buy it as a shaping skill and you may apply the **deadly** rule to your attacks.

Hardware [Field] (Shaping)(**Intellect**)

Where as academics deals with the theory behind a technology and various other skills deal with use of the technology, the hardware skill is about creating, repairing and modifying the thousands of pieces of technology that populate this world. Acceptable fields include Armorer (Weapons and Armor), Aerospace (All air and space vehicles), Implants, Groundcraft, Industrial (Habitats, Life Support and factories), Nautical (submersibles and watercraft), Nanofabrication (Programming and modifying most all products of a nanofabrication rig) and Robotics (synthetic morphs and robotic enhancements). There are three major rules associated with this absurdly powerful skill. Note for the wet stuff including nanoware you need to go to the Wetware skill, if you want to create digital products you need to head over to Programming. You may use the **Creation**, **Modification** and **Repair** rules for your chosen field.

Impersonation (Advanced)(**Charm**):

This is a doozy. The ability to mimic the behaviors of another. In a world where the body changes avatars online need not reflect reality and long lost forks can appear out of no where people can often be fooled into thinking that anyone is their mother assuming that the mannerisms match. Even cherished childhood memories can be viewed, memorized and regurgitated thanks to the digitization of the world and the ubiquity of recording. This skill is opposed by Kinesics or Investigation.

Infiltration (basic)(**Agility**):

The stealth skill. Avoiding being seen someone looking for you. This skill is opposed by perception.

Infosec (Shaping)(**Intellect**):

This is the skill used to hack mesh devices and systems and the skill used to defeat hackers. It is one of the three major skills that any data rat needs. The other two are interfacing and Programming. See **hacking**.

Interest [Field] (Basic)(**Intellect** or **Other**):

This is a catch all. If you have a fetish for knitting then this should probably reflected by the interest skill. Generally if this skill is producing special effect then you should reevaluate.

Interfacing (Advanced)(**Intellect**):

The ability to understand unknown electronics, the ability to use various programs and devices. This is the basic skill to understand and use the fundamentals of the world. It allows you to detect hidden nets, radio transmissions and potential backdoors. Interfacing is one of the three integral skills that any real hacker needs the other two being infosec and programming. See **hacking**.

Intimidation (Basic/Advanced)(**Discipline**):

That most inimitable skill. The mien that causes bowel shaking terror. The particular way to lean in on a man to make him quake in his boots. This is opposed by the stability skill and gives you access to the **Interrogation [compulsion]** rule. If bought as an advanced skill you may use the **Interrogation [Erosion]** rule.

Investigation (Advanced)(**Sense**):

If CSI Ceres called about a suspicious drowning then this is the skill you would be using to figure out that it was really the ultimate infiltrator sleeved into an octomorph pretending to work for the hidden concern. This skill covers the forensic aspect of investigation and is effectively a more powerful perception skill. Instead of allowing you to notice things that are amiss this skill allows you to peel back the layers and discover secrets.

- Investigation allows you to make inferences about what happened in the past. Once per session a character with this skill may request a check and if they succeed at the assigned difficulty they may uncover some aspect of the past. Get a glimpse into what or who happened.

Kinesics (Basic or Advanced)(**Sense**):

Reading people. This is the skill that reflects the ability to determine what someone is really feeling. What thoughts that their body is betraying. Spotting lies and falsehoods. This skill is opposed by any numbers of deceptive disciplines. If bought as an advanced skill you may use the **Interrogation[Mapping]** rule.

Kinetic Weapons (Basic or Shaping)(**Agility**):

Have you ever wanted to cause small bits of metal moving at high speeds to enter into the nether regions of those inclined to do you harm? If yes then kinetic weapons might be for you. This skill covers all rail and bullet based guns in their use and maintenance. If you want to upgrade your guns or repair them head over to Hardware. If taken as a shaping skill you may use the **deadly** rule.

Language [Field](Basic)(**Intellect**):

Speak good words to peoples. All starting characters get 1 free Master Die in their native tongue.

Navigation (Basic)(**Sense**):

Using a compass, the stars as your guide or an advanced astrogation system to find your way.
This

Networking [Field] (Advanced or Shaping)(**Charm**)

This skill represents your ability to hit the right notes with a group of people. The various fields of networking represent an ability to interact with the type of people who populate the various networks. Valid examples of networkings are Criminals(Guanxi), Scientists (R-Rep), Hypercorps (C-Rep), Autonomists (@list), Reclaimers (Ecowave), Celebrities (fame) or Firewall (i-Rep). This skill is used in conjunction with your standing in a network to get you items and favors. If this is bought as a shaping skill it represents an undue ability to influence those on the network. You might not have a huge rep score but you know who to put pressure on, you know the buzzwords that make the rabble hop to it. You can use your skill with navigating the social scene to ostracize others, ding their reputation harder than normal or even summon helpers appropriate to that network (Grad Students for R-Rep, Thugs for Guanxi, Interns for C-Rep...)

- *See the chapter on Reputation for more details.*
- *Advanced:* Can be used to lower prices and help acquire things
- *Shaping:* Can be used to manipulate others on the network, to gain freebie favors to help with a problem and even to summon help. A successful networking check can summon minions from your network who will help you with a low risk endeavor.
- *Example: Reputation [M@ma Bear]:* This is a @list skill that has powerful applications for manipulating the rep network. It represents someone who is considered to be a central figure in the movement. Not a powerful member but the sort of person who knows it in an out knows all the aspects and is cozy with the major cliques. It can be used to not only to get stuff but it can be used to get Anarchists to pitch in on projects, or even shun people that you don't like in addition to the normal networking function of getting you things.

Palming (Basic)(**Agility**)

Stealing small items from the personage of another or slipping something up your sleeve with the greatest of ease. Somewhere between pickpocket and magic tricks 101 is this skill.

Opposed by perception if the situation is dramatically appropriate, against mooks and in low stress circumstances it is probably a flat difficulty check.

Perception (Basic)(**Sense**)

This is the primary skill that allows you to spot things that are out of the ordinary or amiss. It governs most of the skill in not being ambushed and whether you are trapped in a AR illusion. It is mostly a reactive skill and the GM will usually call for a perception check when you need to notice something.

Persuasion (Basic)(**Charm**)

Use persuasion when trying to persuade people. If it is being opposed then it will probably be

opposed by stability or kinesics depending on the persuasion is disingenuous or truthful.

Pilot [Field] (Basic)(**Agility**)

The ability to use and abuse a certain type of vehicle. Valid categories include Walker, Groundcraft, Aircraft, Spacecraft, Watercraft or some Exotic mode of transport. A single die in this skill means that mundane movement of the craft is a given, rolls are only required for hazards, high speed chases fancy maneuvers and dodging incoming fire. Can be used with the **chase** rules.

Profession[Field] (Advanced)(**Variable**)

Generally this is going to be an intellect skill and generally it is going to cover some professional pursuit, be it asteroid mining or security consultant. This is a pretty broad skill but remember that it shouldn't have serious game impact. Letting people know things or do things is fine, but generally large shifts of the power landscape should be off limits.

Programming(Shaping)(**Intellect**)

This skill is about writing machine code. Using this skill you can create programs on the fly or meticulously script a more effective and complex algorithm. This skill represents the other half of a hacker. The infosec skill is what gets you in the door, but if you wish to do more than upload scripts that someone else made or twiddle around with user functions then you need some programming under your belt. This skill has two major uses. The first is the ability of **Creation** it covers all the various programs that are detailed in the items section. The second is **Scripting** this is the ability to put together on the fly changes to how software operates.

Protocol (Advanced)(**Charm**)

This skill represents the ability to understand social cues and the knowledge required to avoid making jokes about the Fall in a room full of reclaimers. This skill has two uses. The first is a simple "what do I do". How do I ask a stranger for drugs on the streets Noctis Qijiao, how do I ask a hypercorp dynast for money without seeming the beggar. Protocol can be used to give you extra dice on persuasion, intimidation, networking or even research, depending on circumstance. The second use is more interesting and involves a special rule called **Oops**.

- To get extra dice on a roll make a protocol check, if you get a set of height 5+ you get +1d, if you get 9+ you get +2d, if you fail you get -1d. You may only make a single check per interaction and you **MUST** both accept the bonus/penalty and make the roll. No wimping out because you mess up your protocol roll.

Psychosurgery (Shaping)(**Sense**)

Mind programming. That is what this is. Given the right tools you can stir your sticky fingers in the gray matter of another being and alter behavior. You can add or subtract compulsions, give them new skills or remove existing aptitudes. You can also heal psychotrauma. Removing tics and fractures from a character. This is a skill with deeply creepy applications including interrogation, torture and feats of breaking beyond compare. The major rules associated with this skill are **Psychotherapy**, **Skill Editing**, **Behavior Editing**, **Emotion Editing** and

Interrogation [all].

Research (Advanced)(**Intellect**):

Being a journalist. Sitting down and getting yourself to work on finding out things about someone or something. A simple one off check can give you a good idea of what is commonly known about a topic. A deeper check can involve using the **task** rules but will give much more detailed information.

Stability (Basic or Shaping)(**Discipline**)

Control of the self. In another setting this skill would be a lot cheaper and less powerful but in the world of Eclipse Phase the power of the mind is the most important power there is. The basic stability skill is used in a variety of situations. It is used to resist intimidation and prevents panic in times of distress. If bought as a shaping skill it becomes much more. You may use the **Psi Defense**, **Psychotherapy** (self only) and **Conditioned** rules.

Scrounging (Shaping)(**Sense**)

Where others see a pile of trash a scrounger sees an opportunity. This skill gets you things. These things are not always what you would hope, nor are they in the condition that you would prefer but they are often valuable. The longer you spend scrounging and the better the locale that you scrounge in the more valuable and powerful the items you get are.

- A scrounging location is designated as either "Cluttered", "Typical" or "picked bare". Cluttered locations are places like junk yards or major accidents or disaster areas. Typical locations are wealthy cities and poorly regulated habitats. "Picked bare" represents places that are tightly controlled or sanitized like corporate habs or exceptionally poor areas. Modifiers are 1.0, 0.5 and 0.1 respectively
- Once you know what kind of place you are at choose how long you are going to take, The options are "Once over", "Standard" or "Meticulous", they take minutes, hours and days respectively. Modifiers are 0.1, 0.5 or 1 respectively.
- Roll your scrounging skill, the scrounge takes 5-width [Time Frame], multiply your height by your timeframe modifier and your location modifier. You find items appropriate to the area of that tier.
- Example: Sara the Worm is looking to go dumpster diving in the bustling downtown of Valles New Shanghai. The cops are not going to take kindly to her presence but she needs this bad so she is going to be "meticulous" which gives her a 1.0. The location is "typical" which counts as 0.5. She makes her roll and gets an impressive $4 \times 8 \times 1 \times 0.5 = 4$ so she gets T4 worth of goods, and it takes 1 (5 minus 4) day. The search takes her all day but in the end she finds a mostly intact vial of Oracle Nanosites (**T3**) behind a chop shop and a cracked but functional riot helmet (**T1**) left over from some police action. Whether she gets caught by the cops while doing this depends on how well she does on her infiltration check.

Seeker Weapons (Basic or Shaping)(**Sense**)

A seeker is a tiny missile launcher which fires tiny missiles. Shocking I know. What is however interesting is that unlike many other weapons skills this one can use the sense stat rather than agility. This is simply because the missile does much of the work. This can be bought as a shaping skill and will have access to the **deadly** rule.

Spray Weapons (Basic or Shaping)(**Agility**)

Flame throwers, gooze guns, freeze sprays and most importantly shard weapons. All the best in indiscriminate weapons fall under the heading of spray weapons. If bought as a shaping skill you may use the **deadly** rule.

Swimming (Basic)(**Body**)

Its the ability to swim. What do you want from me? It may use the **chase** rules if they are swimming away or if the shark is swimming after you.

Throwing Weapons (Basic or Shaping)(**Body**)

Grenades, rocks and throwing knives are all covered under this skill. This skill may be bought as a shaping skill and use the **deadly** rule. Why on earth you would chose to do this is beyond me, but hey if you want to create a gimp be my guest.

Unarmed Combat (Basic or Shaping)(**Body**)

Martial arts. Plain and simple this is the skill you use when beating the tar out of someone. Like most other weapons skills if bought as a shaping skill it may use the **deadly** rule. In addition a couple of other special exceptions apply to this skill. If you have 4d of the basic unarmed or 1d of shaping unarmed you may chose to deal Killing damage instead of Shock when you hit people with your extremities.

Wetware [Field](Shaping)(**Intellect**)

This skill is the biological equivalent of Hardware and it covers all the fields that the former misses. This not only contains medicine and surgery and the standard wet sciences but it also contains all of the nanotics. Remember the difference between proteins and nanomachines is that there is no difference. Valid fields include Biosculpting (changing morphs appearance implanting cyber/bioware), Genetics (viruses, bacteria, and gene therapy), Nanotics (Nanomods, nanotoxins etc), Bioengineer (biomorphs and biomods), Cyberdoc (cyberware and pod biomorphs), Surgeon (repairing injury, implants), General Practitioner (A little bit of everything), Xeno Medicine. Like hardware there are creation, modification and repair functions. The only major difference is that the repair function is called "medicine". May use the **Creation, Modification, Repair or Healing** rules depending on specialty.

Special Rules

Actions: Mostly self explanatory. Actions define the time economy of the game. Delineating what temporal space a players choices occupy.

- **Task Action:** Actions that require a certain amount of skill to be accomplished but for the most part do not have a fail state. Solving that puzzle might take you a year but unless you run out of time you will eventually finish it. All tasks have two qualities: a goal and an iteration time. The goal is the total height that needs to be achieved. This could be 10 or 100 or 1000. Any time you succeed at a check related to the task the height of your success is added towards your goal. A height 2x7 puts you 7 closer to completing the task. The iteration determines how often a check can be made and how long the check takes. Each check takes 5-Width Iteration Times. Failed checks cost 2 units of iteration time.
- **Complex Action:** Actions that take more than 1 round and have definite pass and fail states
- **Immediate Action:** Actions that take place in a single round but are not exempt from multiple action penalties. Most combat actions fall under the immediate action rubric.
- **Automatic [Type] Action:** Actions that can be executed while other actions are being done. An automatic action would be a perception check to notice someone getting the jump on you. It doesn't require you devote an action for it to work. Automatic actions are treated independant from any other action.

Behavior Editing: //////////////////////////////////UNDER CONSTRUCTION////////////////////////////////////

Chases: You are trying to get away from badguy X or badguy X is trying to escape your grasp. Instead of concrete distances we use lengths, these are more abstract units of distance generally determined by the speed of the chase. Chasers want to lower the number of lengths, the chase wants to increase it. Every round you and your opponent make a check, the difference in your width represents the number of lengths gained or lost, the difficulty of the check is determined by the GM based on how hazardous your environment is. If the fleeing party ever gains 10 or more lengths on the chaser, they have escaped. If the the lengths close to 0 then the pursuer can start to screw with the person they are chasing. To close distance or escape harder you may chose to take *risks*. *Risks* involve things like violating traffic laws or dangerous driving. A risk has a base difficulty of 6 and if you succeed you get +2 to your width for the length comparison. If you fail, instead of 0 your lengths are set to -1. IF you are desperate you can take *insane risks*. An insane risk is the sort of risk that is an all or nothing gambit. In an action movie an insane risk would be like jumping your car off a ramp over a truck. If you succeed you gain +5 to your lengths, if you fail you crash. If you catch up to someone you are chasing all it takes is a successful opposed check to crash them. Alternatively, you can have passengers jump between vehicles or other nonsense. (This rule set is lifted straight from Unknown Armies. It is an amazing setting that you should read)

Conditioned: This represents the ability to resist pain and mental coercion. The ability to lie when there is no possibility that you are lying. It represents the ability to make yourself believe your own lies. Conditioning gives you some special privileges under the **interrogation** rules and acts as a free gobble dice against all attempts to coerce you. Note that this gobble dice is hidden from your interrogator: they think they won even if they lost.

Creation: You can build things from scratch. Generally this requires a lot of time and energy but make no mistake it can be done for anything, eventually. The rules are as follows.

- Take the tier of the item which you wish to create, now multiply that by 10. That is the total height of successes that you need to create your item. Every successful check you make counts its height towards that target height.
- How long this takes depends on your facilities. If you have a state of the art minifactory with all the bells and whistles then each check takes 5 -width hours. IF you are macguyvering this thing it is going to be 5 -width weeks. Most of the time given decent resources you will have a 5-width days per check. A true factory might bring this down to minutes. Failures cost 2 [time units] of no progress before you can make the next check.
- Proprietary items might require some clever uses of the mesh to find the plans.
- *Example:* Bob the Robotist wants to make himself nice shiny reaper. A quick glance down to the morph section shows that reapers are a **T20** purchase. So that means that Bob has to accumulate 200 height worth of success to build it. Bob has a modest workshop to do his building and has acquired some plans off the black market. It will take him 5-width days per check. His first check is a 3x7, he takes 2 days and now he only has 193 to go. His next check is a 2x9, it takes him 3 days but now he adds 9 to his 7 and he only 184 left. One more check and he fails. He loses 2 days and makes no progress. It has been a week since he started and bob has lived in his workshop, he has 26 height accrued. At this rate it will take Bob 2 months to assemble his reaper, which considering that he is building a robot capable of taking over a small habitat. Which is not bad.

Daze: Dazes are die penalties that apply to the next round. They do not affect the current round but next round any action taken has to deal with a daze penalty in addition to any others.

Deadly: This is the special knack with firearms that so many action hero's of the past have utilized to outdraw the man in the black hat or use a handgun to shoot down an attack helicopter. This is the power of a trained martial artist to put his hand through a wall of bricks or a master swordsman to decapitate a foe with a single swing.

- At the beginning of any combat round before rolls you may choose 1 of the following effects to apply to your attack. +1 **Timing**, +1SK damage or +1 **Penetration**

Dice: What you roll to determine the outcome of actions. If you have penalties then dice are lost in this order. First any bonus Dice, then Hard dice, then Master Dice, then Expert Dice, The Normal dice, then wiggle dice.

- **Bonus Dice:** Same as normal dice but you get them from some advantage their major power is that they protect other more powerful dice from penalties that would otherwise remove them from the pool.
- **Normal Dice:** Standard 1d10, roll and read.
- **Master Die:** A master die is a powerful special die that you to change it's result after rolling. It represents a casual mastery of a skill. Master dice can be bought for skills and cost equal to 4 times the base cost of the skill. You may have no more than 1 master die in a pool. When penalties are applied to your die pool Master dice are lost first. Items, skills and abilities at provide multiple action bonuses or bonus dice protect master dice.
- **Wiggle Die:** Wiggle dice are just like master dice in that they chose their value after rolling but they are more powerful. You may have as many wiggle dice as you like in a pool and they can coexist with master and expert dice no problem. Furthermore they are lost last to dice penalties. They cannot be bought but can only be acquired by augmentations and Psi powers. They represent transhuman power.
- **Expert Die:** Expert dice represent a powerful expertise in a subject. An expert dice is not rolled, instead before the roll a value is selected. Expert dice are lost to dice penalties after master dice but before normal dice. Extra dice granted to your pool from things like multiple action bonuses protect this dice. You may have only 1 expert die in a pool. The cost twice the base cost of the skill.
- **Hard Die:** Hard dice represent a talent or power that is automatic and rigid. They always come up 10 and are lost first from a pool to penalties. They generally only appear behind the scenes.

Durations: ///////////////////////////////////UNDER CONSTRUCTION////////////////////////////////////

- **Sustained**
- **Scene**

Emotion Editing: ///////////////////////////////////UNDER CONSTRUCTION////////////////////////////////////

Healing: A simple check of your skill vs difficulty (IE 1 for a trauma surgeon operating on trauma, vs 10 for a geneticist trying to do the same) determined by how far outside your specialty you are operating will allow you to convert width in killing damage into shock or heal 2 x width in shock. The time frame for this is always 10-width minutes for shock and 5-width hours for killing. Good facilities don't speed it up much; rather, what they do is enhance the amount healed. A basic first aid pack might be +1 while a full setup with a bacta tank might be +5. How often you can make this roll depends not on you but on your patient's body score. A body of 10 would allow essentially consecutive checks while a body of 1 requires a minimum of three days between checks. A good rule of thumb is 1 check per day.

Integration: When you sleeve into a new morph, the brain often has trouble getting it's bearings. Some of the problems comes from limbs being too long or too short. Other problems involve the deep underlying sense that something isn't right with your body. A dysphoria that nags at you every waking moment. Eventually the mind will bend to the demands of the body

but it takes time. Stronger, more flexible minds find it easier and quicker to adapt. The farther a body is away from your base form the more difficult the adaption is. Integration to more inhuman morphs is a trying

- Difficulty of Integration is base 3
 - -1/+1 if the same or different gender, neutral is 0 if you can find it.
 - +2 if wrong number of limbs
 - +2 if synth
 - +1 if pod
 - +4 if wildly different morphology
 - +1 if different morph type than your last
- Integration penalties are equal to difficulty/2 rounded down.
- To determine the timeframe of your integration check the difficulty. 1-3: days, 4-6: weeks, 7-10: months. If you have the rapid integration rule your time frames are reduced to hours, days and weeks respectively. If you manage to pick up this rule twice, somehow, then the timeframe is minutes, hours and days.
- Roll your stability+**discipline** when you first enter into the new morph and whenever you attempt to reduce integration penalties. If you fail the dysphoria settles in and you pick up a nervous **tic**.
- Roll stability+**sense**, Success reduces integration penalties by 1d. You may roll again 5-width [timeframe].

Interrogation [Type]: The process of breaking a human being to the point where you can extract whatever you need from them. Some psi powers grant this rule and it is possible for a person skilled enough in kinesics or intimidation to access this but mostly this is the domain of psychosurgery. There are three major sub skills associated with this rule. **Compulsion**, **Erosion** and **Mapping**. They represent the process of sapping someones will and doing calculated damage to the psyche in an attempt to reduce its defenses and the other skill represents the power to interpret the mind in an attempt to glean information. It is crucial to remember that even with all the advanced technology the human mind can only be interacted with in vivo. You can't read a digitized consciousness when it is in digital. It is only once that consciousness has been mapped onto a brain structure and then run that you can "talk" to it. **Compulsion**, **Erosion** and **mapping** can be used in tandem to absolutely ruin someones day.

- **Compulsion:** Torture or threat there of. Successfully beating your target in an opposed check vs **discipline**+stability requires that they give you an answer to your question. If they spend a point of **moxie** or if they have access to the **conditioning** rule they may lie.
- **Erosion:** Brainwashing. Make an appropriate skill check opposed by stability. If you succeed compare the height of your roll to the targets **discipline**+stability if you rolled higher you may inflict a **tic** on their stability skill. If you rolled lower but still managed to get a match you may take one of their moxie. If their moxie reaches zero then a match of any height inflicts a **tic** to stability. Each attempt at erosion takes 5-width hours or days. Anyone with pain management abilities will require days, people who can be hurt can be ground down in hours.

- **Mapping:** Figuring out their neural architecture. This is a **complex** action that pits your **mapping** skill against their mind. Roll your **mapping** skill opposed by their **discipline+stability**, if the height of your match is greater than the sum of their **discipline+stability** you may add +1wd to any attempts to see through deception as long as they are being mapped. If you don't beat the difficulty but still got a match you get +1d vs deception.

Modification: You can change the function of an item or you can hotload/upgrade it. This rule uses the similar rules as **creation**. Calculate the new tier of the item and then multiple the total cost by ten. Then start making your checks. The only difference is that modification is faster and it cannot upgrade a item by more than 2 tiers.

- New Tier of Item x 10 = total height needed. Modifications are more difficult with higher end stuff. Use the base tier not . Upgrading a flat morph or a pistol is a lot simpler and quicker than upgrading a combat tuned fury or a mega plasma rifle.
- Time per check is 5-width minutes for top of the line, 5-width hours assuming decent facilities and 5-width days for macguyvering. Failures cost 2 of whatever the time unit is.
- For biological and cybernetic modification The time frame varies based on facility but it never gets faster than hours and most often uses 5-width days for the checks.
- No more than +2 tiers on the item.
- For morphs you can't enhancing them past the human limit of 5d.
- For morphs you may not enhance intellect. The secrets of the human mind remain secret. (Note that existing mods that enhance intellect can be reproduced, the rule is against generic enhancements to intellect.)

Moxie: In the original ORE this was called will and it had a variety of uses depending on the circumstances and setting.

- You can Get moxie by spending XP or you can get awarded it in one of the following ways.
 - Heroism/Motivation: Putting yourself in harms way for another or by doing something significant in pursuit of your goals.
 - Spectacular Performance/Victory: If you make the other players cheer get a point of moxie. Beating a boss monster also gives a bounty.
- Moxie can be spent to have a variety of effects
 - Roll 1 extra die after a roll is rolled.
 - Access the **Oops Rule**
 - Resist some mental effects

Oops: Sometimes players do stupid things that their character would never do. This rule offers a sort of take back. Either in the form of covering a gaffe or straight up retcon. This rule is mostly used by the protocol skill and some Psi sleights but by spending moxie a player can utilize this rule.

- If you are using a skill then make a check based on how much poop you just stepped in.

With 10 being full cranio-rectal inversion and 1 being a minor issue of propriety.

- If you are spending moxie then just spend 1 and you get to take back the action.

Psi Defense: Psi defenses are considered to be a form of mental armor and in cases of psi or basilisk damage it acts just like hard armor. Giving MHAR. In cases of non damage psi or basilisk attacks it also defends against any rolled attempt to affect you in a similar manner.

Psychotherapy [Type]: The activity of removing tics and fractures from skills and returning someone to mental health. This rule is used mostly by the psychosurgery and stability skills but there are several asynch sleights and drugs that duplicate this as well. Anyone attempting to heal mental trauma uses this. First of all there are two ways that you can go about removing mental damage. **Excision** and **Reconciliation**. Excision is a brute force removal of a mental problem but will cause damage, where as reconciliation is a much more drawn out process of mental healing that keeps the mind intact and instead teaches it to cope with the original trauma. Some abilities that give access to psychotherapy much only have access to one or the other methods. If not specified then it can use both.

- **Excision:** Make an appropriate check vs difficulty = Height of the tic/Fracture. Upon success the tic/fracture is removed as well as 1d from the attached skill/stat. Schisms are always considered height 10 and when removed they take 1d from all stats. This typically takes time = 5-width hours, but depending on the method it might take days or only a few rounds, if your async mojo is stellar.
- **Reconciliation[tics]:** tics can be resolved by having the patient spend 1 point of **moxie** then the therapist makes a **task** check vs difficulty = 3 x height of the tic. Each time the therapist makes another **task** check the patient must spend 1 **moxie**
- **Reconciliation[Fractures]:** Fractures can be resolved by having the patient spend 1 point of **moxie** then the therapist makes a **task** check vs difficulty = 10 x height of the tic. Each time the therapist makes another **task** check the patient must spend 1 **moxie**. If the subject runs out of moxie they may sacrifice 1 point of **trauma** to get 10 **moxie**.
- **Reconciliation[Schism]** Schisms may not be directly resolved. Instead they may be converted into a fracture. This requires that the target sacrifice 1 point of **trauma** to start the procedure and then the therapist must succeed at a **task** action with difficult = 2 x Schism Height. Each check requires the patient sacrifice another point of **trauma**.

Repair: This is a simple check to repair something in your bailiwick with a difficult of 1-10 that takes 5-width seconds, minutes, hours or days depending on tools and circumstance. A 10 is something trashed almost beyond repair and a 1 is dings and nicks, the GM makes the arbitration.

Scale: This is the rule used to handle the interaction of objects that are either much larger or smaller than one another. It is designed to allow units/vehicles/monsters/characters of the same scale to interact with normal rules while allowing size differences to be modeled without simply beefing up stats. Each level of scale between two units gives each of them bonuses and penalties.

- Larger unit get 1 HAR and + 1 width to all damage against the smaller target for each level of scale
- Smaller unit gets 1d bonus to hit and dodge against the larger unit for each level of scale.
- Yes, being bigger is better.
- Examples of Scale Ratings
 - -3 Bumble Bee
 - -2 rat
 - -1 child
 - 0 human adult
 - 1 car
 - 2 attack helicopter
 - 3 Bomber
 - 4 Battleship
 - 5 Intersystems courier
 - 6 Dreadnaught
 - 7 Intersystems Bulk Cargo Hauler

Scripting: This is a rule that is mostly used with the programming skill, though it is by no means limited to it. A script is assigned a difficulty based on how complex it is and what sort of goals you are attempting to accomplish.

- Based on Complexity
 - 10 = Incredibly Complex Executables (a program that takes multiple heuristics into account)
 - 5 = Complex but still algorithmic code (Programs run in any combination based off any combination of *definable* variables)
 - 1 = Simple executable sequence (open doors at X time, run program when this door opens)
- Based on Power
 - 10 = Introduce major backdoor -3 EHAR, Destroy system
 - 5 = Moderate Backdoor -2 EHAR, Screw up system for a while
 - 1 = Introduce minor backdoor, -1 EHAR, give a system the sniffles

Stagger: Apply 1 gobble die to targets die pool that the target may choose how to apply. All weapons or other sources have the stagger rule in effect unless otherwise noted.

Stun: A stun is a powerful effect that essentially stops a round dead for the target. Their round is over once the stun comes into effect. Thus a person going at 2x7 and 2x4 who gets stunned at 2x5 takes their 2x7 then gets their round terminated.

Timing: This is a contraction. The full phrase is "+X width for the purpose of timing". Essentially bonuses to timing make you act first and act faster, but do not necessarily give you a bonus to damage.

Async Powers

Psi Sleights cost 1 point each regardless of how powerful or weak they are. To buy Psi Chi you must have already bought the Psi Chi advantage. To buy Psi Gamma you must have bought the Psi Gamma advantage, which requires the psi chi advantage. There are three associated skills with async powers. They are control, sensitivity and capacity. Control is used whenever you are directly affecting yourself or another, sensitivity is used wherever you are trying to detect or discern things about another or yourself. Capacity is a bit unique.

Control(Basic)(Discipline):

This is the Psi skill used to control things inside and outside the self. Used with active psi sleights.

Sensitivity (Basic)(Sense):

This is the Psi skill used to detect things inside and outside of the self. Used with active psi sleights.

Capacity (Basic)(Special):

Capacity is a stand alone Psi skill that has no associated stat. Unlike normal skills you may buy up to 20d in this skill though you may never roll more than 10d. Capacity is used in two ways. The first is on strain tests. The second is that dice of this skill can be used to “pay” for passive psi powers. Passive Psi powers all have a Capacity score. This denotes how many dice you lose from your capacity pool when you have this power active. At any time an async may spend 10 or so minutes meditating and can turn on or off any combination of passive Psi sleights so long as you have the dice to pay for them. You may reduce your capacity pool to 0d but **strain** checks automatically fail.

Strain: All active Psi powers have a **strain** value. This is the difficulty of the capacity roll that must be made when activating this sleight. This is an **automatic** action and success or failure the sleight always goes off. The roll determines only what sort of mental stress the async will inflict on himself. A failed roll means that the async gets a choice, either take 2 times the strain value in shock damage or accept a nervous **tic** to a skill of the GM's choice.

Sorry no flavor text yet

Psi Passive

Ambiance Sense

This sleight gives the Async a heightened awareness of the area around them

- **Duration:** Constant **Capacity** -2d, **Psi Chi**

- +1d to Investigation, Perception and Scrounging

Emotion Control

- **Duration:** Constant **Capacity** -1d, **Psi Chi**
- +1wd Stability vs Intimidation or Drive Emotion Sleight, does not protect against trauma or other assist other stability functions.

Enhanced Creativity

- **Duration:** Constant **Capacity** -3d, **Psi Chi**
- +3d to Art or Programming but your ideas are kinda creepy.

Filter

- **Duration:** Constant **Capacity** -1d, **Psi Chi**
- Ignore up to 2d of **penalties** from environmental factors on any rolls

High Pain Threshold

- **Duration:** Constant **Capacity** -1d, **Psi Chi**
- Pain just doesn't bother the Async like it does others. As long as this sleight is active they may ignore the **stagger** rule.

Hyperthymesia

- **Duration:** Constant **Capacity** 0d, **Psi Chi**
- Perfect recall if the async so desires.

Instinct

- **Duration:** Constant **Capacity** -2d, **Psi Chi**
- **Task** actions and **Complex** actions 1 step faster.

Multitasking

- **Duration:** Constant **Capacity** -1d, **Psi Chi**
- Negate 2d of **Mental** multiple action **Penalties**

Pattern Recognition

- **Duration:** Constant **Capacity** -1d, **Psi Chi**
- +2d Language, +2d Investigation, +2d Research, +2d Infosec

Predictive Boost

- **Duration:** Constant **Capacity** -2d, **Psi Chi**
- +2d Fray, +2d to any attempt to predict outcomes

Psi Shield

- **Duration:** Constant, **Capacity** -2d, **Psi Gamma**
- +2 MHAR vs psi control

Savant Calculation

- **Duration:** Constant **Capacity** -1d, **Psi Chi**
- +1wd to do the maths

Scramble

- **Duration:** Constant **Capacity** -2d, **Psi Chi**
- +2 MHAR vs Psi Sensitivity

Superior Kinesics

- **Duration:** Constant **Capacity** 0d, **Psi Chi**
- +2d Kinesics

Psi Active

Cognitive Boost

- **Duration:** Scene, **Strain:** 3 **Action:** Immediate **Psi Chi**
- +1d to Intellect for a few turns

Downtime

- **Duration:** Sustained, **Strain:** 5 **Action:** Complex [Hours] **Range:** Self **Psi Chi**
- May use **psychotherapy [reconciliation]** rules

Grok

- **Duration:** Scene, **Strain:** 3 **Action:** Immediate **Range:** Self **Psi Chi**
- Understand Something Immediately

Qualia

- **Duration:** Scene, **Strain:** 3 **Action:** Immediate **Range:** Self **Psi Chi**
- +1d **Sense** for a few rounds

Sensory Boost

- **Duration:** Scene, **Strain:** 1 **Action:** Immediate **Range:** Self **Psi Chi**
- +2d Perception

Timesense

- **Duration:** Scene, **Strain:** 3 **Action:** Automatic **Range:** Self **Psi Chi**
- +2 **Timing** mental actions

Unconscious Lead

- **Duration:** Scene, **Strain:** 5 **Action:** Automatic **Range:** Self **Psi Chi**
- +2 **Timing** physical actions

Alienation

- **Duration:** Scene, **Strain:** 5 **Action:** Immediate **Range:** Touch **Psi Gamma**
- Roll your control vs targets stability, if you win it forces the effects of a failed integration on them, inflicting a tic on an appropriate skill and saddling them with -2d to all physical

action until the reacclimate to their body or your power fades.

Charisma

- **Duration:** Scene, **Strain:** 3 **Action:** Immediate **Range:** Touch **Psi Gamma**
- Roll your control vs targets stability if you win you get +1wd for persuasion checks vs the charmed target

Cloud Memory

- **Duration:** Scene, **Strain:** 3 **Action:** Complex [Rounds] **Range:** Touch **Psi Gamma**
- Roll Control vs targets Stability if you win for 1 scene they lose the ability to move memory from short term to long term storage. Essentially they become Leonard from Memento.

Deep Scan

- **Duration:** Sustained, **Strain:** 7 **Action:** Complex [Minutes] **Range:** Touch **Psi Gamma**
- Roll sensitivity vs target stability you may retrieve pieces of information equal to the width of your success. Note that if the target gobbles any of your success you use your final width not your initial width. The target knows you went fishing but doesn't know what you got.

Drive Emotion

- **Duration:** Scene, **Strain:** 3, **Action:** Complex [Minutes] **Range:** Touch **Psi Gamma**
- Roll Control vs Target Stability if you succeed you may inflict an emotional state on the target. The target must act in accordance with this new emotion or suffer a -3d penalty to all actions. In addition the target might get penalties or bonuses based on circumstance. IE angry target will be more susceptible to baiting or fearful target might be more vulnerable to intimidation.

Ego Sense

- **Duration:** Instant, **Strain:** 5 **Action:** Complex [Minutes] **Range:** Close **Psi Gamma**
- Make a sensitivity roll vs difficulty = 2 x **discipline** stat of all biological minds within the area. It is possible to sense some and not other valid targets based on their discipline. For each target you detect you learn things about them equal to the width of your success. What you can learn is direction from async, distance from async, type of creature, approximate size... Etc. If target has scramble they cannot be detected unless the async uses the penetration sleight in conjunction with this one.

Empathic Scan

- **Duration:** Sustained **Strain:** 1 **Action:** Immediate **Range:** Close **Psi Gamma**
- Make a Sensitivity roll vs difficulty = 2 x **discipline** stat of all biological minds within the area. It is possible to sense some and not other valid targets based on their **discipline**. You know the emotional state of all targets you succeed against. If target has scramble they cannot be detected unless the async uses the penetration sleight in conjunction with this one. Knowing the emotional state of the target might be worth up to +3d on

checks against that target, depending.

Implant Memory

- **Duration:** Instant **Strain:** 5 **Action:** Complex [Rounds] **Range:** Touch **Psi Gamma**
- Load a memory of yours into a target. If the target is unwilling then roll control vs stability a particularly vile memory might force stability checks. That memory is their now for the rest of their life,

Implant Skill

- **Duration:** Scene **Strain:** 5 **Action:** Complex [rounds] **Range:** Touch **Psi Gamma**
- You may donate some of your talent to another. If you have 1d in a skill you may give the target +1d, if you have a skill of 3d you may give +2d, if you have a skill of 5d you may give them +3d. This fades quickly but you don't lose the dice from your own skill.

Mimic

- **Duration:** Instant **Strain:** 5 **Action:** Immediate **Range:** Close **Psi Gamma**
- Roll Sensitivity vs difficulty = 2 x Discipline of the target. If you succeed you get +1wd to Impersonation tests where you are impersonating that target. People with Psi Defense cannot be targeted unless mimic is used in conjunction with the penetration sleight.

Mindlink

- **Duration:** Sustained **Strain:** 5+X **Action:** Immediate **Range:** Touch **Psi Gamma**
- Establish a psychic link with another. Each additional ego that is brought into the link increases the strain by 1. Once the link is established the range is essentially unlimited so long as the Async maintains the connection. The only way to disrupt the link is to use the psi static power or by using psi shielding. The shield/static must be applied to the person in the link, psi does not "pass through" areas like radio waves. If the async at the center of the link is disrupted the entire web falls apart. Against unwilling targets roll control vs stability.

Omni awareness

The async is exceptionally sensitive to people watching them. It looks for people looking at you.

- **Duration:** Scene **Strain:** 3 **Action:** Immediate **Range:** Close **Psi Gamma**
- Roll sensitivity vs difficulty = **discipline** x 2, if successful the async detects some is observing them at them and gets a +1wd to subsequent perception tests to find the observers.

Penetration

- **Duration:** Special **Strain:** +X **Action:** Automatic **Range:** Special **Psi Gamma**
- This sleight is used in conjunction with other sleights, it has no strain of its own, instead it modifies the strain of another sleight. That slight gains penetration vs MHAR equal to X where X is how much extra strain you accept on the sleight. You never need to roll this skill alone.

Psychic Stab

The killing stare or the touch of death. The ability to directly cause neural damage with your brain powers.

- **Duration:** Instant **Strain:** 3 or 5 **Action:** Immediate **Range:** Touch or Close **Psi Gamma**
- Roll **Discipline** + Control, Inflict W in Shock and Killing damage to the targets brain. Damage is doubled after MHAR is applied. Ignores normal armor ignores normal hit locations.

Sense Block

- **Duration:** Temporary [rounds] **Strain:** 5 **Action:** Immediate **Range:** Touch **Psi Gamma**
- Roll **Discipline** + Control as a combat roll to tap someone and inflict blindness, deafness etc. Sense block imposes a -4d penalty to any appropriate rolls attached to that sense.

Spam

- **Duration:** Temporary [rounds] **Strain:** 3 **Action:** Immediate **Range:** Touch **Psi Gamma**
- Roll **Discipline** + Control as a combat roll to tap someone and send them a confusing jumble of nonsense that applies a -2d penalty to all their actions.

Static

- **Duration:** Sustained **Strain:** 3 **Action:** Immediate **Range:** Close **Psi Gamma**
- As long as you maintain this all ranged psi powers in your presence are made at -3d penalty.

Subliminal

- **Duration:** Instant **Strain:** 9 **Action:** Immediate **Range:** Touch **Psi Gamma**
- Roll **Discipline** + Control vs **Discipline** + Stability if you win you can implant a suggestion of no more than a few words into a person. Suggestions that are life threatening give the targets a bonus to their roll from 1d to 3d.

Thought Browse

- **Duration:** Sustained **Strain:** 5 **Action:** Immediate **Range:** Close **Psi Gamma**
- Roll Sense vs. Stability and if you succeed you get to see whether the target has certain "keywords" in their mind.

Descent into Madness

The madness rules are a kinda weird thing. The thing is that madness as hit points for your brain can work but I was worried that this method would cause too much bookkeeping and not

do the best job of tracking things practically. I considered using a sort of Unknown Armies system as it is a gorgeous madness meter but that was a huge part of the game system given the relative simplicity of UA compared to either EP or ORE I opted against it. ORE naturally lends itself to more gamist/simulationist relationships and I opted for madness to be an integral part of gameplay rather than a separate system that requires roleplaying to matter. One of the issues is that unless you are playing with a bunch of drama majors most players don't let their madness or sanity actually affect their decisions.

My solution is to simulate madness as mounting dice penalties to an appropriate skill. The idea is that if a player has a mental defect that inhibits a particular skill then it promotes gameplay that reflects a psychological reality. Someone who knows that his hand shakes every time he sees a gun is less likely to want to fight. Someone that knows that social situations always turn out badly because they get anxious and flop sweat avoids social situations. Die penalties to skills as a simulator of madness governs player behavior organically rather than issuing edicts from on high.

One of the other problems is that Eclipse Phase has things like psychosurgery and psi powers, as well as the literal ability to save and reload the mind is that yes madness is a problem, but it is only a temporary one. Yes a scrambled mind can and will spell final death, but aside from the most permanent of failures any fuck up can be deleted with a little bit of time and attention.

From a mental health perspective that is great. From a gameplay perspective that is not a great way to enforce consequences.

Madness Rules

Madness is linked to skills. As you go mad you get mounting die penalties called "tics" that start on the skill and then grow upward to affect the attribute and finally become an integral personality defect.

When you get crazy the crazy is embedded too close to your hard earned skill for it to be casually excised. Whenever you use a skill that has a 'tic' it you roll a gobble die along with the skill with a rating of 3, 7 or 10 depending on the rating of the tic and apply it to your sets. You can blow a point of will to ignore this penalty for a scene.

tics can be inflicted through psychic assault, memetic warfare and upon any significant traumatic event .

But wait, there is more. Once a tic reaches rating 10 the on the next failure it can deepen or fracture. Deeping just means another penalty die on the skill. Fracturing means that you now have an additional penalty die rated at 3 to that stat. You can only fracture if you have more total tics (on all skills)than trauma score.

Finally, if you are so completely devoted to the idea of going utterly insane there is a level beyond a multitude of tics and fractures. Once you have total fractures greater than your trauma

score your GM starts rolling the sum of the fractures every time you fail a stability check. If he gets a match you suffer a schism. Schisms are attached irrevocably to your ego and apply their gobble dice to all your actions. They are literally part of you to the point that they are indistinguishable from your mind. Ripping them out hits you with a 1d penalty to every stat.

- tics, fractures and Schisms gobble actions at a height equal to their rating and they stack with each other. If you have a tic of 7 on a skill and a fracture of 3 on the stat you are using you have two gobble dice in your pool rated at 3 and 7.
- Any time you are subjected to mental stress you have a chance to pick up some psychological trauma.
- A failed stability check of any kind will net you a 'tic' rated 3, if you already have a 'tic' at 3, then it upgrades to a 7, then a 10
- tics go to an appropriate skill, a stability check failed while in a firefight will affect one of your combat skills. A failed stability check when you are jumping out of an airplane will attach to freefall or athletics. Think PTSD, that skill becomes a trigger.
- Stability checks are made whenever..
 - You are killed violently
 - You are resleeved into another body
 - You are subjected to traumatic attacks
 - You are humiliated (traumatic social circumstances)
 - You are forced to violate your own principals
 - You are attacked mentally/exposed to "Things man was not meant to know"
 - You re-integrate with an alpha fork
 - Your GM dislikes you
- If you fail a stability check with a tic 10 already on a skill you then either fracture or metastasize depending on your trauma rating. If your character has less total tics on all skills than they have base will, the characters psychosis metastasizes. The GM inflicts 2 tics of height 3 on two associated skills. If the player has more tics than base will then the player fractures and there is now a fracture at height 3 on the most appropriate stat.
- You can ignore all the penalties from your tics for 1 scene by spending a point of moxie.
- Fractures can be ignored for 1 action/round by spending a point of moxie.
- On the character sheet tics are annotated next to the skill using the nomenclature (xTy) where x is the number of tics and y is the height.

Hacking

Hacking in Eclipse phase is garbage. This really isn't a slur against the system because for the most part hacking in all games is garbage.

The first problem is that real hacking is really boring. The way that real life encryption works means that it is pretty much impossible to break into a system by brute force and most of the actual "hacks" require exploitation of programming errors in well understood systems. What's worse a system that refuses all incoming queries is hack proof. Most of the best "hacks" involve social engineering, which is a fancy way of saying "lying and pretending to be people you are not". Essentially tricking someone into giving you the keys.

Moreover from a gameplay perspective hacking is a mind boggling problem. It represents an entirely parallel gamespace in which only 1 or 2 players can interact with thus "splitting the party" which is something that we all know is bad. On top of that hacking has the problem of feast and famine. It is possible for a skilled hacker to dominate the game on his own or if you have all the enemies act reasonably and or you are outside of a technological space he might be utterly useless. Middle ground is difficult and it hurts the flow of play either way.

My solution is two fold.

First I spend alot of time formalizing the architecture of systems. Variable challenges is the key. A gradation of effects so that success comes in lots of flavors, not all of them game breaking. There are multiple degrees of difficulty to succeed and there are multiple levels of success that accord increasing power. In addition I bifurcated the challenge to be static against low complexity systems and dynamic against high complexity.

Second I tried to address the eternal hacker problem of "phoning it in". One of the foolproof ways to break into a system, even if that system is ignoring you in Eclipse Phase is direct access. Your hacker might be in a ghost rider module but shooting an enemy with bullets loaded with a biological payload that physically constructs a back door in a piece of hardware is the only reasonable way past a heavy duty military firewall.

Probably stills sucks but hey.

Hacking Rules

Everything in the setting is protected by relatively powerful encryption. Hacking is not really about breaking through code walls as much as it is about tricking the systems into giving up a password or using an exploit against it to short it out.

When a hacker attacks a system he makes a roll of his intellect+infosec skill. Note that the to make this infosec roll he needs to be able to detect the system and that is an interfacing+sense roll. The systems counter intrusion setup resists him as if it were hard armor against the attack.

A simple device that is only minimally shielded might have EHAR 1, the bridge between the mesh implants and the brain has EHAR4, mesh implants have EHAR 1-3 depending on the model. Physical access to the device with a nanotool will negate the program walls as the hacker can directly induce access to the system. Here are some examples

- Standard Mesh Implant: EHAR 2
- Cyberbrain: EHAR 4
- Combat Net EHAR 3
- Military Mesh Implants EHAR 4
- Random device on the street with no critical functions EHAR 1

If you are accessing a system through another system you have to either break one then the other or succeed vs their combined EHAR. This is most relevant with cyberbrains. To hack a cyberbrain directly is impossible without physical access. To do it remotely requires that you go through their mesh implants first. So even a civilian has EHAR 6 against direct cyberbrain attacks. A reaper on a combat tactical net with military mesh implants is rated with an EHAR 11, rendering it effectively impervious to all in one direct electronic attacks. Either a hacker needs to slow down and take the system in bite sized chunks or need to bypass the higher layers. Physical access being the best way. If your buddy just shot a reaper in the head with a backdoor capsule round then you don't need to hack the mesh or the net, you can go directly to the brain and since the backdoor nanotoxin degrades the firewall by 1 you only need to beat EHAR 3 to crack open his brain.

Once the target is chosen the hacker makes his test engages in a hacking attempt. It takes 5-width minutes to hack into a object, this time can be compressed down to a single round if the hacker has the mental speed upgrade.

Once in there are two circumstances. Either the device is monitored by some sort of admin function or it is not. Unadministered devices once hacked, stay hacked. The degree that they are hacked is determined by the success degree of the attack. Administered Devices are a little bit tougher to run roughshod over. Once they are hacked the admin will immediately boot you out of the system once they detect your influence. Generally this means you have time to upload 1 or so programs before you are detected and booted off the net.

A hacker can also roll second *infosec* roll as a multiple action and if he has a success then he can conceal himself from the admin. If he is doing something malignant then the Admin gets to roll against his infiltration check. But until he does, the admin doesn't get to look for him unless there is some special rule in place. Note that if the admin is not physically wired to the system, say when it's your brain or they are at a control panel that is hardwired to the server they can be kicked just like the hacker at which point the game is reversed.

- 10: Root Access: May View System, Can utilize any function of the system, Can Upload Programs, can kick remote admins, cannot kick direct admin, Can Block Autistic Function

- 8-9: Admin Access: May View System, Can utilize any function of the system, Can Upload Programs, cannot kick remote admin, cannot kick direct admin, Can block autistic function
- 2-7: User Access: May View System, Can utilize any function of the system, Cannot Upload Programs, Cannot Kick Remote Admins, Cannot Kick Direct Admin, cannot block autistic function
- 1: Read only Access: May view system, Cannot Utilize Function of System, Cannot Upload Programs, Cannot Kick Remote Admin, Cannot Kick Direct Admin.

Most paid by the hour lazy Admins have a 6d or so die pool to detect intrusions, though obviously better admins have higher scores. One of the things to understand is that when the Admin is searching for the hacker it is not a search to "notice" him. It is a search to find out how he is hacking the system. Any admin at any time can chose to simply switch the system into autistic mode and this will sever all connections and boot the hacker out of the system. However it will not stop any programs or commands that are already uploaded. However if the hacker is at admin access or higher they can block the engagement of autistic mode. They must make an opposed hacking test with the admin and if they win they can block the autistic mode from being engaged for minutes equal to the difference in their heights times width of their success. Note that if the admin finds them they can still be booted. Once autistic mode has been disabled the only way to cut off the system is physical violation of the comms array.

Vs. Unadministered System

1. Hacker rolls interfacing+Sense to find system
2. Hacker makes attack against system rolling intellect+infosec, if he can assemble a success through the EAR of the system he is in. This takes 5 minutes-width of success to do. Faster with mental speed.
3. Hacker gains access equal to the height of the success and may perform 1 action per round.

Vs. Administered System

1. Hacker rolls interfacing+Sense to find system
2. Hacker Makes attack against system rolling intellect+infosec, if he can assemble a success through the EHAR of the system, he gets in. This takes 5 minutes - width of success.
3. Hacker gains access equal to the height of his roll, admin is alerted to his presence
4. Hacker may either upload or execute 1 **program**.
5. Hacker is booted

OR

1. Hacker Makes attack against system rolling infosec+intellect as a multiple action (-1d), if he can assemble an infosec success through the EHAR of the system, he gets in, if he can also assemble a second set he gets in without being detected. This takes 5 minutes

- width of success. If hacker takes his time 50-10x width minutes he can negate the multi action penalty.
- 2. Hacker gains access equal to the height of his roll and may upload or execute 1 **program** per round.
- 3. Admin continues to makes sense+infosec check vs hackers infosec check. If he finds the hacker he may boot them.
- 4. If Admin fails next round he may activate autistic mode OR Admin may attempt to locate hacker again.
- 5. Hacker is booted... eventually

Basilisk Hacks

Basilisk hacks are hacks that are uploaded to the brain/cyberbrain through the senses. It is usually some kind of visual effect, a staticky screen, a series of flashing lights, or an intricate mandala scribed on a surface. Less often it is an aural trigger, a particular strain of music, a harsh staccato drumming. There are reports that smell based basilisks are possible but none have been reported. Likewise for touch and taste.

A basilisk hack must have a target type, either cyber brain or brain. There is too much architectural differences for the hack to affect both, however certain TITAN basilisks have been known to circumvent this. It is unknown if it is effectively 2 basilisks layered on top of one another or if there is a commonality between brain types that some TITANs have figured out that others haven't. Furthermore the target must be designated as human/hominid, infolife, uplifted cetacean, Octopi or Avian. Certain Exhumans must be individually tailored.

In addition to requiring a target type, basilisk hacks must be comprehended. You can't just smear one on a wall and infect everyone that glances at it. There is a great deal of focus that is required of the target before the programming embedded in the image can be fully uploaded to their mind. Aggressive hacks, like the ones that are flashed at a target or played on a loop have a good chance of getting in. Subtle ones like a tiny scribble are harder.

Paradoxically, the better a morph is the more likely it is going to contract a basilisk. Morphs with augmented vision, mnemonic augmentation, eidetic memory, oracles, mental speed, 360 degree vision and other benefits to their senses are far more likely to comprehend the message.

Morphs with memory enhancements who fail to notice the basilisk will only be subject to the basilisk if they review their memories.

When a morph is attacked by a basilisk they roll a perception+sense check, if they assemble a high enough success they are infected. The GM arbitrates how difficult the basilisk is to notice

- 10: Tiny Static Image

- 7: Small moving image
- 5: Large, easy to spot attention calling image or mid sized image that is moving
- 3: Basilisk Embedded in a moving human face
- 1: Aggressive Basilisk, flashing lights beamed right at their eyes, loud music, email attachment the enemy opens

Once a basilisk is uploaded it may execute it's 1 function. Unlike normal hacking it bypasses all EHAR. The only defense against a basilisk program is significant deviation from normal neural architecture and certain very rare forms of mental conditioning and async powers. Some dedicated researchers have found ways to recognize the visual and aural cadence of a basilisk program and have devised programs that block the sense input, it is a bit spotty but it is often better than nothing. However the ironically greatest defense that can be utilized is madness. If the victim has at least 1 fracture then they get 1 MHAR. If they more fractures than their trauma score they have sufficient madness to give them another +1 MHAR against all basilisk programs. In addition a organic program afflicting a cyberbrain is +1 MHAR, and a program designed for 1 species going after another is another +1MHR.

- Basilisk has designated target IE Human Brain, and noticeability rating IE Moving, distorted human face = 3. Then it has the program, a scorcher, an illusion, a command or if you are unlucky, an exsurgent strain.
- If target is mentally scarred (1 or more fracture) +1 MHAR against basilisk attack
- If target is deranged (More fractures than trauma) +1 MHAR against basilisk attack
- If brain type is wrong cyber vs organic +1 MHAR
- If target type is wrong Hominid/Human vs Octopi +1 MHAR
- If target has actual basilisk defenses either in conditioning, async or selective perception programs then these are added as well.

Reputation and Currency

The reputation system in Eclipse Phase is perhaps the coolest thing that it has going for it in terms of setting details. Attempts to model a post scarcity society are just plain awesome. That being said, the original game had the issue that even though reputation was supposedly an integral part of the new/transitional economies that it still viewed things in a very price oriented manner. Part of this comes from the poor handling of nanofabrication and its actual practical limitations.

I am going to have to eventually sidebar about fabricators but for now lets just talk gameplay. In Eclipse Phase the actual material possession is a one time exchange. You call in the favor and someone gives you a plasma rifle. If you have been taxing the network hard you might suffer a degradation in your rating. The thing is though that for the most part the system works on GM fiat and is a shit show to balance.

ORE has it's own problem in that it considers gear to be nothing more than another type of power and counts it as integral to the characters total point value. In this way it is a terrible system for dealing with loot, for dealing with a post scarcity society.

My solution is to use investiture. Characters invest experience or character points into reputation networks. These networks then can be used to get X amount of goods equal to its level. At any time the goods can be "returned" and the points invested in them can be reclaimed. This is a bit inaccurate in terms of the simulationist perspective but it is very important from a Gameplay perspective. Runaway possessions can ruin the tension of a game.

Reputation Rules

Reputation is a powerful thing, it can literally give you the power to move mountains. At least it can if your rep allows you to access the tech you need to brew up a nuclear device.

Reputation tests are called networking in the game parlance and allow you to acquire goods and services as well as determine what sort of gear you can acquire with ease. If you have a good rep you can ego cast yourself to anywhere in the solar system and download into a morph of your choice.

Reputation is kinda like money that you invest in that it can be reclaimed once you sell off the shares. It is a tangible representation of how much a certain social circle cares about you, admires or respects you, and is willing to let you get away with shit.

Reputation levels can be used to acquire equipment, most importantly your morph but also any cybernetic augmentations, bionics or whatnot that are implanted in your body. They also allow

you to not just have, but legally be entitled to have certain weapons. To walk around with big guns without people in your network giving you shit about it.

Reputation networks are divided into Major, Minor and Specializations. Major networks are ones that have an influence all across the solar system, a major reputation network should never be useless to a character. Minor networks are more limited in scope, they represent a serious power bloc in the solar system but not one that will always be available. Sometimes specializations in major rep networks might be broad enough that they require minor network costs. Specializations are subsets of a particular net that are usually extremely localized. They represent single criminal organizations or "scenes".

You may buy minor subsets and specializations independent from their parent network. For example you could buy Pathfinder or Love and Rage Reputation without ever investing in C-Rep or the @-list

Getting Stuff With Rep

1. Chose something you like
2. Chose a Reputation network that is valid where you are
3. Apply any bonuses or penalties that your Reputation network gives you for that particular item
4. At this point you can chose one of two options, either you can get the item immediately from an appropriate vendor or you can try to decrease the cost by making a networking test.
5. If you go with option 2 make a networking check and subtract the width of any success from the Tier of the Item
6. In either case if you have enough free reputation it is yours. Note how much you "paid" for the item. As long as it stays in your possession that block of rep stays spent. If you give it back/pay it forward the rep is refunded.

Special Reputation Rules

- **Paying Dues:** Lets say you are... a pirate and you taxed the @-list for a plasma rifle. Then you spend a little time robbing the Planetary Consortium and you tithe a portion of your proceeds back to your rep network. You can "pay off" your plasma rifle and refund your invested reputation without losing the weapon.
- **Lost Property:** If you lose an item you invested rep in the lost rep then the lost reputation can't be immediately reclaimed but it regenerates at a rate of 1 level per week
- **One Time Costs:** Sometimes you buy something that is not a good but a service.
- **Repeat Abusers:** Networking checks can be generally done freely but if a player starts doing more networking checks per month than their networking+charm then feel free to start having people complain and ding their rep.
- **Cheapskates:** The more clever players will note that they can use their networking skill to accumulate large numbers of low tier items for free. This is mostly okay. Most of the

lower tier objects aren't dangerous. The only place this could be a problem is in the cybernetics. Just remember that the surgical installation is a T1 expense. Force the player spend a week in the tank getting upgraded for each one and make them pay the surgical fee for each one.

- **Burning Rep:** You may chose to degrade your reputation permanently by asking for a huge favor. Drop the network rating by 1 level and your purchase is considered half cost for the purpose of your network investment. You can't burn and network at the same time. That leads to degenerate combinations.
- **Pings and Dings:** See "Reputation fluctuations" below..
- **Parents and Children:** Normally you can't add reputation networks together to buy big items. A **T10** morph can't be paid for a little from C-Rep, a Little from A-rep and a little from G-Rep. However under some special circumstances you can combine a parent networks with their child networks. For example if you have reputation with guanxi and with "Les Ghouls" you can combine the two networks to purchase a biomorph. However since "Les Ghouls" specializes in morphs you cannot combine it with G-Rep to buy guns. When you do this the parent networks special rules override the child network.

Networking Skill: This is the act of using your contacts and social skills to get more out of your reputation network than you normally would.

- Make a networking check appropriate to your situation with a networking skill. If you get a match you subtract the width from the Tier of your purchase. The height of your roll determines how fast you can get it. These rolls can be squished by spending 1 moxie per squish. (2x10 to 3x9 to 4x8 = two squishes thus costs 2 moxie)
 - 10,9 Minutes
 - 8,7 Hours
 - 6,5 Days
 - 4,3- Weeks
 - 1,2- Months.

Reputation Fluctuations: Pings and Dings: Over time your reputation will change. Sometimes it will change based on you spending time and energy to improve your status (spending XP/Moxie), other times it will be given you as a reward for completing adventure scenarios. The final way that reputation changes is through people who you interact with giving out pings and dings. These are like reviews on grubhub, except they are on your personal responsibility and social standing. If too many people ding you with negative comments your reputation will tank. Likewise if you are a great dude then your reputation will get pinged up into the stratosphere.

Accumulating more than 5 times your current rep level in pings or dings will make you eligible for either upgrading or downgrading. Once you get over the limit compare your pings to your dings. If you have more than twice as ping of one than the other then you either upgrade or downgrade. Any time you get a new ping or ding recheck and see if you are eligible for an upgrade or a downgrade.

For example Alicia "Vomitweasel" is a Scum genengineer. She has Lv5 @list rep meaning that her promo/demotion number is 25. She generally a nice person and has 23 pings, only problem is that she has a tendency towards practical jokes, famously creating a breed of projectile vomiting weasels that sought out gene cued targets and puked on them. Her various creations have given her 15 dings from pissed off anarchists. If she gets 2 more pings she is eligible for promotion. HOwever when that happens she has 25 pings and 15 dings. Since 15 is more than half of 25 alicia stays where she is. She needs to get to 30 pings without accumulating any more dings to get her upgrade to Lv 6. If she instead decides that being well liked is too hard and releases the swarm of "Anal Bees" that she is working on she will be dinged into the floor. If her dings ever get to be more than 50 she is going to drop a level down to 4.

Pings and dings should be handed out regularly. Once or twice per significant social encounter/interaction. If you mouth off to a cop expect a ding on your C-Rep. Show respect to a thug and you will get a ping on guanxi, beat the aforementioned thug for disrespecting you and you will also get a ping. Remember that these are context sensitive. A reputation for a hair trigger temper and strict adherence to omerta will get you respect and reputation amongst criminals but will not make you friends on the @list. Pings and dings might be reviews but it is the substance of the review and the reputation of the reviewer that makes it positive or negative.

Once you level up or down then subtract 5x your new level from your pings and dings and start the accumulation over again.

Types of Networks

Major Reputation Network: 10 points per Level

- Major Reputation Networks can be used for anything, anywhere. That is what makes them major. For every level of a major reputation network you are effectively given an equivalent of that many points in equipment.
- Each Major Reputation network has quirks. Things that they do better and things that they do worse.

Minor Reputation Network: 5 Points per Level

- Minor Reputation networks cannot be used for everything and cannot be used everywhere. The general rule of thumb is that the wider their reach the less they can get you and vice versa.
- Generally a minor rep network should have 1 or 2 types of items that it can procure.
- If you can use a minor rep network every game to get something powerful then it isn't a minor rep network.
- Like major networks most minor rep networks have quirks but generally they are not as powerful.

Specialized Reputation Network: 2 points per Level

- Specializations can only do 1 or 2 things and they can only do that in a limited place. They MUST be narrowly constructed. Specializations cannot generally get you more than 1 type of items or service. Chose.
- Example: The Decepticons are a group considered by many to be information terrorists. They are constantly forging information and releasing it onto the mesh. They don't provide physical items but they are really good at infosec tasks. They can provide you with data masking services.

Cash Money

Filthy lucre works just like reputation except that it vanishes once spent and cannot be recovered. The advantage of cash is that it can be used most everywhere. Even in anarchist space cash has some sway. Credits are usually backed with something inherently valuable, like energy or qubits. Of course many autonomists won't accept cash on principal and brinkers have no need for it at all but you still have some shot at getting something for your fat stacks.

Item and favor costs are measured in tiers, reputation networks are measured in levels and cash is measured in units

Costs: 5 points per unit.

Reputation Networks, and Major Factions

Major Networks

C-Rep: CivicNet AKA Jovian/Lunar Lagrange Alliance/Planetary Consortium Rep. AKA Rep with THE MAN. Morphs and guns tend to be more expensive than they should be and synths tend to be cheaper. Synth's and pods have a social stigma in the inner planets and thus are considered to be 2 tiers cheaper for the purpose of c-rep. However this is balanced out by the fact that even simple electronic devices are more expensive and biomorphs are more expensive on the c-rep list. Guns are even worse with a massive cost increase. You can't buy fabricators with c-rep less than wealth scale and a lot of things just aren't possible. C-rep will not get you an A-bomb or a reaper or any number of things that the MAN doesn't want you to have. C-rep is basically credits/capital and those are only good in the PC and it's affiliates, expect large price jump out in anarchist space.

- Synths are T2 cheaper, Biomorphs T2 more expensive, Pods are normal
- Any Electronic device is T1 more expensive
- Guns are T5 more expensive
- Some items are illegal and cannot be obtained (Fabricators, Nanoplagues, Etc)
- When in Anarchist Space +T3 Penalty to all purchases (your money ain't no good here)
- When in Planetary Consortium Space having C-Rep 5+ makes you a Citizen in good standing and thus immune to most harassment. C-Rep 10+ Makes you almost immune to petty laws, C-Rep 15+ makes you immune to almost ANY law meaning that illegal items can be obtained and guns are no longer at a penalty.

Minor Sub Factions: Lunar Lagrange Alliance (see minor), Jovian Republic (see minor), Morningstar Constellation (see minor), Oversight, Pathfinder Corporation (Control the martian gate), Go-Nin Group (Control the Discord Gate), Tharsis League

Specializations: Somatek, Direct Action, Planetary Intelligence, Experia, Cognite, Fa Jing,, Solaris, Olympus Infrastructure Authority, Prosperity Group, Nanosys, Lucky Star Group, Invatch, Fujizo, Stellar Intelligence, Omnicor, Nimbus, Ecologene, Skinaesthesia, Starware

@-rep: The @I-list Anarchist Rep AKA frontier Rep/fight the power rep, Autonomists. The @list is the mario of rep lists. It does everything pretty well. The only thing is that it is slow as balls. Anarchists aren't fast. It is most powerful in anarchist space. If you are in the Planetary Consortium you are shit out of luck. That being said but if you are willing to accept a 3 tier penalty you can still get whatever you need.

- All purchases **T3** more expensive in Planetary Consortium Space (Dirty Commie)
- All acquisition times are tripled for networkings checks
- Anarchists have their own rules as to what is legal and illegal. WMD's are mostly impossible to obtain. Furthermore Anarchists take a dim view on secrecy. All sneaky

stuff is **T5** more expensive.

Minor Sub Factions: Titanian Commonwealth (Also see Minor Factions), The Scum, Love and Rage Collective (Control Fissure Gate on Oberon), Gatekeeper Corporation (Control the Pandora Gate)

Specializations: Barsoomian Movement, Locus, Sifters (Mercury miners), Carnival of The Goat, Nova York

G-Rep: Guanxi AKA the reputation network widely used by Criminals. The name refers to a concept of fungible favors that have power over distant relationships. Guanxi by it's nature is one of the most pervasive nets. It is everywhere. However criminals charge dearly for their help and all costs are boosted by a tier. In addition they don't do big things very well. Any favor over tier 10 is gonna be a hard sell.

- All costs are +1T
- Tier 10+ are 25% more expensive
- No Gear Limits.

Specializations: Les Ghoules (Body Merchants on Mars), The Moderates (Gun runners on mars), St. Catherine Tong (Mafia on Titan), The Hidden Concern (Octopus mafia on Ceres), The Night Cartel (close to "the syndicate"), The ID Crew (Forknapping, infocrime and darknets all over), 9 Lives Cartel (Soul merchants), The Organization (Lunar Orbit crime), 14K Triad (Gambling and money laundering), The Shui Fong (drugs, prostitution, gambling etc) The Sun Yee On (fabricator crimes and forgery), Big Circle Gang (drugs)

F-Rep: Fame AKA Fame! People know you because you are cool. F-rep is really good at getting you non combat stuff. Really good at getting you free designer morphs. People literally want you to wear the bodies they design if you have enough fame. Good luck getting a gun though.

- Morphs and augmentations of all stripe are 3 tiers cheaper, but guns, armor and weapons are 3 tiers more expensive.
- Purchases are not subtle things. A side effect of Fame! is that there is always going to be someone interested in your actions. Any time you tap Fame! there is a significant chance that your acquisition will become public knowledge.

Minor Factions: Chose a planet, large habitat or faction and you are famous there.

Specializations: Chose small habitat or tiny faction and you are famous there.

i-Rep: The Eye AKA Firewall Rep, AKA rep with some scary fucking people who will bury you to save the future. Firewall rep has a couple of advantages. First, it works everywhere. Second, it can get you anything. Third, it is fast. There is a problem though. Firewall is not a giving or forgiving creature. If you are on a firewall op you get anything with a discount. But if you aren't you don't get ANYTHING unless you can prove to them that you are on a lead at which point they will give you for normal price. However if it doesn't pan out. Your rep drops a level, also if

they find out you were conning them, make funeral arrangements.

- Firewall Agents on an operation may acquire any gear at T2 cheaper
- Firewall Agents not on an operation get no gear and cannot use the rep network
- Firewall Agents on a self planned operation you can get any gear but must stand trial for their actions once the operation is complete.

Minor Factions: Firewall has no factions that are publicly known though like all organizations that are filled with humans firewall has cliques.

Specializations: Surely you jest

r-Rep: RNA (Research Network Associates) AKA Scientist Rep, Rep with the Argonauts and their ilk. This repnet excels at non physical items. It can get you the retroviral gene sequence that will fix your planned obsolescence problem, or the exact three publicly available fabricator formulas that can be easily tinkered into a plasma cannon. They can give you the backdoor keys to the universe but if you want a case of 500 assault rifles then they are not the people who you want to be talking to. Their big deal is information freedom and recognizing sapience in all places.

- (///<<<UNDER CONSTRUCTION>>>///)

Minor Sub Factions: Mercurials (Uplifts and AGI's)

Specialization: Hooverman-Geischecker (Researchers on the literal surface of the solar corona), Anon (you know who this is), Datacide (Destroying the man's records), Decepticons (forging new false records for the man), Ego Union (Fork Equality), Electronic Future Foundation (Infugee rescue), Mesh Leaks (you also know who this is), Source (Journalism), Kisilev Open Source Uplift Genetic Library (name says it all),

Minor Factions

Ultimates: Overhuman is what they call themselves. They are the disciples of a nietzschean transhumanist philosophy that holds strength of will and body as well control over ones own evolution as the pinnacle and purpose of life. They are moderately evangelistic and mostly famous for the fact that they are, in addition to an ideological force, a very real and deadly mercenary army.

- (///<<<UNDER CONSTRUCTION>>>///)

Terragenesis Corporation: This hypercorporation is heavily connected to the morningstar constellation but it deserves it's own minor faction status simply because they control the Vulcanoid Gate. Having a handle on one of the five pandora gates in the sol system elevates them to at least minor status.

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EcoWave: E-rep with the various people who are concerned with the future of humanity in terms of living space. To be quite frank there is not a lot in the book about them. They are billed as equivalent to the other major rep networks but there is no real information on them.

- (///<<<UNDER CONSTRUCTION>>>///)

Specializations: Reclaimers, Preservationists, Nano-Ecologists Solid Ground Initiative, Venusian Transformation Party

Extropia: While the Planetary consortium claims to be hypercapitalist, they are in truth not interested in true capitalism. Extropia is the name of the massive settlement on the asteroid 44-Nyssa out in the belt. On extropia there is no law save the contracts that are forged between consenting parties. You have no legal status if you don't subscribe to a private judiciary, you have no police protection unless you contract with a local merc outfit, you have no right to the air unless you pay the Extropia Now corporation a modest fee. Extropia is the economic crossroads between the outer system and the inner system and is both respected and disliked in equal measure by both.

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Specialization: Spinternet (Mercenary Hackers), Gorgon Defense Systems, Skinthetic

Titanian Commonwealth: In addition to their status on the @-list, the Titanian Commonwealth is worthy of its own minor faction status. They are techno socialists who practice a cyberdemocracy on the Saturnian moon of Titan. What this means is that there is no legislature, every law is voted on by all citizens in real time. They are for the most part the "good guys" in the outer system and avoid a lot of the abuses of the future. They have a strong one mind one body policy and their ample carbon supplies gives them the ability to produce tons of morphs. They are one of the bigger morph manufacturers out there. They are hated and feared by the Jovian Junta and the Planetary Consortium both.

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Jovian Republic: Imagine all the worst aspects of catholicism, cynical military government and paranoid reactionary politics all rolled into one terrible government. Then give them the largest navy in the solar system and control over the biggest chunk of territory in the outer system. There you have it. The Jovian Junta. They are dangerous like only a cornered and feral beast can be. Their citizens are mesh blind and live and die in the bodies they are born to. They name their sarcophagus habitats after neocon heros and they are absolute dicks to anyone who comes into the jovian gravity well.

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MorningStar Constellation: The Morningstar constellation is best described as "Planetary Consortium Lite". They are still a mostly capitalist society but they have an actual government that is independent enough to outlaw some of the most abusive aspects of the Consortium, like

indentures. They are based in the cloud cities of Venus and they maintain close economic ties to the Consortium.

- (///<<<UNDER CONSTRUCTION>>>///)

Tharsis League: (///<<<UNDER CONSTRUCTION>>>///)

Lunar Lagrange Alliance: (///<<<UNDER CONSTRUCTION>>>///)

Specialized Factions

Hyoden: A small settlement on the Jovian moon of Callisto. They are famous only for the fact that they are about to get into a scrap with the Jovian Junta and they built the Fenrir morph
(///<<<UNDER CONSTRUCTION>>>///)