

Ego

Character made for EP Missions have slightly differences from default characterization, because they are generally created without morph or gear. They also use a variation on Networking rules, that folds Reputation scores directly into the associated Networking skill.

When making a character, there are two basic ways to start out.

- Make a character using the core rules, by selecting aptitudes, background, faction, and spending CP. If you do so, you have 950 CP to spend, rather than the usual 1000.
 - You may not spend CP on reputation.
- Make a character using the package system from Transhuman, selecting aptitudes and 10 packages, but rather than spending 100 CP to round out the character, spend only 30 CP.
 - Alternatively, create a character with 9 packages, and then spend 130 CP on customization.
 - If you select packages that give you increased rep, ignore the rep and instead give yourself an additional 1CP for every 10 points of rep gained this way.

It is highly recommended to neither overspecialize nor underspecialize. Your character should be competent in their specialty, but in 9 cases out of 10 pass the “Can I get milk from the grocery store?” test. Transhuman has a nice section about both optimizing builds and playing certain archetypes -- it’s a recommended read.

You may not buy a morph or physical gear with your starting CP and credits. You may spend CP on buying additional credits, as usual. You may also buy software with your credits. This software is locked to your character, and is always available for each mission. Any left over credits become your character’s credit pool. Your character’s credit pool refills at the start of each mission (gear, services, and additional credits gained during a mission are discarded), and may be increased by spending rez (at 1 CP = an additional 1,000 credit pool).

We’re using a variant on the ‘simplified networking’ rules in Transhuman. Characters do not have a rep score associated with each faction; instead the Networking skill is used as the equivalent of a reputation score. For example, is someone with Networking: Autonomists at a total skill of 70 tries to get a Moderate favor, they would have an effective +10 bonus because their ‘reputation’ level is 4, and exceeds the needed level by one.

The Networking skill is otherwise the same, and can be bought up with rez as normal (the cost for skills above 60 applies, as does the cap at 80 without the Expert trait). Specialties count for the purposes of determining reputation level if the favor is relevant to the specialization. (Do bonuses to Savvy from morphs, or other bonuses, bump up Networking/Rep while in that Morph?)

For the moment, both Negative and Positive traits will be under scrutiny. Any negative traits that are CP grabs and provide no meaningful impact should be avoided, and certain positive traits

that require additional bookkeeping likely not be kosher. For example, traits such as Debt and Dependent should be avoided due to bookkeeping concerns, and qualities such as Divergent Personality should be avoided on a character that is likely to never fork.

Create the character using the next-loop character generator [here](#), or use another character creator or spreadsheet of your choice (such as [this one](#)) and post a copy as a PDF or spreadsheet to r/MorphMaker, along with a summary of the character. You should also save a copy of the json file used, for easy modification -- In play, it is preferable to move towards an Excel Sheet for easy editing, [such as this one](#) --, and link that in your post (after hosting it on either Google Drive or Dropbox).

Physical

In addition to creating your ego, you should also create a morph and set of gear for your character that is your character's personal gear. This represents equipment and a body that you have available to go on Firewall operations in your local area of operations - it may or may not be your character's day to day morph, but it is in some sense under their control.

You can spend 50 CP on a morph, gear, and credits. Negative morph traits serve to reduce the price of the morph -- CP gained from negative morph traits cannot be spent on skills, moxie, permanent softgear, aptitudes, or ego traits. Negative morph traits cannot also reduce the price of the morph to zero, nor can they make it so that the morph has a negative purchase cost. Gear purchased this way is only available if the GM allows personal gear for the mission, and if the mission takes place somewhere you could get your personal gear and equipment - if your character's stuff is stashed on Venus, it's not going to be transferred to the Belt in time, but can probably catch a flight to the next aerostat over, or to Venusian orbit.

Credits leftover from this process are part of an additional credit pool whenever personal gear is used and allowed.

Write up your morph and gear list separately from your ego, and post it with your character sheet. You should include a brief explanation of where your gear is, and how it relates to your character (IE, "This is a spare body Omar keeps on ice at a rental unit in downtown Noctis, along with a go bag for when Firewall slides him a mission"). This is not meant to be a straightjacket - where possible, GMs will be reasonable about giving players a chance to use gear if they could plausibly get it at all - but you shouldn't expect to have your personal gear on every mission, especially if your character is based somewhere that's far away from the action.

The default planet for our missions -- where action tends to happen unless otherwise stated -- is Mars and Mars orbit, and the default hab is Valles-New Shanghai; it is recommended, but not required that your character's starting morph is on Mars or in Mars orbit. As the game evolves, new hub areas may develop on other bodies in the solar system - and beyond.