

ECLIPSE PHASE



This hack adapts the wonderful Eclipse Phase setting for the FU system. Since the FU system is faster and easier to learn and play, your group can focus more on the story and keep things moving faster. While it makes things easier, it tries to keep the essence of the Eclipse Phase rules without adding too much complexity to the FU system.

To use this hack, you still need the Eclipse Phase main rulebook and can add any additional expansion books into the fray. For ease of use, everytime this hack references something from the Eclipse Phase rulebook, a page will be added in brackets so you can find the corresponding rule or element faster. Note that the page references are taken from the 3rd printing of the Eclipse Phase rulebook.

BACKGROUND

Instead of having a *concept* entry like in basic FU, characters have a background. The background merges the background (p.131-132) and faction (p.132-134) found in the Eclipse Phase rules. So, for example, your character's background could be "martian anarchist", "argonaut drifter" or "uplifted hypercorp".

DESCRIPTORS

Characters start with Morph, Ego, Skill and Flaw descriptors. They also have 4 "open slots" that can be filled when characters level up.

Morph : This descriptor represents the morph the character is actually sleeved in. At character creation, the morph you choose will determine the amount of Cred you start with (see Gear & Implants). For a list of starting morphs, see p.139-145.

Read carefully the description and stats of your morph because this is what will determine if your descriptor apply for a bonus or penalty dice on a check. For example, if your morph is an "olympian", you would add a bonus dice to checks that test athletic abilities while a "futura" morph would probably give you a bonus dice to cognitive based checks but give you a penalty dice in some social situations because of the stigma they carry. The basic "flat" morph won't give you penalty nor bonus dice in most situations unless being "flat" is well perceived or not in the habitat you delve in, though when compared to "splicers" they normally fall behind. Morphs that has implants in their entry come with those free implants.

Ego : The Ego descriptor represents your dominant personality trait. It could be "sympathetic", "stubborn" or "wise", for example. It could be based on one of the traits (p.145-152) or aptitudes (p.122). Remember that this is your dominant personality. This doesn't mean your character is limited or entirely focused on this descriptor but it's the predominant one.

Skill : This descriptor represents the skill in which you excel. Surely, your character can do and knows a lot more but it is the domain in which he really shines. You can pick one of the skill in the complete skill list (p.176-185) or make up one (GM fiat).

Flaw : Characters with flaws are more defined and feel more alive. You can choose any flaw that comes to your mind or pick a negative trait (p.148-152).

CHARACTER ADVANCEMENT

Instead of gaining Rez points that can be spent on skills and attributes, characters get a new descriptor when they advance. This new descriptor is either a skill (p.176-185) or a positive trait (p.145-148). Remember that you are not limited to skills and traits listed in the rulebook, you can always make up one of your own, as long as your gamemaster agrees with your choice.

Your group has to agree at what pace characters get advancement. It could be after each game session, or every other session. It could be up to the GM if your group agrees or anytime a character saves the day. Consider how much sessions you think the game will last and how often you want to gain new skills or traits.

PSI

Characters who want to play an async can choose the “Psi” descriptor for Skill. In EP game terms, it is like having the psi trait (at level 2), get training in Control, Psi assault and Sense and buy few sleights. In other words, you essentially get all you need to use Psi effectively. If you take the Psi descriptor, you also choose 5 psi sleights. You can learn new sleights in-game.

When a character uses sleights, depending on the power of the sleight and the number of target he chooses to affect, he can gain the *stressed* condition. Also, if he uses sleights too much, he could also get either the *stressed* condition or worsen the *stressed* condition into a derangement or disorder.

The GM and player should keep in mind the side effects of using psi. A async character gets a 1-day derangement each time he resleeves, he gets morph fever when resleeving in non-biological bodies and he also gets mental stress vulnerability.

GEAR & IMPLANTS

As in EP rules, every character starts with a standard muse (p.332) but must buy the rest of his gear. Unlike the basic FU rules, characters aren't limited to 2 pieces of gear. They just wrote down all of the gear they have and add a bonus dice if the item is helpful to the situation. It is still recommended that you don't go nuts with buying a lot of stuff. Keep the list short and meaningful. Just don't try to have a thing to help in every situation. For a complete list of gear and implants, see p.296-349.

The amount of credits a character starts with depends on the starting morph they choose. If they pick up an expansive morph, they'll have less credits. Consult the table below to see how much credits your character starts with :

Morph's CP	Starting credits
0-25	8000
30-50	5000
60-75	3000
76+	1250

REPUTATION

Rep score is rated from 0 to 99. To keep things simple, this EP hack doesn't track each reputation separately. It uses a single general Rep score. This score is the same for all networks. To compensate for that, the Game Master can give a temporary bonus or penalty to your Rep score if you're particularly famous or infamous in a certain network.

You don't need to do a test to use favors. Instead, you either burn rep points each time you need a favor or you can use a Moxie point. The number of rep points you burn depends on the level of the favor you ask (use the table on p. 289). If you ask for a favor of a higher level of your rep level, double the rep point cost. If you don't want to burn rep, you can use a Moxie point to ask for a favor of a level equal or lower your rep level (see p.287 for rep levels).

Characters start their career with a Rep score of 20 unless they choose the *isolate* background in which case they start with 10.

MOXIE

Moxie is in fact FU points reskinned to mirror Eclipse Phase rules. You can use a Moxie points to :

- add a bonus dice to a check;
- cancel a penalty dice;
- avoid taking physical or mental damage;
- call for a favor without burning rep.

Keep in mind that you can add a bonus dice even after making the check and having seen the result. However, you can never have both bonus and penalty die on the same check. If you choose to cancel a penalty dice, you need to do so before rolling the dice.

To regain Moxie points, your character needs to achieve personal motivations. The number of points gained depends on the complexity of the goal. Also, at the start of each session, you gain 1 Moxie point. Moxie points can also be gained when a character do something very cool, clever or funny.

HEALTH AND STRESS

Health and stress is managed more abstractly in FU. You don't count every point of damage you get. Instead, the first time your receive physical or mental damage, you gain a condition. This condition can worsen if you keep getting damaged. When your condition worsens, you keep the actual condition but also gain a new condition, which means you get two penalty die. You can have a third and final condition if things get even worse. Beyond that, you either die from fatal wounds or get mad. There are cases in which a character can get multiple conditions at once. For example, if an undamaged character dive onto a grenade, he'll probably get *dying*, *wounded* and *damaged* at once.

You get three conditions for health : *damaged*, *wounded* and *dying*. *Damaged* represents few bruises and cuts that does hurt you but doesn't threatens the character's life. *Wounded* represents a more severe wound that cripples the character. It could be a broken arm, an open wound, a bleeding eye, etc. *Dying* means your character is barely standing and probably his only because of adrenaline. He needs urgent medical attention as fast as possible.

There's three conditions for mental health : *stressed*, *deranged* and *disorder*. Your character gets the *stressed* condition when he encounters some dreadful things, rely too much on his psi sleights, loses continuity from backing up, etc. If he keeps getting into stressful situations or encounter something even worse than before, his condition could worsen and he could gain a derangement. When he gets the *deranged* condition, he or the GM need to pick the type of derangement the character gets (p.210-211). If things get even worse, he could get a disorder. If a character gets the *disorder* condition, he or the GM needs to pick the type of disorder the character gets (p.211-214).

If you don't want to mess with health and stress levels, you could always use a single condition. In that case, characters are either unharmed (no condition) or wounded and sane (no condition) or deranged. Don't forget that you can always use a Moxie point to negate taking physical or mental damage.

MOTIVATIONS

At character creation, you choose 3 motivations (see p. 138 for examples). As per EP rules, you can only change motivations through roleplay either by accomplishing them or swaping them for another one. When you achieve one, you gain Moxie points and get to choose another motivation.



Hack designed and written by Jean-Baptiste Breton.

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NAME

BACKGROUND

MORPH

EGO

SKILL

FLAW

GEAR

IMPLANTS

CONDITIONS

DAMAGED STRESSED

WOUNDED DERANGED ()

DYING DISORDER ()

ALIENATED KNOCKED DRUGGED

CRED

REP

MOXIE

THE ODDS

ROLL	RESULT
6	Yes, and...
5	Yes...
4	Yes, but...
3	No, but...
2	No...
1	No, and...

MOTIVATIONS