



Character

Tavarus Excavar

Muse

Amara Excavar

Background

Lunar Colonist

Background Description

(EP p. 131) You experienced your childhood in one of the cramped dome cities or underground stations on Luna, Earth's moon. You had a ringside seat to the Fall of Earth, but at least you weren't in the thick of it. During the catastrophe, your homeworld was flooded with refugees and a few exsurgent outbreaks have left physical and psychological scars behind. Lunars think of themselves as a pragmatic people, even if others think they are paranoid, and you are likely to have been shaped by the conservative ideals back home even if you don't share them. You're also likely to be shaped by witnessing the waves of evacuees who left Earth with nothing, and the dark parts of transhumanity you saw preying on these poor unfortunates.

Faction

Argonaut

Faction Description

(EP p. 132) You are part of a scientific techno-progressive movement that seeks to solve transhumanity's injustices and inequalities with technology. You support universal access to technology and healthcare, open source models of production, morphological freedom, and democratization. You try to avoid factionalism and divisive politics, seeing transhumanity's splintering as a hindrance to its perpetuation.

Morph

Theseus

Morph Description

(TH p. 196) While there are no sanctioned explorations of Earth, a few daring or greedy transhumans defy the laws to salvage there. Some scavengers and explorers still scour the ruins of habitats that were destroyed during the Fall. Others look for wealth and secrets in the quarantined zones on Luna and Mars. Some simply seek out remaining TITAN machines to destroy, wherever they may be found. The theseus is a popular biomorph for this type of work. Its medicines and nanophages keep the morph protected from most attacks by exsurgent nanotech, and the lack of a cyberbrain makes it less vulnerable to mind hacking. An emergency farcaster allows the user to safely return from situations where both their morph and their cortical stack might be destroyed or corrupted.

Motivations

+open Source +TITAN Studies
+Revenge (TITANs, Hyperelite)
-BioCon

Skill	Apt	Rank	Base	Morph	Total	Spec.
Animal Handling	SAV		15	0	15	
Beam Weapons	COO	20	40	0	40	
Blades	SOM	10	30	10	40	
Climbing	SOM	5	25	10	35	
Clubs	SOM		20	10	30	
Control	WIL*		15	5	20	
Deception	SAV	5	20	0	20	
Demolitions	COG*	5	20	5	25	
Disguise	INT		25	0	25	
Flight	SOM		20	10	30	
Fray	REF	40	60	0	60	
Freefall	REF	20	40	0	40	
Freerunning	SOM	10	30	10	40	
Gunnery	INT	30	55	0	55	
Hardware:Arms	COG	20	35	5	40	
Hardware:Aero	COG	20	35	5	40	
Impersonation	SAV		15	0	15	
Infiltration	COO	10	30	0	30	
Infosec	COG*	5	20	5	25	
Interfacing	COG	10	25	5	30	
Intimidation	SAV		15	0	15	
Investigation	INT	10	35	0	35	
Kinesics	SAV	5	20	0	20	
Kinetic Weapons	COO	40	60	0	60	
Navigation	INT		25	0	25	
Networking(Autonomists)	SAV		15	0	15	
Networking(Criminals)	SAV		15	0	15	
Networking(Ecologists)	SAV		15	0	15	
Networking(Firewall)	SAV		15	0	15	
Networking(Hypercorps)	SAV	10	45	0	45	
Networking(Media)	SAV		15	0	15	
Networking(Scientists)	SAV	10	45	0	45	
Palming	COO		20	0	20	
Perception	INT	30	55	0	55	
Persuasion	SAV		15	0	15	
Plot:Ground Car	REF		20	0	20	
Plot:Spacecraft	REF	5	25	0	25	
Plot:Aircraft	REF	5	25	0	25	
Programming	COG*	10	25	5	30	
Protocol	SAV	5	20	0	20	
Psi Assault	WIL*		15	5	20	
Psychosurgery	INT		25	0	25	
Research	COG	10	25	5	30	
Scrounging	INT	10	35	0	35	
Seeker Weapons	COO	20	40	0	40	
Sense	INT*		25	0	25	
Spray Weapons	COO	5	25	0	25	
Swimming	SOM		20	10	30	
Throwing Weapons	COO	15	35	0	35	
Unarmed Combat	SOM		20	10	30	

Academics:Engineering	SAV	45	70	5	75	
Academics:Genetics	COO	20	45	5	50	
Academics:Biology	SOM	25	50	5	55	
Art:Cartography	INT	25	50	0	50	
Interest:BioMbrph Creation	COO	25	40	5	45	
Interest:GeneHacking	COO	25	40	5	45	
Interest:Naval Combat	COO	20	35	5	40	
Native Language:English	COG		95	0	95	
Profession:Weapons Engineering	COO	35	50	5	55	
Profession:Armor Engearing	COG*	35	50	5	55	
Profession:Ship Design	COG	35	50	5	55	

** May not default to aptitude if untrained.*

Concept

[h1]Publicly Accessible Profile[/h1] [b]Profile ID:[/b] A-35J-457 [b]Name:[/b] Tavarus Excavar [b]Known Aliases:[/b] Tav, [i]Eyenet Only[/i] Obsidian Forge [b]Family:[/b] Parents Deceased. Killed in Anti-matter destruction of Chicago. Twin sister Amara Excavar Missing in The Fall, last known location U.S. National Science Institute Station 4 - Antarctica [b]Affiliations:[/b] Argonauts, Titanian Commonwealth, Obsidian Firelance Technologies, New Pacific Order [b]Associates:[/b] Orion Rourke [h2]Biography[/h2] Tavarus was born into a family with a modest sum which allowed him to study at some of the best institutes for engineering on earth before the fall. As part of an internship he went to Luna. From there he witnessed The Fall. He tried sticking it out on Luna for a couple years hoping to learn anything about his sister but kept on hitting dead ends and left for the rim when Luna politics began to leave a bad taste in his mouth. He quickly finished his studies on Titan and gained citizenship but still felt confined in the oppressive correctness of the TCW. To this he founded his own Hypercorp in the TWC, Obsidian Firelance Tech. This remains a bit of a sore spot with the TWC since Tav only pays lip service to the reputation economy and prefers to deal with credits. Tavarus blames the FC and other hypercorps for the abandonment of his sister and while he may do business with them he looks to undermine them at any cost. By profession Tavarus is an arms and armor designer and is currently working on mastery advanced aerospace and space ship designs. Despite owning [OFT] outright he has delegated the running of the company to long time friend Orion Rourke preferring to work on the actual designs. Since Tavarus' "break away" with TCW has remained cordially if strained relations by having OFT do some projects Pro Bono. Tavarus' affiliation with the Argonauts is less clear but more armor designs are appearing in their databases with his signature. Tavarus decries enforced bioconservatism and is also studying how to make biomorphs as a hobby. There is a brief period of time where Tavarus falls off the system map and reappeared in a thesaurus and acquired the remaining wherewithal to start his corporation. [h2]Details on OFT:[/h2] OFT is what in classic terms would be described a defense contractor. They are constantly competing for contracts to design the next big weapon ship or body armor. They are considered an oddball by modern transhuman standards. Firstly the company is privately owned while the owner does not exercise director authoritarian control. Second, it is not hypercompetitive outside the securing of contracts with no desire to run competitors out of business. Third all contracts have a clause in them stating that the designs will go open source after a period of 3 years, OFT's non contract work often hits open source after 2 years. OFT is currently in negotiation with TWC on an answer to the Fenrir and has a current project for a next generation atmospheric-space hybrid fighter. They have recently secured a contract with the martian rangers and some private security firms on a new sidearm design. However, most of OFT's physical and financial resources are currently tied up in the building of their own personal station in orbit above Iapetus. [i]**OOC: New Pacific Order is a direct reference to the game of Cybernations where it is my alliance and I am assuming it survives in some form in AF-10[/i] [h1]**Non Publically accessible information – Takes extensive research to figure out or must come from the devil himself**[/h1] Tavarus' Muse is a full alpha fork of his sister done when they were twelve. They used to be synced regularly until the fall. Only recently inducted into firewall and while good with a weapon is only ever assigned to sentinel teams and firewall prefers to actually use his weapon expertise on evaluating new military hardware and doing in house design work. [i]**Firewall Note**[/i] I have observed Tavarus and his sources of inspiration are a bit alarming. He seems to have a bit of unhealthy obsession with TITAN hardware. Assign him to

Artifact research teams with extreme caution. -- LeopardBark The brief period where he dropped out of contact was a small gatecrashing expedition. He was on the team to field test a new piece of hardware known as a SEED outpost. While the outpost was on partially successful the team did discover a large shallow uranium deposit resulting in a large bonus for the team. *** very, very private note known only by Bourke: Tav had a small ultra light on the expedition that went down. This stranded him for a week awaiting rescue with a broken leg and pelvis. During this time a species that remained hidden from rest of the team made sure he never lacked for supplies. Tav would swear they were reading his thoughts and needs to figure out what he needed. They were arboreal with six limbs prehensile flat tails and teeth of a carnivore. This incident is what led to Tav's new hobby of biomorph design as he wishes to recreate them to get a better understanding.

COG	COO	INT	REF	SAV	SOM	WIL
15	20	25	20	15	20	15
20	20	25	20	15	30	20

@-rep	c-rep	e-rep	f-rep	g-rep	i-rep	r-rep	x-rep	other
5	0	5	0	10	0	30	0	0

MOX	TT	LUC	IR	WT	DUR	DR	INT	SPD
1	8	40	80	9	45	67	9	2

Armor

0/0 (Base)

2/3 (Bioweave Armor (Light))

1/3 (Second Skin)

16/16 (Heavy Combat Armor [Frame Replacement])

Traits

Adaptability (Level 1): Resleeving is a breeze for this character. They adjust to new morphs much more quickly than most other people. Apply a +10 modifier for Integration Tests (p. 271) and Alienation Tests (p. 272).

Blacklisted, Major (The @-list): The character has managed to get themselves blacklisted in certain circles, whether they actually did something to deserve it or not. In game terms, the character is barred from having a Rep score higher than 0 in one particular reputation network. People within that network will refuse to help the character out of fear of reprisals and ruining their own reputation.

Gear

Neurachem (Level 1)	Augmentation	(EP p. 305) This bioare modification enhances the character's chemical synapses and juices their neurotransmitters, drastically speeding up neural connections. Neurachem can be mentally activated or triggered by charged emotions. Level 1 neurachem increases the character's Speed stat by +1, with no side effect.
Hardened Skeleton	Augmentation	(EP p. 308) The morph's skeleton has been laced with strengthening materials. Apply a +5 DUR and +5 SOM bonus.
Basic Biomods	Augmentation	(EP p. 300) Almost universal in biomorphs, many habitats will not allow individuals to visit/immigrate if their biomorph does not possess these biomods in order to preserve public health. Basic biomods consists of a series of genetic tweaks, tailored virii, and bacteria that speed healing, greatly increase disease resistance, and impede aging. A morph with basic biomods heals twice as fast as an early 21st century human, gradually regrows lost body parts, is immune to all normal diseases (from cancer to the flu), and is largely immune to aging. In addition, the morph requires no more than 3-4 hours of sleep per night, is immune to ill-effects from long-term exposure to low or zero gravity, and does not naturally suffer from biological problems like depression, shock reactions after being injured, or allergies.

Basic Mesh Inserts	Augmentation	(EP p. 300) Mesh inserts are ubiquitous among modern morphs. This network of cybernetic brain implants is essential equipment for anyone who wants to stay connected and make full use of the wireless mesh. The interconnected components of this system include: *Cranial Computer: This computer serves as the hub for the character's personal area network and is home to their muse. It has all of the functions of a smartphone and PDA, acting as a media player, mesh browser, alarm clock/calendar, positioning and map system, address book, advanced calculator, file storage system, search engine, social networking client, messaging program, and note pad. It manages the user's augmented reality input and can run any software the character desires. It also processes XP data, allowing the user to experience other people's recorded memories, and also allowing the user to share their own XP sensory input with others in real-time. Facial/irrigation recognition and encryption software are included by default. *Radio Transceiver: This transceiver connects the user to the mesh and other characters/devices within range. It has an effective range of 20 kilometers in deep space or other locations far from radio interference and 1 kilometer in crowded habitats. *Medical Sensors: This array of implants monitors the user's medical status, including heart rate, respiration, blood pressure, temperature, neural activity, and much more. A sophisticated medical diagnostic system interprets the data and warns the user of any concerns or dangers. Using any of these functions is as easy as thinking.
Cortical Stack	Augmentation	(EP p. 300) A cortical stack is a tiny cyberware data storage unit protected within a synthdiamond case the size of a grape, implanted at the base of the skull where the brain stem and spinal cord connect. It contains a digital backup of that character's ego. Part nanoware, the implant maintains a network of nanobots that monitor synaptic connections and brain architecture, noting any changes and updating the ego backup in real time, right up to the moment of death. If the character dies, the cortical stack can be recovered and they may be restored from the backup. Cortical stacks do not have external or wireless access (for security), they must be surgically removed. Cortical stacks are extremely durable, requiring special effort to damage or destroy. They are commonly recovered from bodies that have otherwise been pulped or mangled. Cortical stacks are intentionally isolated from mesh inserts and other implants, as a security measure to prevent hacking or external tampering.
Direction Sense	Augmentation	"(EP p. 301) The character has an innate sense of direction and distance using advanced inertial navigation. The character can arbitrarily define any point as ""north"" and keep track of which direction that is, as well as knowing approximately how far they have come. Characters with this augmentation can always retrace any route they have taken, only experiencing difficulty with three-dimensional routes lacking navigational markers (such as deep space or undersea; apply a -30 modifier). Since positioning inside habitats by anyone with basic mesh inserts is an automatic affair, only characters venturing to remote locations require this augmentation."
Emergency Farcaster	Augmentation	(EP p. 306) Only characters with cortical stacks can possess this augmentation. The morph has an implanted quantum farcaster linked to a highly secure storage facility. The high cost of this implant also covers the cost of this storage. Using standard radio and quantum encryption, the farcaster broadcasts full backups of the character's ego (pulled from the cortical stack) once every 48 hours. At the gamemaster's discretion, the backup interval may be scheduled more or less frequently, keeping in mind that ego broadcasts are generally limited for security purposes and because they hog bandwidth. These broadcasts only work when the character is in radio contact with the storage facility and is typically only used inside a habitat to broadcast backups back to a nearby space ship. If the radio broadcasts are blocked or jammed, this device cannot make backups. In the event of a farcaster failure, this augmentation also includes a single-use emergency neutrino broadcaster as well. This broadcaster contains approximately 10 nanograms of antimatter stored in an orange-sized triply-redundant magnetic containment vessel. If the character is dying or urgently wishes to depart the morph, this tiny amount of antimatter is brought into contact with a similarly tiny amount of matter in a controlled fashion that generates a single brief and carefully coded neutrino pulse of the ego's most recent backup. However, the heat generated by this process literally cooks the entire morph, killing it and destroying all implants and electronics in or on it. This entire process takes less than 0.1 second and the broadcast can be received as long as the neutrino receiver is within 100 astronomical units of the character. Within the solar system, this implant effectively guarantees the character's backup. It is less useful on exoplanets where the character is out of neutrino range of their backup facility. The amount of antimatter carried by this implant is sufficiently small enough that it does not produce an explosion and will not damage any surrounding objects. Most habitats carefully scan all visitors to determine if they have this implant and if the amounts of antimatter involved are sufficiently low as not to pose a danger to the habitat and its inhabitants, and some ban this implant entirely.
Enhanced Vision	Augmentation	(EP p. 301) The morph's eyes have tetrachromatic vision capable of exceptional color differentiation. These eyes can also see the electromagnetic spectrum from terahertz wave frequencies to gamma rays, enabling them to see a total of several dozen colors, instead of the seven ordinary human eyes can perceive. In addition, these eyes have a variable focus equivalent to 5 power magnifiers or binoculars. This augmentation provides a +20 modifier to all Perception Tests involving vision. For further applications, see Using Enhances Senses.
Low Pressure Tolerance	Augmentation	(SW p. 166) The morph can tolerate extremely low atmospheric pressures, such as those found at high altitudes on Mars, with no ill effects. Morphs with this mod are also somewhat more resistant to vacuum exposure and are able to spend up to five minutes in hard vacuum without incurring damage. However, morphs without respirocyles or an oxygen reserve still suffer asphyxiation.
Medicines	Augmentation	(EP p. 308) This is the most common form of nanoware. These nanobots monitor the user's body at a cellular level and fix any problems that arise. Medicines eliminate most diseases, drugs, and toxins (but not nanodrugs or nanotoxins) before they can do more than minor harm to the host (see Drug Effects). If desired, the user can temporarily override this protection to permit intoxication or other effects, but unless the character activates a second specially labeled override, medicines prevent the toxins from accumulating to lethal or permanently harmful levels. In this case, they can also be activated at a later point to reduce a drug or toxin's remaining duration by half. Medicines allow the character to ignore the effects of 1 wound. They also speed normal healing as noted under Biomorph Healing. If the user suffers 5 or more wounds at once, or more than 6 wounds in an hour, the damage has exceeded the medicines' ability to repair. In this case, the medicines place the character into a medical stasis, where their mind and body are perfectly preserved, but where the character cannot act in any way. Under these circumstances the medicines also send out a priority call for emergency services via the character's mesh inserts. Medicines for synthmorphs and bots consist of nanobots that monitor and repair the shell's integrity and internal system functions. Note that the synthmorph version of medicines allows the synthmorph to self-repair in the same manner by which a biomorph with medicines would naturally heal.
Nanophage	Augmentation	(EP p. 309) These nanobots patrol the body, alert for signs of intrusive nanodrugs or -toxins and destroying them before they have more than a minor effect. Nanophages provide automatic immunity against nanodrugs and nanotoxins unless they are specifically commanded to stand down by the user, via their mesh implants.
Oxygen Reserve	Augmentation	(EP p. 308) The morph has a miniature oxygen tank and rebreather installed in its torso. This implant provides the equivalent of the life support system in a light vacsuit, allowing the character to breathe comfortably for up to 3 hours. It feeds oxygen directly to the morph's blood stream, avoiding problems with pressure changes. Implanted sensors automatically cause the character to use the stored oxygen if they detect poisonous or insufficient atmosphere. Without vacuum sealing, the character can only survive in vacuum for 5 minutes, but remains conscious and active for the entire time, giving them far more time to find shelter or a vacsuit than characters without this implant. For every hour the character is in a breathable atmosphere, this implant recovers one hour of oxygen storage. The implant can be fully recharged within 15 minutes if the character is in a high-pressure mostly oxygen atmosphere.

T-Ray Emmitter	Augmentation	(EP p. 306) Mounted under the skin of the user's forehead, this implant generates low-powered beams of terahertz radiation (T-rays) that allow the character to see using reflected T-rays. As discussed in Using Enhanced Senses, this implant combined with the enhanced vision enhancement (or a terahertz sensor) allows the user to effectively see through cloth, plastic, wood, masonry, composites, and ceramics as well as being able to determine the composition of various materials. This implant allows the user to see using reflected T-rays for 20 meters in a normal atmosphere and for 100 meters in vacuum.
Temperature Tolerance: Cold	Augmentation	(SW p. 166) The morph is treated as having the Temperature Tolerance biomod (p. 305, EP), but with an even greater resistance to low temperatures. The morph can tolerate temperatures as low as -80 C without ill effects.
Toxin Filters	Augmentation	(EP p. 305) The morph gains an improved liver and kidneys and biological filters in its lungs. Characters with this augmentation are immune to all chemical and biological toxins, including everything from recreational chemicals to nerve agents to spoiled food. In addition, the character can safely and comfortably breathe smoke and drink salt water. Unlike medicines, toxin immunity prevents the character from experiencing even brief harm or discomfort from a toxin (medicines merely rapidly repair damage caused by the toxin and then remove it from the morph). This augmentation provides no resistance to concentrated acid, nanotechnological attacks, or similar destructive agents. Some characters with this augmentation learn to enjoy the taste of various chemical toxins like cyanide or arsenic.
Bioweave Armor (Light)	Armor, Augmentation	Bioweave armor involves lacing the morph's skin with artificial spider silk biological fibers. This provides an Armor rating of 2/3 without changing the appearance, texture, or sensitivity of the morph's skin. This armor is cumulative with worn armor.
Second Skin	Armor	This lightweight bodysuit, woven from spider silks and fullerenes, is typically worn as an underlayer, though some athletes use it as a uniform. It provides minimal protection, but may be worn with other armor without penalty. It provides an Armor Value of 1/3.
Heavy Combat Armor [Frame Replacement]	Armor, Augmentation	The synthmorph's frame is loaded with armor that offers protection from heavy weapons for serious combat operations. This modification is bulky and noticeable; the bot frame is encased in a heavy-duty carapace. It increases the bot's built-in Armor to 16/16. The shell's mobility systems and power output are also enhanced to deal with the extra load.