



Character	Chamemos Paidi
Muse	Matilda
Background	Lost
Faction	Argonaut
Morph	Faust

Motivations	Open Source Research -Continued Ignorance
Background Description	(EP p. 131) As a member of the Lost generation, you went through an accelerated-growth childhood, somehow surviving where others of your kind died or went insane. The Futura program was a secret of the Cognite hypercorp for years before information was leaked to the outside, and when others discovered the truth you and your siblings were rescued and freed from the horrors of childhood. So, your life is yours for the first time. Now what? And why don't others have these strange abilities?
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 Description	(TH p. 190) This morph is not a publicly known model. It was developed in secret by a small group of unaffiliated async genehackers. It is only available to individuals who discover a connection to this unnamed, underground async network and then download the template from one of several secret mesh sites. The faust is a modified menton morph. Even under the most thorough scans, it appears to be nothing more than a mildly personalized version of that morph.

COG	COO	INT	REF	SAV	SOM	WIL
20	5	25	5	25	5	20
30	5	30	15	30	5	30

@-rep	c-rep	e-rep	f-rep	g-rep	i-rep	r-rep	x-rep	other
90	80	80	80	80	80	83	0	0

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
1	12	60	120	7	35	52	9	1

Skill	Apt	Rank	Base	Morph	Total	Spec.
Animal Handling	SAV		25	5	30	
Beam Weapons	COO		5	0	5	
Blades	SOM		5	0	5	
Climbing	SOM		5	0	5	
Clubs	SOM		5	0	5	
Control	WIL*	20	40	10	50	
Deception	SAV	35	60	5	65	
Demolitions	COG*		20	10	30	
Disguise	INT	25	50	5	55	
Flight	SOM		5	0	5	
Fray	REF		5	10	15	
Freefall	REF		5	10	15	
Freerunning	SOM		5	0	5	
Gunnery	INT		25	5	30	
Hardware:Electronics	COG		20	10	30	
Impersonation	SAV	40	65	5	70	
Infiltration	COO	25	30	0	30	
Infosec	COG*	55	85	10	95	
Interfacing	COG	20	40	10	50	
Intimidation	SAV		25	5	30	
Investigation	INT	20	45	5	50	
Kinesics	SAV	25	50	5	55	
Kinetic Weapons	COO		5	0	5	
Navigation	INT		25	5	30	
Networking(Autonomists)	SAV		25	5	30	
Networking(Criminals)	SAV		25	5	30	
Networking(Ecologists)	SAV		25	5	30	
Networking(Firewall)	SAV		25	5	30	
Networking(Hypercorps)	SAV		25	5	30	
Networking(Media)	SAV		25	5	30	
Networking(Scientists)	SAV	20	65	5	70	
Palming	COO		5	0	5	
Perception	INT	25	50	5	55	
Persuasion	SAV	5	30	5	35	
Programming	COG*	30	50	10	60	
Protocol	SAV	20	45	5	50	
Psi Assault	WIL*		20	10	30	
Psychosurgery	INT		25	5	30	
Research	COG	20	40	10	50	
Scrounging	INT		25	5	30	
Seeker Weapons	COO		5	0	5	
Sense	INT*	23	48	5	53	
Spray Weapons	COO		5	0	5	
Swimming	SOM		5	0	5	
Throwing Weapons	COO		5	0	5	
Unarmed Combat	SOM		5	0	5	
Academics:ComputerScience	SAV	35	75	10	85	
Academics:Cryptography	COO	35	55	10	65	
Academics:Engineering	SOM	35	55	10	65	
Academics:Genetics	SOM	25	65	10	75	
Academics:Psychology	SOM	30	50	10	60	
Academics:Physics	WIL*	30	50	10	60	
Profession:Diplomat	COO	35	55	10	65	
Profession:Lab Technition	COG*	35	55	10	65	
Profession:Nanotechnology	COG	35	65	10	75	

* May not default to aptitude if untrained.

Armor
0/0 (Base)
3/4 (Armor Clothing)
2/4 (Smart Vac Clothing)

Weapons						
Name	Type	AP	DV	Firing Mode	Ammo	Linked Skill
Club	Weapon	0	1d10+2+(SOM/10)			Clubs

Concept
<p>Information Acquisition Specialist</p> <p>Using all of my skills together I would select a target such that it was not uncommon for them to go back to the office, or location the information was kept, after they has left for the day. I would then bump into them in a coffee shop or something and use my subliminal skill to get them to change their password to something specific that I would know, and use my mimic ability to perfect their mannerisms. I would then sleeve into the same morph they used and just walk into the building as them and proceed to gather the info I was paid to get.</p> <p>All of my contracts came with a time limited exclusive access rider, and after the time limit I would release the info open source. The last thing my character really remembers is someone recruiting her for something, who and what is up to the GM, the a large blank space and a feeling needing to run fast so she grabbed what valuables she could from where she was and ran to Locus station.</p> <p>NOTES: Aspergers causes me to require a willx3 save or suffer 3 Stress per person I am attempting to use my social skills on</p>

Notes

Traits

Mental Disorder (Insomnia): You have a psychological disorder from a previous traumatic experience in your life. Choose one of the disorders.

Mental Disorder (Aspergers): You have a psychological disorder from a previous traumatic experience in your life. Choose one of the disorders.

Async Familiarity: This character has a keen sense for the subtle behavioral clues and micro-expressions that many asyncs unconsciously adopt after their infection. As a result, they may make a Kinesics Test to identify an async as such on their behavior alone. Gamemasters are encouraged to make this test difficult (-30) at best, given that there is usually no outward sign of Watts-MacLeod infection or the use of psi sleights. This trait is most common among asyncs, but it may be allowed for characters that have studied asyncs or spent significant time in their presence.

Situational Awareness: The character is very good at maintaining continuous partial awareness of the goings-on in their immediate environment. In game terms, they do not suffer the Distracted modifier on Perception Tests to notice things even when their attention is focused elsewhere, or when making Quick Perception Tests during combat.

Information Control: This character has a knack for diligence and caution in their daily living, online, and social networking interactions, reducing the amount of extraneous or sensitive information about themselves that leaks out in the public eye. Apply a +10 modifier to any Research Tests to gather information on the character or track them online (see Scanning, Tracking, and Monitoring, p. 251, EP) and any Networking Tests to ascertain the character's networking interactions (see Keeping It Quiet, p. 288, EP).

Digital Ghost: The character has an intuitive knack for keeping their computer intrusions out of the spotlight. Once per game session, the hacker may prevent a Severe Failure or Critical Failure from downgrading their status on a hacked system (see Failing Tests, p. 257, EP).

Combat Paralysis: The character has an unfortunate habit of freezing in combat or stressful situations, like a deer caught in headlights. Anytime violence breaks out around the character, or they are surprised, the character must make a Willpower Test in order to act or respond in any way. If they fail the test, they lose their action and simply stand there, remaining incapable of reacting to the situation.

Enemy: At some point in their past, the character made an enemy for life who continues to haunt them. The gamemaster and player should work out the details on this enmity, and the gamemaster should use the enemy as an occasional threat, surprise, and hindrance.

Edited Memories: At some point in the character's past, the character had certain memories strategically removed or otherwise lost to them. This may have been done to intentionally forget an unpleasant or shameful experience or to make a break with the past. The memory may also have been lost by an unexpected death (with no recent backup), or it may have been erased against the character's will. Whatever the case, the memory should bear some importance, and there should exist either evidence of what happened or NPCs who know the full story. This is a tool the gamemaster can use to haunt the character at some future point with ghosts from their past.

On the Run: The character is wanted by the authorities of a particular habitat/station or faction, who continue to actively search for the character. They either committed a crime or somehow displeased someone in power. The character deals with that faction in question at their own risk, and may occasionally be forced to deal with bounty hunters.

Mental Disorder (Borderline Personality): You have a psychological disorder from a previous traumatic experience in your life. Choose one of the disorders.

Social Stigma (Lost): An unfortunate aspect of the characters background means that they suffer from a stigma in certain social situations. You are a child of a doomed project rumored to have produced souls already mad...or murderous. In social situations where the characters nature is known to someone who view that nature with distaste, fear, or repugnance, they suffer a 10 to 30 modifier (gamemasters discretion) to social skill tests.

Expert (Infosec): The character is a legend in the use of one particular skill. The character may raise one learned skill over 80, to a maximum of 90, during character creation. This trait does not actually increase the skill, it just raises the maximum. This trait may only be taken once.

Psi (Level 2): The character has been infected with the Watts-MacLeod strain of the Exsurgent virus, which altered their brain structure and opened the potential for their mind to enhance their cognitive abilities and read and manipulate the biological minds of others (see Mind Hacks). The character may purchase and learn psi sleights. At Level 1, the character may only use psi-chi sleights. At Level 2, the character may use both psi-chi and psi-gamma sleights. Though this trait is not very expensive, gamemasters should not allow it to be abused. There are a number of negative side effects to Watts-MacLeod infection, noted under Psi Drawbacks.

Morph Traits

Low Pain Tolerance: Pain is the character's enemy. The character has a very low threshold for pain tolerance and is more severely impaired when suffering. Increase the modifier for each wound take by an additional -10 (so the character suffers -20 with one wound, -40 with another, and -60 with a third). Additionally, the character suffers a -30 modifier on any test involving pain resistance. This morph version of this trait is only available for biomorphs.

Fast Metabolism: The morph's metabolism runs hot, requiring the character to eat two to three times as much food as a normal character with similar body mass. Food tends to be plentiful and cheap in most transhuman settlements, but this trait can pose a problem in remote areas or when visiting settlements with limited resources. The character must plan ahead and pack enough food on expeditions. If the character is eating off their rep, they must expend two trivial favors each day for the additional food they require. If the character is unable to obtain enough food, they lose SOM at the rate of one point per day until they resume their usual caloric intake. This trait is only available for biomorphs (including uplifts and pods).

Psi Chameleon: The characters mental state is naturally resistant to psi sensing. Apply a 10 modifier to any attempts to locate or detect the character via psi sleights.

Psi Defense (Level 1): The characters mind is inherently resistant to mental attacks. At Level 1, apply a +10 modifier to all defense tests made against psi attacks.

PSI								
Slight	Cat	Type	Act	Rng	Dur	Strain	Skill	Desc
Emotion Control	Chi	Passive	Automatic	Self	Constant		-0	Emotion Control gives the async tight control over their emotional states. Unwanted emotions can be blocked out and others embraced. This has the benefit of protecting the async from emotional manipulation, such as the Drive Emotion sleight or Intimidation skill tests. The async receives a +30 modifier when defending against such tests.
Multitasking	Chi	Passive	Automatic	Self	Constant		-0	The async can handle vast amounts of information without overload and can perform more than one mental task at once. The character receives an extra Complex Action each Action Phase that may only be used for mental or mesh actions.
Pattern Recognition	Chi	Passive	Automatic	Self	Constant		-0	"The character is adept at spotting patterns and correlating the non-random elements of a jumble"related items jump out at them. This is useful for translating languages, breaking codes, or find clues hidden among massive amounts of data. The character must have a sufficiently large sample enough time to study, as determined by the gamemaster. This might range from a few hours of listening to a spoken transhuman language to a few days of investigating inscriptions left by long-dead aliens to a week or more of researching a lengthy cipher. Languages may be comprehended by reading or listening to them being spoken. Apply a +20 modifier to any appropriate Language, Investigation, Research, or code-breaking Tests (note that this does not apply to Infocsec Tests made by software to decrypt a code). The async may also use this ability to more easily learn new languages, reducing the training time by half."
Predictive Boost	Chi	Passive	Automatic	Self	Constant		-0	The Bayesian probability machine features of the async's brain are boosted by this sleight, enhancing their ability to estimate and predict outcomes of events around them as they unfold in real-time and update those predictions as information changes. In effect, the character has a more intuitive sense for which outcomes are most likely. This grants the character a +10 bonus on any skill tests that involve predicting the outcome of events. It also bolsters the async's decision-making in combat situations by making the best course of action more clear, and so provides a +10 bonus to both Initiative and Fray Tests.
Ambience Sense	Chi	Passive	Automatic	Self	Constant			This sleight provides the async with an instinctive sense about an area and any potential threats nearby. The async receives a +10 modifier to all Investigation, Perception, Scrounging, and Surprise Tests.
Filter	Chi	Passive	Automatic	Self	Constant		-0	Filter allows the async to filter out distractions and eliminate negative situational modifiers from distraction, up to the gamemaster's discretion.
Instinct	Chi	Passive	Automatic	Self	Constant		-0	Instinct bolsters the async's subconscious ability to gauge a situation and make a snap judgment that is just as accurate as a careful, considered decision. For Task Actions that involve analysis or planning alone (typically Mental skill actions), the async may reduce the timeframe by 90% without suffering a modifier. For Task Actions that involve partial analysis/planning, they may reduce the timeframe by 30% without penalty.
Psi Shield	Gamma	Passive	Automatic	Self	Constant		-0	Psi Shield bolsters the async's mind to psi attack and manipulation. If the async is hit by a psi attack, they receive WIL / 5 (round up) points of armor, reducing the amount of damage inflicted. They also receive a +10 modifier when resisting any other sleights.
Scramble	Gamma	Passive	Automatic	Self	Constant		-0	Scramble allows the async using the sleight to hide from another async using the Ego Sense or Omni Awareness sleights. Apply a +30 modifier to the defending async's Opposed Test.
Subliminal	Gamma	Active	Complex	Touch	Instant	2	Control	"The Subliminal sleight allows the async to influence the train of thought of another person by implementing a single post-hypnotic suggestion into the mind of the target. If the async wins the Opposed Test, the recipient will carry out this suggestion as if it was their own idea. Implanted suggestions must be short and simple; as a rule of thumb, the gamemaster may only accept suggestions encompassed by a short sentence (for example: "open the airlock," or "hand over the weapon"). At the gamemaster's discretion, the target may receive a bonus for resisting suggestions that are immediately life threatening ("jump off the bridge") or that violate their motivations or personal strictures. Suggestions do not need to be carried out immediately, they may be implanted with a short trigger condition ("when the alarm goes off, ignore it")."
Mimic	Gamma	Active	Quick	Close	Instant	0	Sense	"In a setting where changing your body and face is not unusual, people learn to recognize habits and personality quirks more often. The async must use this sleight on a target and succeed in a Success Test. If successful, the async acquires an "imprint" of the target's mind that they can take advantage of when impersonating that ego. The async then receives a +30 bonus on Impersonation Tests when mimicking the target's behavior and social cues."
Omni Awareness	Gamma	Active	Quick	Close	Temp (Minutes)	-1	Sense	An async with Omni Awareness is hypersensitive to other biological life that is observing them. During this sleight's duration, the async makes a Sense Test that is opposed by any life that has focused their attention on them within the sleight's range; if successful, the async knows they are being watched, but not by whom or what. It does, however, apply a +30 Perception bonus to spot the observer. This sleight does not register partial attention or fleeting attention, or simple perception of the async, it only notices targets who are actively observing (even if they are concealing their observation). This sleight is effective in spotting a tail, as well as finding potential mates in a bar.
Charisma	Gamma	Active	Quick	Touch	Temp (Minutes)	-1	Control	The async uses this sleight to influence the target's mind on a subconscious level, so that the target perceives them to be charming, magnetic, and persuasive. If the async beats the target in an Opposed Test, they gain a +30 modifier on all subsequent Social Skill Tests for the chosen duration.

Gear		
Name	Type	Desc
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.
Grip Pads	Augmentation	(EP p. 305) The morph possesses specialized pads on its palms, lower arms, shins, and the bottoms of its feet. Designed to emulate the pads on gecko feet, characters can support themselves on a wall or ceiling by placing any two of these pads against any surface not made from a material specially designed to resist this augmentation. Characters can climb any surface and move easily across ceilings that can support their weight. Apply a +30 modifier to Climbing Tests. The pads must be free to touch the surface the character is climbing (no gloves). The nature of these pads is obvious to anyone looking at them, but they do not impair the character's sense of touch or manual dexterity. If combined with the vacuum sealing augmentation, the character can even stick to surfaces in the vacuum of space.
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.
Access Jacks	Augmentation	"(EP p. 306) Usually located in the base of the skull or neck, this implant is an external socket with a direct neural interface. It allows the character to establish a direct wired connection using a fiber optic cable to external devices or other characters, which can be useful in places where wireless links are unreliable or complete privacy is required. Two characters linked via access jack can ""speak"" mind-to-mind and transfer information between their mesh inserts and other implants. All synthmorphs have these by default."
Adrenal Boost	Augmentation	(EP p. 302) This adrenal gland enhancement supercharges the character's adrenal response to situations that invoke stress, pain, or strong emotions (fear, anger, lust, hate). When activated, the concentrated burst of norepinephrine accelerates heart rate and blood flow and burns carbohydrates. In game terms, this allows the character to ignore the -10 modifier from 1 wound and temporarily increases REF by +10 (also boosting REF-linked skills and Initiative). These modifiers apply until the character has calmed down (if the character also has endocrine control, then adrenal boosts can be activated and deactivated at will, and the negated wounds are cumulative).
Chameleon Skin	Augmentation	(EP p. 303) The morph's skin is augmented with complex chromatophores so that it changes color like the skin of a chameleon or an octopus. The morph can match the appearance of almost any color and most patterns. This provides a +20 modifier to Infiltration Tests to avoid being seen or noticed, as long as the character is stationary or not moving faster than a slow walk. The character must also be nude or wearing smart clothing or a chameleon cloak of the same color and pattern. If incompletely camouflaged, or if moving faster, reduce the modifier to +10. In addition to blending in, the character can also consciously change the color and pattern of their skin to deliberately stand out (+20 on Perception Tests to notice) or simply to produce attractive or interesting colors or patterns.
Emotional Dampers	Augmentation	(EP p. 304) This low-cost alternative to endocrine control allows the user to voluntarily damp their morph's emotional responses and various non-verbal cues like pupil dilation, eye movement, or vocal tone. Using this augmentation allows the user to lie and conceal their emotions in such as way as to fool the keenest observer; apply a +30 modifier to Deception and Impersonation Tests. This modification does not affect methods of detecting lies and emotions that involve reading the character's neural state, including psi-gamma sleights. However, this augmentation damps out all emotional responses and so causes the character to be less persuasive in real-time personal interactions, imposing a -10 modifier to other Social skill tests like Persuasion. Characters can turn this augmentation on or off at will.

Nanotat ID Flux	Augmentation	(PO p. 149) This highly illegal system is a programmable version of the nanotat ID. Any new (fake) ID may be programmed in, and the nanotat may be reconfigured in seconds (1 Action Turn) to switch to another ID pattern in storage. This nanoware may not be configured for legal IDs unless they are actually legal or their encryption has been cracked.
Speck	Robot	"(EP p. 346) Specks are tiny insectoid spy drones, 2.5 mm long and 2 mm wide, about the size of a small fruit fly. They fly with tiny wings, carry a microbug, and are excellent for surveillance purposes or otherwise being a ""speck on a wall."" Specks are difficult to notice (-30 Perception modifier) and almost impossible to distinguish from an actual insect."
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Armor Clothing	Armor	The extra-resilient organoweave fibers and fullerene materials that offer basic protection against kinetic and energy weapons can be woven in with normal smart materials to create a wide range of discreet armor clothing that provides a subtle level of security. Such protective garments are indistinguishable from regular clothing and come in all styles and designs. Armor clothing provides an Armor Value of 3/4.
Smart Vac Clothing	Armor,Everyday/Common	Just like regular smart clothing, this outfit can also transform into a light vacsuit. It also functions as armor with a rating of 2/4.
Mobile Lab	Scavenged Tech	(EP p. 330) The mobile lab is a handheld device that contains all different types of sensors to investigate organic and inorganic liquid, gaseous, and solid components (from soil to tissue samples) and compositions. It performs material analysis using different methods of spectrometry and biochemical testing, comparing results to a built-in database of element and compound spectra. Its built in AI comes equipped with Academic: Chemistry 30.
Microbug	Espionage	(EP p. 316) This device is a tiny camera and microphone 1 millimeter across. It has the visual capabilities of a set of specs. It can hear everything within 20 meters and see everything within the same range that is in its line of sight. A microbug can record up to 100 hours of information. Microbugs can be set to broadcast continuously, at set intervals, or only when they receive a special signal. If desired, they can also be set to only record if there is movement or voices in the room they are in. Microbugs have adhesive backs and can stick to almost any surface. Microbugs can also establish their location via mesh positioning or GPS, and so double as tracking devices. To avoid being detected by their radio transmissions, some microbugs are attached to miniature quantum farcasters. These microbugs are much larger (1 centimeter) and easy to see, but their transmissions cannot be detected or blocked.
Maker (Low)	Nanotechnology	(EP p. 328) Makers are specially-designed to produce food and drink for the user. Raw materials can be provided by the addition of any water-containing liquid and collected biomass like leftover food, grass, dirt, dead animals, or transhuman waste. Some models are built into standard vacsuits. Makers can produce water and various flavored beverages, as well as ration bars or thick pudding-like edible gels. With adequate raw material, a maker can indefinitely provide food and drink for up to three transhumans. Most units, however, have a very limited range of flavors and textures that are widely considered to be fairly bad. Models with a wider and better range of flavors and textures are more expensive, but produce food that is considered adequate or occasionally good.
Fabber	Nanotechnology	(EP p. 328) Fabbers are specialized nanofabricators, portable and considerably smaller than CMs. There are a wide variety of portable fabbers, including ones that can make any hand tool or small piece of personal electronics, ones that can turn any organic material into food and drink, and ones that can create any drug or medicine as well as bandages and specialized dressings. The most common fabbers have a volume of 4 liters. Larger hand tools and devices are produced as 2 or 3 separate parts that must be fitted together. Like CMs, fabbers also contain miniature disposal units.
Desktop Cornucopia Machine	Nanotechnology	(EP p. 327) Cornucopia machines (CMs) are general-purpose nanofabricators. The smallest CMs are desk-sized cubes approximately half a meter on a side with a volume of at least 40 liters. They can produce any small object, from tools to well-folded suits of clothing to handguns or a bowl of cereal. It is sometimes possible to assemble larger items, but they must be manufactured in smaller pieces and then assembled (likely requiring an appropriate Hardware Test). While users can purchase bulk raw materials, CMs also come equipped with a disassembler. The user loads garbage and other objects into the disassembler so that they can be turned into raw materials for the CM. All legally-available disassemblers only deconstruct non-living material.

Healing Vat	Nanotechnology	(EP p. 326) Healing vats were the first type of nanotech medicine developed and remain the most powerful medical devices in common use. With the exception of a few exceptionally deadly nanoplagues, a healing vat can cure any disease and heal any injury. As long as the patient is alive when they are placed in the healing vat, they will not only survive, but emerge without a scratch. A healing vat can even take a severed head (as long as it has been stabilized by medicines or nanotech first aid) and regrow an entire body based on the head's genetics. If the patient's body or medical records contain information about their implants, bioware, or advanced nanotechnology, all of these modifications are also fully restored. Few people suffer injuries serious enough to require a healing vat. Most are used as a safe and easy way to perform bodysculpting or to install implants or bioware. Healing vats use specialized nanomachines to either alter the patient's body or integrate implants or bioware. One advantage of using a healing vat is that no additional healing time is needed, the patient leaves the vat fully recovered from the augmentation and ready to go. Every hospital, clinic, bodyshop, and augmentation parlor has several healing vats. The time required by a healing vat varies with the severity of the damage it is healing or the extent of the modification being made, as noted on the Healing Vat table.
ID Scanner	Sensor	(PO p. 153) This small hand-held device is used to read the nanotat IDs carried by most morphs
Neutrino Retreat	Communication	(GC p. 154) Remote backup storage for use with Emergency Farcasters (EP 306). Communicates with up to 10 different emergency farcasters and can store up to 10 egos.
Personal Interaction Sensor	Sensor	(PO p. 153) A worn device that gives users a +20 modifier to Kinesics Tests.
Micrograv Shoes	Everyday/Common	(EP p. 325) These shoes are equipped with velcro and/or a magnetic system, allowing the wearer to walk normally on appropriate surfaces in micrograv and zero-G environments, rather than floating or bouncing.
Utilitool	Everyday/Common	(EP p. 326) This hand tool includes a specialized small nanobot generator. In its basic form, a utilitool is the size and shape of a large fountain pen. It can transform into almost any tool, however, from a wrench, knife, or powered screwdriver to a rotary grinder or pair of pliers. Some inexpensive utilitools are optimized for specialized tasks, like cooking or wilderness survival, but more expensive models become almost any imaginable hand tool. Utilitools are normally mentally controlled using the character's basic mesh inserts. Characters without such implants can control the tool via voice commands and touch controls. Characters using a utilitool gain a +10 modifier to skills involving repairing or modifying devices with mechanical parts, opening locks, disarming alarm systems, or performing first aid.
Enhanced Pheromones	Augmentation	(EP p. 305) The morph's biochemistry has been altered so that it produces enhanced pheromonal signals that subconsciously affect the behavior of other humans in the vicinity. These pheromones make the character more attractive and trustworthy to the target; apply a +10 modifier to appropriate Social skill tests, such as Persuasion. This augmentation only affects characters who can smell the pheromones, and it does not affect uplifts or xenomorphs.
Enhanced Hearing	Augmentation	"(EP p. 301) The morph's ears are enhanced to hear both higher and lower frequency sounds""the range of sounds they can hear is twice that of normal human ears (see Using Enhanced Senses). In addition, their hearing is considerably more sensitive, allowing them to hear sounds as if they were five times closer than they are. A character with this augmentation can easily overhear even a softly spoken conversation at another table in a small restaurant. This augmentation provides a +20 modifier to all Perception Tests involving hearing."
Hearing Filter	Augmentation	(PO p. 149) With this implant morphs can fine tune the information provided by the bioware Enhanced Hearing as if it was the Cyberware version.
Medichines	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.
Fake Ego ID	Service	(EP p. 331) This forged ID will pass in most inner system and Jovian Republic habitats, and sometimes others.
Firewall	Program	(EP p. 331) This program protects a device from hostile intrusion. Every system comes with a standard version of this software by default.
Exploit	Program	(EP p. 331) (Exploits are hacker tools that take advantage of known vulnerabilities in other software. They are required for intrusion attempts.
Encryption	Program	(EP p. 331)

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, meshbrowser, 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/image 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.
Circadian Regulation	Augmentation	(EP p. 304) The morph only requires 2 hours of sleep to maintain health and function at peak mental capacity. The character dreams constantly while asleep and can both fall asleep and wake up almost instantly. In addition, the character can easily and with no ill-effects shift to a 2-day cycle, where they are awake for 44 hours and sleep for 4.
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.
Eidetic Memory	Augmentation	(EP p. 301) The character can remember everything that ever happened to them, in detail, with no long term memory loss. For example, they can recite a page they read in a book a month ago, recall a string of 200 random characters they viewed a year ago, or even tell you what they had for breakfast on a particular date a decade ago. However, they can only remember things they paid attention to. The character will not remember the contents of a note on someone's desk if they merely glanced at it; they must specifically have read it. No effort is required to use this augmentation, the character merely needs to attempt to remember a specific fact.
Endocrine Control	Augmentation	(EP p. 304) This augmentation modifies the morph's endocrine system, giving the character fine control over their hormone output. This allows the character to completely control their appetite and emotions and to regulate pain. They receive a +30 modifier against the effects of hunger, fear, and any forms of emotional manipulation, such as the Drive Emotion sleight. This augmentation also allows character to lie with perfect conviction and to completely fool all methods of lie detection that do not rely on the target's neural output; apply a +20 modifier to Deception Tests. It also allows the character to remain awake for 48 hours without penalty, but after this time the character begins experiencing normal fatigue. Finally, the ability to regulate pain reception allows the character to ignore the -10 modifier from 1 wound.
Hyper Linguist	Augmentation	(EP p. 301) The morph's brain maintains the linguistic flexibility of a small child, allowing the character to learn languages with great ease. This functions as the Hyper Linguist trait.
Math Boost	Augmentation	(EP p. 301) This implants functions as the Math Wiz trait.
Club	Weapon	Clubs encompasses a wide range of one-handed blunt objects, from saps to sticks to pipes.

