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RESOURCES:
http://eclipsephase.com
—Eclipse Phase website and blog
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“Eclipse Phase” or “Posthuman Studios”
The following NPCs represent a selection of characters the gamemaster may find useful when running *Eclipse Phase* adventures. Bonuses from implants and other gear are incorporated into aptitude scores. Gamemasters are encouraged to modify the listed stats, skills, gear, etc. as they deem fit.

**AGI POD WORKER**

“At least I don’t have to stay cooped up inside all day.”

AGIs are often employed to operate maintenance pods on habitats and orbital installations as they can work around the clock and provide a set of intelligent eyes on the exterior, where spimes and surveillance systems are isolated and subject to failure. They are preferred over standard narrow AIs due to their elevated intelligence and adaptability. Novacrabs are particularly popular sleeves due to their extra mobility and durability.

**Morph:** Novacrab

**Skills:**
- Climb 40
- Fray 45
- Freerun 60
- Interfacing 50
- Hardware: Electronics 40
- Hardware: Industrial 55
- Investigation 40
- Perception 40
- Profession: Engineer 45
- Unarmed Combat 50

**Rep:**
- @-rep 40
- c-rep 10

**Implants:**
- Basic Biomods
- Basic Mesh Inserts
- Carapace Armor
- Cortical Stack
- Cyberbrain
- Enhanced Respiration
- Gills
- Mnemonic Augmentation
- Oxygen Reserve
- Puppet Sock
- Temperature Tolerance
- Vacuum Sealing

**Gear:**
- Micrograv Shoes
- Repair Spray
- Wrist-mounted Tools

**Armor:**
- 11/11 (carapace)

**VARIANT:** SECURITY NOVACRAB

Some novacrab workers are dual-purposed in security roles. Use the same stats as listed above, with the following changes:

**Additional Skills:**
- Beam Weapons 40
- Clubs 45
- Profession: Security Ops 45

**Additional Implants:**
- Enhanced Vision

**Morph:** Worker Pod

**Skills:**
- Climb 35
- Fray 40
- Freerun 40
- Interfacing 45
- Investigation 35
- Networking: Criminal 35
- Perception 40
- Programming 45
- Protocol 35
- Scrounging 40
- Unarmed Combat 45

**Rep:**
- @-rep 40
- c-rep 10

**Implants:**
- Basic Biomods
- Basic Mesh Inserts
- Cortical Stack
- Cyberbrain
- Dead Switch
- Mnemonic Augmentation
- Puppet Sock
- Edited Memories
- Neural Damage (Aphasia)
- Social Stigma (Pod)

**Gear:**
- Anonymous Account
- Disassembler Nanoswarm
- Microwave Agonizer
- Microwave Link
- Spray Armor (2/2)
- Wrist-mounted Tools

**ANARCHIST SABOTEUR**

“4 … 3 … 2 …”

Some anarchists are not content to just live the outer system libertarian lifestyle. They want to bring the revolution to the inner system, strike at the heart of the capitalist beast, and liberate the oppressed clanking masses. These anarchists work in decentralized cells to sabotage hypercorp operations, government facilities, and military units. These attacks typically target physical infrastructure and property and avoid loss of life—the goal is to raise the costs of business and support social struggles, not cause indiscriminate terror.

**Morph:** Splicer

**Skills:**
- Beam Weapons 40
- Climbing 30
- Demolitions 40
- Fray 45
- Freefall 40
- Infiltration 50
- Networking: Autonomist 55
- Networking: Criminal 35
- Perception 40
- Programming 50
- Protocol 35
- Scrounging 40
- Unarmed Combat 45

**Rep:**
- @-rep 40
- c-rep 10

**Implants:**
- Basic Biomods
- Basic Mesh Inserts
- Cortical Stack
- Cyberbrain
- Dead Switch
- Mnemonic Augmentation
- Puppet Sock
- Edited Memories
- Neural Damage (Aphasia)
- Social Stigma (Pod)

**Gear:**
- Anonymous Account
- Disassembler Nanoswarm
- Microwave Agonizer
- Microwave Link
- Spray Armor (2/2)
- Wrist-mounted Tools
**ARMS DEALER**

“That’s an original 3rd EU Cavalry battlesuit from BF 10. Don’t touch it.”

The arms dealer isn’t your standard low-level street dealer, nor are they working for a particular gang or syndicate. They are an independent operator, often with connections to multiple criminal organizations, not to mention influential government, military, and hypercorp personnel. As the head of their own private network, they are relaxed and confident in their personal skills, network connections, and the stopping power of their inventory. They are all business, however, and would rather walk away from a deal than draw weapons. Arms dealers are almost always accompanied by a bodyguard and at least two well-equipped criminal enforcers, just so no one gets any ideas.

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**Morph:** Fury

**Skills:** Beam Weapons 50, Deception 45, Demolitions 40, Fray 70, Gunnery 50, Hardware: Armorer 60, Kinetic Weapons 65 (Submachine Guns 75), Networking: Autonomist 40, Networking: Criminal 70, Networking: Hypercorp 50, Perception 55, Persuasion 60, Profession: Smuggling Tricks 60, Mining 50, Spray Weapons 40, Thrown Weapons 40

**Rep:** c-rep 75, g-rep 80

**Implants:** Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Light), Cortical Stack, Enhanced Vision, Medichines, Neurachem (Level 1), Toxin Filters

**Gear:** Anonymous Account, any weapon desired

**Armor:** 12/13 (Light Body Armor + Light Bioweave)

**NPC FILE 1 : PRIME**

**MORPH: GHOST**

**Skills:** Blades 75 (Wasp Knife 85), Climbing 75, Disguise 65, Exotic Melee: Monowire Garotte 70, Fray 65 (85), Freerunning 70, Infiltration 70 (Shadowing 80), Investigation 50, Kinetic Weapons 75 (Sniper Rifle 85), Networking: Criminal 80, Perception 60, Research 50, Seeker Weapons 60, Throwing Weapons 60, Unarmed Combat 65

**Rep:** c-rep 40, g-rep 70

**Implants:** Adrenal Boost, Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Light), Chameleon Skin, Cortical Stack, Dead Switch, Echolocation, Enhanced Vision, Grip Pads, Hardened Skeleton, Medichines, Mental Speed, Neurachem (Level 1), Reflex Boosters, Toxin Filters

**Gear:** Anonymous Account, Chameleon Cloak, Covert Ops Tool, Skinflex, Smart Clothing, Smart Dust, Spindle, Spindle Climber, Tracking Software

**Armor:** 12/13 (Light Body Armor + Light Bioweave)

**NPC FILE 1 : PRIME**

**MORPH: GHOST**

**Skills:** Blades 75 (Wasp Knife 85), Climbing 75, Disguise 65, Exotic Melee: Monowire Garotte 70, Fray 65 (85), Freerunning 70, Infiltration 70 (Shadowing 80), Investigation 50, Kinetic Weapons 75 (Sniper Rifle 85), Networking: Criminal 80, Perception 60, Research 50, Seeker Weapons 60, Throwing Weapons 60, Unarmed Combat 65

**Rep:** c-rep 40, g-rep 70

**Implants:** Adrenal Boost, Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Light), Chameleon Skin, Cortical Stack, Dead Switch, Echolocation, Enhanced Vision, Grip Pads, Hardened Skeleton, Medichines, Mental Speed, Neurachem (Level 1), Reflex Boosters, Toxin Filters

**Gear:** Anonymous Account, Chameleon Cloak, Covert Ops Tool, Skinflex, Smart Clothing, Smart Dust, Spindle, Spindle Climber, Tracking Software

**Armor:** 12/13 (Light Body Armor + Light Bioweave)
**VARIANT: EGO KILLER**
On rare occasions, assassins may be tasked to hunt down an AI, infomorph, or fork. In these cases, a killer with a skill set oriented towards hacking is called for. Truly elite ego killers specialize in accessing secure backup services and deleting archived backups. It is rumored that some ego killers got their start in military networks during the Fall, hunting down remnants of the TITANs.

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**Morph:** Infomorph

**Skills:** Hardware: Electronics 85, Infosec 90, Interfacing 85 (Scanning 95), Investigation 80, Networking: Criminal 70, Networking: Hypercorp 40, Profession: Security Systems 80, Profession: XP Producer 60, Programming 85, Research 80

**Rep:** c-rep 20, g-rep 80, r-rep 20

**Enhancements:** Mnemonic Augmentation, Multi-Tasking

**Gear:** Anonymous Account x 5, Software (AR Control 80, Intimidation 60, EGO KILLER)

**ASYNC**

_“Don’t be disappointed, it takes a lot to surprise me.”_

Those infected with the Watts-McLeod strain of the Exsurgent virus manifest strange abilities and are constantly aware of something fundamentally different in their ego. Fear of the strangeness in their own minds and the potential aggression that others might show them forces asyncs to learn skills to blend in with others and keep their true nature masked. Some asyncs view the “otherness” of their abilities as something to master before it masters them.

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**Morph:** Futura

**Skills:** Control 55, Deception 40, Disguise 50, Fray 55, Infiltration 45, Intimidation 45, Investigation 40, Kinesics 50, Kinetic Weapons 35, Networking (Choose one) 60, Perception 55, Psi Assault 65, Sense 50, Unarmed Combat 40

**Implants:** Basic Biomods, Basic Mesh Inserts, Cortical Stack, Eidetic Memory, Emotional Dampers

**Rep:** (Choose one) 40

**Traits:** Mental Disorder (Choose one), Psi (Level 2), Psi Defense (Level 1)

**Gear:** Psike-Out (1 dose, +20 to Psi Tests, +2 DV to Strain), Utilitool

**Psi-Chi Sleights:** Ambience Sense, Downtime, Grok, Predictive Boost, Sensory Boost

**Armor:** 3/4 (Armor Clothing)

**VARIANT: LOST RENEGADE**

This survivor of the Lost generation remains on the loose, selling their particular abilities to the highest bidder and steadily growing more unhinged.

**Additional Skills:** Control 55, Psi Assault 65, Sense 50

**Additional Traits:** Danger Sense, Mental Disorder (Choose two), Psi (Level 2), Psi Chameleon, Social Stigma (Lost)

**Psi-Chi Sleights:** Qualia, Unconscious Lead

**Psi Gamma Sleights:** Alienation, Ego Scan, Psychic Stab, Thought Browse

**Psi Psychic Stab 65** (AP Ignores Armor, DV 1d10 + 3, Strain Mod 0, Range Touch)

**VARIANT: ASYNC OVERMIND**

Some asyncs become obsessed with developing their abilities to the exclusion of all else and can demonstrate terrifying mental power.

**Additional Skills:** Control 80, Intimidation 60, Investigation 60, Persuasion 50, Psi Assault 85, Sense 75, Unarmed Combat 60

**Additional Traits:** Mental Disorder (Choose two), Psi (Level 2)

**Psi-Chi Sleights:** Ambience Sense, Downtime, Grok, High Pain Threshold, Multitasking, Predictive Boost, Superior Kinesics

**Psi Gamma Sleights:** Charisma, Cloud Memory, Deep Scan, Mind Link, Omni-Awareness, Psychic Stab, Scramble

**Unarmed Strike 60** (DV 1d10 + 1)

**Psi Psychic Stab 85** (AP Ignores Armor, DV 1d10 + 3, Strain Mod 0, Range Touch)

**BIOCONSERVATIVE TERRORIST**

_“We’ve been cast from Eden for using forbidden knowledge and now we suffer in the wasteland.”_

Infrequent terror attacks still occur across the solar system, often committed by bioconservative groups dedicated to destroying the “taint” of technindustrial memes and society. Some bioconservatives arise from religious cults that view transhuman technologies as opposing the natural order, such as extreme Pentacostal religious sects who saw the Fall as the Rapture: divine retribution for the growth of genefixing, the creation of “soulless” AIs, and similar abominations. Others adhere to anti-tech or even anti-civilization ideologies, such as the primitivists who seek to restore humanity to an idyllic hunter-gatherer state.

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**Morph:** Flat

**Skills:** Deception 50, Demolitions 55, Disguise 50, Fray 50, Freerunning 45, Kinetic Weapons 50, Infiltration 60, Infosec 40, Networking: Ecologists 60, Perception 35, Pilot: Groundcraft 40, Throwing Weapons 50, Unarmed Combat 35

**Rep:** c-rep 10, e-rep 55, g-rep 10
Gear: Ecto, Microwave Link, Nanobandage, Utilitool
Armor: 4/3 (Armor Clothing)
**Unarmed** 35 (DV 1d10 + 1)
**Medium Pistol 50**
(AP -2, DV 2d10 + 2, Mode SA/BF/FA, Ammo 12)
**Plasmaburst Grenade 50** (AP -6, DV 3d10+10)

**BODYGUARD**

“Get behind me.”

Bodyguards can be found guarding XP stars, the families and current extramarital relations of hyper-corp and political figures, and mid- to high-level crime bosses. Thanks to regular backups, they’re more than willing to literally put their lives on the line. Some bodyguards even sleeve into body doubles of those they’re protecting to spring a trap on would-be ego-nappers and assassins.

**BUG COLLECTOR**

“Now where did you just scurry off to … ?”

Bug collectors are fascinated with the variety and complexity of nanomachines and nanofabrication and can talk about these topics endlessly. To these boffins, molecular manufacturing is an art form as well as a science, and they take particular pleasure in analyzing new blueprint designs and nanobot concepts—not to mention TITAN nano-relics. The dangers posed by nanotechnology make it necessary for security forces and militaries to incorporate bug collectors in their organizations in advisory capacities.

**BRINKER ISOLATE**

“Leave me alone.”

Far-flung habitats and outposts are populated by isolates eking out a meager living according to their own rules, religious beliefs, and social conventions. The isolation and hardship they live under forces them to develop survival skills, and such brinkers can be surprisingly tenacious when defending what's theirs.

**CRUCIAL ISOLATE**

**General Hive, Maker, Nanodetector, Nanoswarms (Cleaners, Guardians, Disassemblers, Fixers), Specimen Container**

**NPC FILE 1 : PRIME**

**CORTICAL STACK**

**Connective Tissue, Expert Medical Knowledge, Eidetic Memory, Medichines, Mental Speed, Nanoswarms, Skinlink**

**Gear: General Hive, Maker, Nanodetector, Nanoswarms (Cleaners, Guardians, Disassemblers, Fixers), Specimen Container**

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**Unarmed 20 (DV 1d10 + 2)**

**Ranged**

**Buzzer 65 with Injector nanoswarm with Twitch**

(DV 1, Mode SS, Ammo 3)

**Armor**

Twitch (Type Chemical, Application D/Inh/Inj/O, Onset 3 Turns, Duration 10 Minutes, Effect: SOM Test (+30 with medichines) or incapacitated. Otherwise ~20 on all actions for 10 minutes (5 with medichines))

**VARIANT: BUG HUNTER**

Some nano-experts specialize in systems used for (counter-)surveillance and/or work with deployed security squads to analyze and counter nanoswarms used by criminals and other threats.

**Additional Skills:** Profession: Security Ops 55

**Additional Gear:** Covert Ops Tool, Nanoswarms (Scouts and Taggants), Smart Dust

---

**COVERT OPS**

“No one saw me get in, no one will see you die.”

Though covert ops agents have many toys at their disposal, they rely on physical capabilities. Given the focus placed on electronic information security to safeguard secrets, there has been a resurgence of flesh-and-blood field operatives that can bypass physical security to get at people and places directly. Even if a system can’t be hacked, the physical hardware could be destroyed or the engineers involved could be ego-napped and the relevant information plucked from their minds through torture and psychosurgery. Covert ops agents may work alone in the field, but they’re usually linked to some organization that gives them purpose and support. If anyone is even aware that a covert ops agent has come after them, they know that a powerful opponent has them in their sights.

---

**Morph:** Ghost

**Skills:** Climbing 50, Deception 45, Disguise 65, Fray 75, Freerunning 63, Hardware: Armorer 35, Hardware: Electronics 50, Impersonation 60, Infiltration 75 (Sneaking 85), Infosec 55 (Decryption 65), Interfacing 55, Investigation 60, Kinetic Weapons 65 (Heavy Rail Pistol 75), Networking: (Choose one) 40, Palming 50, Perception 70, Persuasion 60, Profession: Security Ops 65, Scrounging 40, Throwing Weapons 55 (Grenades 65), Unarmed Combat 80

**Rep:** (Choose one) 40

**Implants:** Adrenal Boost, Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Light), Chameleon Skin, Cortical Stack, Eelware, Emergency Farcaster, Enhanced Hearing, Enhanced Smell, Enhanced Taste, Enhanced Vision, Grip Pads, T-Ray Emitter

**Gear:** Disabler (2), Fiber Eye, Invisibility Cloak, Microbug, Nanodetector, Psi Jammer, Smart Clothing, Smart Dust, Traction Pads, White Noise Machine

**Armor:** 10/10 (Light Body Armor with Chameleon Coating)

**Unarmed 80 (DV 1d10 + 2 + shock)**

**Ranged**

**Heavy Rail Pistol 85**

(AP −12, DV 2d10 + 4, Mode SA/BF/FA, Ammo 10) with AP ammo, Extended Magazine, Safety System, Smartlink, Sound Suppressor
**Criminal Enforcer**

“You should be careful, that sleeve you’re wearing doesn’t take repeated blows to the head very well.”

Enforcers are simply employed thugs. Their skill set leans towards the violent arts of persuasion, but the experts know how to handle themselves in delicate negotiations and social situations or get what they want with the proper menacing look or choice of words rather than drawing weapons.

**NPC File 1: Prime**

**Criminal Enforcer**

**Skills:** Beam Weapons 45, Clubs 45, Fray 55, Intimidation 60, Kinesics 40, Kinetic Weapons 50, Networking: Criminal 60, Palming 50, Perception 45, Profession: Police Procedures 30, Protocol 55, Unarmed Combat 50

**Rep:** g-rep 25

**Traits:** Pain Tolerance (Level 1)

**Implants:** Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Heavy), Cortical Stack, Enhanced Hearing, Skin Pocket

**Armor:** 4/3 (Armored Clothing)

**Morph:** Olympian

**Gear:** Extendable Baton 45 (DV 1d10 + 4)

**Ranged:** Microwave Agonizer 50

**(AP 0–5, DV pain/2d10, Mode SS, Ammo 50)**

**Ranged:** Medium Pistol 50 (AP 0–2d10 + 2, Mode SA/BF/FA, Ammo 12) with Hollow Point ammo, Safety System, and Smartlink

**Field Medic**

“You’ll be fine. I rubbed some nano on it.”

Field medics are concerned with getting to wounded individuals quickly and providing any necessary aid needed to stabilize the patient until they can be transported to a healing vat.

**NPC File 1: Prime**

**Field Medic**

**Skills:** Flight 60, Fray 60, Infiltration 35, Medicine: Biology 55, Medicine: Nanomedicine 40, Medicine: Paramedic 75, Networking (Choose two) 30, Perception 40, Profession: Field Medic 60, Unarmed Combat 40

**Rep:** (Choose one) 20, e-rep 30, r-rep 20

**Enhancements:** Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Light Combat Armor, Mnemonic Augmentation

**Gear:** Comfurt (5 doses), DMSO, Dr. Bot, Gravy (5 doses), Injector Nanoswarm (5), Maker, Medicines (injectable, 5 doses), Nanobandages, Repair Spray, Tactical Network Software, Twitch (3 doses), Wrist-Mounted Tools

**Armor:** 20/18 (Light Combat Armor)

**Morph:** Dragonfly

**Mobility System:** Winged (8/32)

**Firewall Agent**

“Use the antimatter. It’s the only way to be sure.”

Firewall agents are dedicated to investigating and countering x-risks. On occasion they may be called in to backup other sentinels.

**NPC File 1: Prime**

**Firewall Agent**


**Rep:** (Choose two) 20, i-rep 30

**Implants:** Access Jacks, Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Light), Cortical Stack, Enhanced Respiration, Skin Pouch, Repair Spray, Tactical Network Software, Utilitool

**Armor:** 8/9 (Armor Vest with Light Bioweave)

**Morph:** Exalt


**Rep:** (Choose two) 20, i-rep 30

**Implants:** Access Jacks, Basic Biomods, Basic Mesh Inserts, Claws, Basic Inserts, Basic Biomods, Basic Mesh Inserts, Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Light), Cortical Stack, Enhanced Respiration, Skin Pouch, Temperature Tolerance

**Armor:** 3/4 (Armor Clothing)

**Morph:** Ruster

**Skills:** Blades 45 (Claws 55), Clubs 50, Deception 35, Fray 40, Freerunning 50, Intimidation 45, Kinetic Weapons 25, Networking: Criminal 35, Palming 40, Perception 30, Scrounging 35

**Rep:** g-rep 15

**Implants:** Basic Biomods, Basic Mesh Inserts, Claws, Cortical Stack, Enhanced Respiration, Skin Pouch, Temperature Tolerance

**Armor:** 3/4 (Armor Clothing)

**Gear:** MRDR (1 dose; effect: +10 SOM, +1 SPD, +10 DUR, ignore –10 from 1 wound), Spray Armor, Utilitool

**NPC File 1: Prime**

**Gang Member**

“Je t’emmerde, salope”

In the poverty-stricken communities of Luna, Mars, and the inner system, gangs engaging in black market capitalism provide a safety net and support network for the desperate and dangerous. Often still clinging to pre-Fall ethnic and cultural affiliations, many gangs adhere to a tribal identity with reinforced customs and rituals. Rarely found in groups of less than three, gang toughs rely on surprise and overwhelming numbers in a fight.

**NPC File 1: Prime**

**Gang Member**

**Skills:** Blades 45 (Claws 55), Clubs 50, Deception 35, Fray 40, Freerunning 50, Intimidation 45, Kinetic Weapons 25, Networking: Criminal 35, Palming 40, Perception 30, Scrounging 35

**Rep:** (Choose one) 20, e-rep 30, r-rep 20

**Enhancements:** Access Jacks, Basic Mesh Inserts, Cortexal Stack, Cyberbrain, Light Combat Armor, Mnemonic Augmentation

**Gear:** Comfurt (5 doses), DMSO, Dr. Bot, Gravy (5 doses), Injector Nanoswarm (5), Maker, Medicines (injectable, 5 doses), Nanobandages, Repair Spray, Tactical Network Software, Twitch (3 doses), Wrist-Mounted Tools

**Armor:** 20/18 (Light Combat Armor)

**Morph:** Dragonfly

**Mobility System:** Winged (8/32)
The text describes the characteristics and features of HOPLITE BATTLESUIT, HOPLITE INFANTRY, and HOTSHOT PILOT. It includes statistics, equipment, and abilities of each. The HOPLITE BATTLESUIT is an improved military version of the standard battlesuit, with features like 360-Degree Vision, Guardian Nanoswarm, Micrograv Shoes, Tactical Network Software, and Vacuum Sealing. The HOTSHOT PILOT is noted for their high-g turns and impressive piloting skills, with many parrots and ravens finding employment as pilots. The HOTSHOT PILOT has skills in Flight, Fray, Free Fall, Gunnery, Beam Weapons, Intimidation, Interfacing, Networking, and Perception. Their gear includes the HOPLITE Battlesuit, Unarmed Combat, and various types of weapons and equipment.
HYPERCORP GENERAL ASSOCIATE

“Management would like to see this matter resolved quickly, with a minimum of fuss.”

Sometimes the Acquisitions Department needs some extra staff to assist with a collection, or R&D misplaced something. Perhaps a rival hypercorp has gotten wind of Marketing's new unreleased advertisememe, or some anarcho-syndicalists are attempting to unionize the workers again. These things can all slow the pace of business, and solutions-oriented people are needed to prevent that.

General associates operate across divisions and work groups to smooth over difficulties. They see to it that internal memoranda stay just that and the viral marketers don’t have to be disturbed to execute any serious spin. Fixers like this will rarely get their own hands dirty—despite being there to clean up other peoples’ messes, they’ll outsource the heavy lifting to “temps” who can’t be traced back to the company.

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Morph: Exalt


Rep: c-rep 45, f-rep 40, g-rep 25

Implants: Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Light), Clean Metabolism, Cortical Stack, Medicines, Mnemonic Enhancement, Neurachem (Level 1), Toxin Filters,

Gear: Anonymous Account, Covert Ops Tool, Guardian Nanoswarm, Smart Clothing, Smart Dust, Software (Sniffer, Spoof, Tracking), White Noise Generator

Armor: 3/4 (Armor Clothing)

**AARMORED** Microwave Agonizer 50

(AP 0/-5, DV pain/2d10, Mode SS, Ammo 50)

**AARMORED** Particle Beam Bolter 50

(AP –2, DV 2d10 + 4, Mode SA, Ammo 50)

IDENTITY THIEF

“It’s great to be you.”

Identity thieves take advantage of the fact that people’s looks often change, using the hacked details of people’s lives to impersonate moderately successful individuals, fleecing them and otherwise wreaking havoc before moving on. The really good ID thieves go so far as to steal their target’s current looks as well. These imposters hide their own activities and identities carefully, often layered behind several shell personas, and even leaving behind forks to carry on a scam and draw attention while they move on to the next mark.

**HYPERCORP GENERAL ASSOCIATE**

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Morph: Sylph

Skills: Beam Weapons 40, Deception 70, Fray 60, Hardware: Electronics 65, Impersonation 75, Infosec 70, Interfacing 65 (Forgery 75), Kinesics 45, Networking: (Choose one) 60, Networking: Criminal 50, Persuasion 50, Programming 60 (Malware 60), Protocol 60, Research 60

Rep: (Choose one) 40, g-rep 40

Traits: First Impression, Striking Looks (Level 1)

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Clean Metabolism, Emotional Dampers, Enhanced Pheromones, Skillware, Skinflex, Skinlink

Gear: Anonymous Account x2, Covert Ops Tool, Kaos AI, Skillsheets (Choose three at 40), Software (Exploit, Sniffer, Spoof, Tracking), Smart Clothing, Wrist-Mounted Tool

Armor: 5/7 (Armored Clothing with Light Bioweave Armor)

**AARMORED** Unarmed 15 (DV 1d10 + 1)

**AARMORED** Microwave Agonizer 40

(AP 0/-5, DV pain/2d10, Mode SS, Ammo 50)

IMMORTAL OLIGARCH

“I am not impressed.”

The true leaders of the inner system, immortal oligarchs have been around for well over a century, shepherding their financial empires through the expansion into space and the Fall. They have withstood numerous economic and political crises and even threats and equity battles from within their own boardrooms and families, all the while sipping real BF scotches, having sex with XP stars, and negotiating with Factor proxies. They are jaded, self-assured, and supremely aware of their own, and their foes’, capabilities—which makes life boring. Many pursue strange and even self-destructive side projects with criminal cartels, gatecrashing expeditions, experimental science, TITANS-related research, and similar dangerous paths as a way to pass the time. Limitless wealth, plausible deniability, and the media are an oligarch’s best friends. Their plans are typically elaborate, long-term, and incorporate contingencies that most people would never even consider. Their idiosyncrasies and outright madness know no bounds, as they have the influence to make everyone and everything around them conform to their will. They cannot help but act with patronizing bemusement, even if caught or confronted. They know that time and resources are on their side, and their vengeance has a very long reach.
### INDENTURED INFUGEE

“I’m finished, madame.”

A typical infugee, freshly instantiated into an owned sleeve, is not yet at home in their new time or society, but still retains knowledge, skills, and memories from their earlier life. They may in fact possess highly specialized knowledge or memories that could shed light on mysteries the PCs otherwise might not be able to crack.

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**Morph:** Case

**Mobility System:** Walker (4/16)

**Skills:** Interests: (Choose one) 50, Interfacing 40, Networking:
- Hypercorp 30, Perception 30, Profession: (Choose one) 40, Scrounging 35

**Rep:** c-rep 10

**Traits:** Lemon, Social Stigma (Clanking Masses)

**Enhancements:** Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Mnemonic Augmentation

**Gear:** Tools appropriate to their current job

**Armor:** 4/4

**NOTE:** Unarmed 10 (DV 1d10 + 1)
JOVIAN SOLDIER

“By Jove!”

Despite their bioconservative views on technology, the Jovian Republic retains some of the most feared military units in the inner system. displeasing nanotech and cortical stacks, they focus on superior training and gear. Many of the older troops are veterans who fought the TITANs during the Fall.

Armor: Traits: veterans who fought the TITANs during the Fall.

Morph: Flat
Skills: Demolitions 35, Fray 65, Free Fall 50, Freerunning 60, Gunnery 60 (Artillery 70), Hardware: Armorer 50, Intimidation 45, Kinetic Weapons 45, Perception 50, Pilot: Groundcraft 55, Pilot: Walker 60, Profession: Squad Tactics 50, Seeker Weapons 65, Throwing Weapons 60 (Grenades 70), Unarmed Combat 60
Rep: c-rep 15, e-rep 10
Traits: Genetic Defects (Choose one), Pain Tolerance (Level 1)
Implants: Hardened Skeleton, Reflex Boosters, Toxin Filters
Gear: Battlesuit exoskeleton (p. 344, EP), Grenades (Choose three), Portable Sensor (Choose one)

Morph: “Unarmed” 60

INRANGE Heavy Rail Pistol 45

RANGED Seeker Rifle 65 (AP –8, DV 2d10 + 12, Mode SA, Ammo 12) with Homing HEAP Micromissiles, Safety System, and Smartlink

MERCIURIAL SEPARATIST

*Shifts colors to blue and rhythmically curls and uncurls every other limb*  
A growing number of mercurials are pushing to establish autonomous habitats, arguing that the social structures that are comfortable for their behavioral patterns. Separatists are the ones at the forefront of this movement, calling for action publicly and engaging in covert action against the societies and organizations opposed to greater freedoms for non-human sentients.

INRANGE Shard Pistol 55  
(AP –10, DV 1d10 + 6, Mode SA/BF/FA, Ammo 100)

FREEBOOTER RAIDER (MODIFIED COURIER)

Armament: Two omni-directional laser pods

NPC FILE 1

PRIME

Programing 50 (Spyware 60), Protocol 30, Research 55, Swimming 70, Unarmed Combat 50
Rep: @-rep 20, e-rep 20, g-rep 20
Traits: Limber (Level 2)
Implants: Basic Biomods, Basic Mesh Inserts, Chameleon Skin, Cortical Stack, Emergency Farcaster

INRANGE Beak Attack 50 (DV 1d10 + 2)

RANGED Ink Attack 50 (blinding)

PIRATE

“Quit playing and just space the kid already, I need you to help me get this back to the ship.”

Pirates prey on isolated habitats, long-haul shipping vessels, and small prospecting stations. Semi-permanent freebooter stations can be found hidden throughout the asteroid belt and in other fringe areas of the system. Pirate crews also include salvage operation specialists (use Vacworker stats) and a pilot. Pirate ships are often old, with numerous clubbed-together repairs and homebrew mods. Standard transports and couriers are common. Many pirates latch onto roving black market scum barge swarms, roving ahead and behind to pick off isolated targets.

INRANGE Wasp Knife 65 (AP –1, DV 1d10 + 3 + 2d10 in vacuum or low-pressure environments)

RANGED Shard Pistol 55  
(AP –10, DV 1d10 + 6, Mode SA/BF/FA, Ammo 100)
**PSYCHOSURGEON**

“Impatient much? That’s a personality defect I can easily fix for you.”

The ethical oversight of psychosurgery is one of the most hotly-contested socio-scientific issues. Many important treatment programs for people with severe personality disorders depend on psychosurgery, as do a number of brutal punishments and tortures. Governmental and military use of psychosurgery encompasses everything from recovery for people suffering PTSD to invasive interrogation techniques. To the public, elective psychosurgery is available to those who wish to add, remove, or change elements of their personality—even if it fundamentally alters who they are as a person.

**Morph:** Menton
**Skills:** Academics: Biology 60, Academics: Neurology 80, Deception 45, Hardware: Implants 65, Infoscience 70, Kinesics 60, Medicine: Psychiatry 70, Networking: Criminal 45, Networking: Hypercorp 60, Networking: Scientist 65, Perception 75, Persuasion 60, Protocol 60, Psychosurgery 75 (Personality Editing 85), Research 70

**Rep:** c-rep 25, g-rep 10, r-rep 30
**Implants:** Basic Biomods, Basic Mesh Inserts, Cortical Stack, Eidetic Memory, Enhanced Vision, Enhanced Hearing, Math Boost, Medichines, Mental Speed
**Gear:** Dr. Bot, Ego bridge, Wrist-mounted tools, XP clips (dozens of episodes of mania and psychosis)

**Armor:** 3/4 (Armor Clothing)

**VARIANT:**

**Unarmed 10 (DV 1d10 + 1)**

---

**RECLAIMER ACTIVIST**

“We’re going back. There’s no stopping us.”

Reclaimers are dedicated to breaking the interdiction of Earth, wiping out the TITAN remnants there, and terraforming the planet so that it may be transhumanity’s homeworld once again. While many agitate for their cause in the legal and political spheres of the inner system, others are actively seeking to establish basecamps on Earth and investigating potential methods for terraforming. Needless to say, this is dangerous work, and many die at the hands of the killsat defense grid or TITAN relics.

**Morph:** Splicer

**Rep:** r-rep 20
**Implants:** Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Light), Cortical Stack
**Gear:** Breadcrumb Positioning System, Electronic Rope, Emergency Distress Beacon, Flashlight, Light Vacsuit, NanoBandage, Repair Spray, Shelter Dome, Spindle, Spindle Climber

**Armor:** 5/7 (Armor Clothing with Light Bioweave Armor)

**VARIANT:**

**Unarmed 20 (DV 1d10 + 2)**

---

**RESEARCH SCIENTIST**

“That’s the problem, we don’t know what we don’t know.”

Transhumanity’s thirst for knowledge is never quenched. Research scientists are at the forefront of this drive, making breakthroughs in new areas of science, technology, and our understanding of the workings of the universe.

**Morph:** Menton
**Skills:** Academics: (Choose one) 70, Academics: (Choose two) 60, Fray 40, Free Fall 30, Hardware: Electronics 80, Interfacing 65, Investigation 60, Networking: (Choose one) 40, Networking: Criminal 45, Networking: Hypercorp 60, Networking: Scientist 65, Perception 50, Profession: (Choose two) 55, Programming 55, Research 65

**Rep:** (Choose one) 20, r-rep 40
**Implants:** Basic Biomods, Basic Mesh Inserts, Cortical Stack, Eidetic Memory, Enhanced Vision, Enhanced Hearing, Math Boost, Medichines, Mental Speed
**Gear:** Dr. Bot, Ego bridge, Wrist-mounted tools, XP clips (dozens of episodes of mania and psychosis)

**Armor:** 3/4 (Armor Clothing)

**VARIANT:**

**Unarmed 20 (DV 1d10 + 1)**

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**TITANS EXPERT**

Many military organizations, governments, and hypercorps continue to keep scientists on hand who are experts at analyzing and teasing apart the relics of the TITANs. Many of these are kept on for insurance and security, whereas others are actively attempting to reverse engineer TITAN technology for their employers’ own uses.

**Additional Skills:** Infoscience 55, Profession: Data Forensics 65, Programming 65 (AI 75), Psychosurgery 45
SCUM DEALER

“Petals, skillz, XPorn, or smokes, I got it.”

Scum dealers can be found pushing anything, anywhere, as long as it sells on the black or gray markets. Drugs and XP are common specialties, though well-connected dealers may also deal in nano, weapons, egos, or morphs, or even hire people to record their own XP.

Spray Weapons 40 (Freezer 50), Beam Weapons 45, Fray 45, Gunnery 65, RIOT SQUAD

Basic Biomods, Basic Mesh Inserts, Cortical Stack, Grip Pads, Oxygen Reserve, Prehensile Feet, Skin Pocket

“Mess with that airlock and I’ll have two dozen secbots crawling all over you in seconds.”

Security jammers look after the technological safety of habitats and stations. While digital security is left to security hackers and AIs, security jammers enhance the physical security provided by troopers and other personnel with fine control over the station’s defense systems and bots. Security jammers keep a close watch on a habitat’s exterior/hull and access points while scanning incoming targets and monitoring security hackers and AIs. Security jammers enhance communications, modify a station’s AR outputs, and, of course, direct the actions of squadrons of bots via remote control or direct jamming.

SECURITY JAMMER

Morph: Splicer


Rep: (Choose one) 25

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Eidetic Memory, Ghostrider Module, Multi-Tasking, Oracles, Skillware

Gear: Guardian Nanoswarm, Repair Spray, Skillsofts (Choose two Pilot skills at 40), Software (Image/Pattern Recognition, Tactical Network, Tracking), plus 3 or more bots

Armor: 6/6 (Armor Vest)

Medium Unarmed 15 (DV 1d10 + 1)

Medium Medium Pistol 50

(DV 3d10 + 2, Mode SA/BF/FA, Ammo 12) with Hollow Point ammo, Smartlink, Safety System

SECURITY TROOPER

“Access code and ID.”

Typical security troopers are low-rez recruits assigned to military, police, or security details. They might be a generic military draftee, an inner-system beat cop, a hypercorp hired guard, a cheap Extropian security contractor, or an autonomist mutual-aid security volunteer.

Morph: Exalt


Rep: c-rep 15

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack

Gear: Cuffband, Prisoner Mask, Specs, Tactical Network Software, X-Ray Emitter

Armor: 11/12 Armor Clothing with Armor Vest and Light Helmet

Medium Shock Baton 40 (DV 1d10 + 3 + shock)

Medium Microwave Agonizer 50

(AP 0/–5, DV pain/2d10, Mode SS, Ammo 50)

Medium Medium Rail Pistol 50

(AP –5, DV 2d10 + 4, Mode SA/BF/FA, Ammo 12) with Safety System and Smartlink

VARIANT: RIOT SQUAD

To represent crowd control forces in riot gear, use the trooper stats with the following changes:

Additional Skills: Spray Weapons 40 (Freezer 50), Throwing Weapons 30

Additional Gear: Grenades (Choose either Concussion, Gas with CR Gas or Flight, or Splash with Slip)

Armor: 16/15 (Light Body Armor plus Full Helmet and Riot Shield)

Armor Freezer 50 (Incapacitation, Mode SA, Ammo 20)
**VARIANT: TRAINED MILITARY**

To represent trained military forces, use the trooper stats with the following changes:

**Additional Implants:** Medichines

**Armor:** 20/18 (Heavy Body Armor with Ablative Patches plus Full Helmet)

**BONUS Automatic Rail Rifle 50**

(\(\text{AP} -9, \text{DV} 2\text{d}10 + 8, \text{Mode SA/BF/FA, Ammo 30}\)) with Safety System, Smartlink

**SECURITY DOG**

Partially-uplifted smart dogs are commonly used for security purposes, especially among the Martian hyper-corps, as they’re cheaper than troopers and don’t form unions. They are managed by handlers, who use Trooper stats with an additional Animal Handling 45 (Smart Dogs 55) skill.

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**Skills:** Fray 40, Freerunning 40, Intimidation 40, Perception 30, Scrounging 30, Unarmed Combat 40

**Implants:** Bioweave Armor (Light), Claws, Neurachem (Level 1)

**Armor:** 2/3 (Light Bioweave)

**SINGULARITY SEEKER**

“We still have so many limitations. I’ve found a way to move past them.”

Singularity seekers can be found in advanced research facilities, archaeological sites, gatecrashing teams, or poking around anywhere they think they might latch on to something that will let them move beyond the current options offered by transhuman existence. They are dangerous because they actively pursue a fundamental change in the nature of their being and consciousness that is understandable only to them, and are not afraid to follow the footsteps of the TITANs to achieve their goals.

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**Morph:** Neotenic

**Skills:** Academic: Archeology 65, Beam Weapons 50, Fray 40, Free Fall 50, Hardware: Electronics 70, Hardware: Implants 60, Infosce 65, Interests: TITANs 55, Interfacing 80, Investigation 60, Medicine: Nanomedicine 45, Networking: Scientists 45, Perception 40, Profession: Excavation 45, Programming 45 (Nanofabrication 55), Scrounging 45

**Rep:** (Choose one) 25, r-rep 35

**Traits:** Innocuous, Social Stigma (Neotenic)

**Implants:** Basic Biomods, Basic Mesh Inserts, Cortical Stack, Emergency Farcaster, Enhanced Hearing, Enhanced Vision, Hand Laser, Hyper Linguist, Mnemonic Enhancement, Mental Speed, Nanophages, Skinlink
**SMART ANIMAL HANDLER**

“It’s ok, they’re very friendly.”

While many animal handers hold legitimate jobs training and working with smart animals of various persuasions, some are also involved in criminal activities, using their menageries as informants, pickpockets, and lookouts.

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**TECH SUPPORT**

“The AR interface just spazzed out—easy fix. What color do you want your replacement eyes to be?”

Even at the pinnacle of transhuman technical achievement, devices still need troubleshooting and maintenance. Whether it’s malware on your muse or involuntary firing of a hand laser, tech support is there to help. With the omnipresence of high technology, tech support types are ubiquitous in all but the remotest regions.