

ECLIPSE PHASE

MORPH RECOGNITION GUIDE



The Eclipse Phase Morph Compilation



MORPH RECOGNITION GUIDE

Morph Recognition Guide:

- Includes every Eclipse Phase morph—the most essential gear for every character
 - Morph-related rules compilation
 - New artwork and size-comparisons
- Compiled tables and quick reference material



ECLIPSE PHASE

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LONELY PLANETOID: A NEW YOU

EYECCHAT // OPEN CHANNEL: MORPHS

Cacophonous: Traveler's guide *Lonely Planetoid* has posted their yearly summary and review of common morph models for the aspiring solar system egocaster. Since having the right sleeve for the job is so important for so many of our sentinels, I thought this might be interesting to share and comment on. Everyone has their faves as well as their horror stories and amusing anecdotes; let's break 'em out. Who knows, the collective recommendations might may make all the difference when an op goes terminal, or it may at least save you the pain of a coin toss. Please reserve the skin-vs.-shell debates for the open flame channels; I'd rather focus on the advantages and disadvantages for each morph individually.

Skinwalker: Oh, we're all over this.

Chiro: Skinwalker, I wouldn't be surprised if you and your forks hadn't tried every single morph listed here.

Skinwalker: Not all, but more than a few. We have a few collective faves and a few I wouldn't recommend to a desperate infugee. We also don't always agree, of course.

Just Mortal: That's one reason I don't fork. Why would I want to argue with myself? I'm an asshole.

Psychscaper: I can edit that out for you, if you like.

Just Mortal: No thanks. I like my ego, flaws and all.

Psychscaper: Yeah, I can fix that glitch too.

Qi: Can we get some geneticist crows in here? Particularly anyone who's worked in morph design, uplift, or neogenetics? It would be nice to scan the opinions of people who actually have a handle on the source code, so to speak. Same goes for hardware engineers.

Plasmid: I can help with that. I've dipped my paws in and mixed up the gene pool on a few occasions.

Sequencer: Me as well. I have a background in genomics and I've dabbled in neogenetics.

Callosum: I can speak to any neuroscience issues.

Rivet: I've got a handle on synthmorph designs. The Great Red Spot knows I've had to put dozens of 'em back together.

Stitch: I've audited the code for a fair number of proprietary minifac mass production programs, and written a few open source schematics as well, so I can speak to the molecular-scale designs.

Cacophonous: Excellent, let's get this party started.

EYECCHAT // OPEN CHANNEL: MORPHS

// SUBTOPIC: RESLEEVEING

Cacophonous: While we're discussing morphs, I know everyone has a different approach to resleeving and choosing a new morph (when you have a choice, that is). I'm curious about everyone's personal take.

Nezumi: Well the needs of the mission come first, of course. Right tool for the job and all that. Necessities aside, I like to try out something different when I can. It's always good to walk a kilometer in someone else's bod, so to speak.

Nevermore: That's not for me. I go for the sleeves that feel closest to home. It's just more comfortable wearing a skin that's like the one I grew up in.

EYECHEAT // OPEN CHANNEL: MORPHS

// SUBTOPIC: RESLEEVEING

Scent.In.Hell: I'm with you on that point, but more because I don't like needing to adjust to a new body. I always feel like such a klutz or a noob. I'd rather just go with something that fits, that feels right, that doesn't take getting used to. I already went through my toddler years, don't see the need to revisit that on a regular basis.

Nova Vida: Bah, you ask me, a little bit of discomfort is worth it, if the morph is right. There's nothing like flexing a nice new pair of muscles, breathing air that'd normally kill you, or seeing colors and wavelengths to which you're normally blind. I don't mind the acclimation when the payoff is worthwhile.

Rivet: If you really want to play with new toys, though, shells have it way better than skins. More options, fewer limitations, harder to damage, easier to repair.

Ruqinzhe: And easier to hack.

Rivet: We all have our weaknesses.

Das Frettchen: No metal frames for me. They're called the Clanking Masses for a reason. I'll take the grace and elegance of flesh and blood over plastics and lubricant any day.

Jake Carter: Your classism is showing.

Das Frettchen: So is your lack of taste.

Violet Perdido: I don't buy into the biochauvinism, but I do have to say that I'm not a fan of synthmorphs simply because I enjoy the biological aspects of life. I like eating, sleeping, and having sex.

Moxie Harper: They have sims for that. You can pretend to have all of the great biological functions you want, and skip the nasty and gross ones. Win win.

Voight-Kampff: Well, if you're going that far, why not just ditch the physical altogether?

Qi: There's something to be said for the infomorph lifestyle. It's very freeing, like your mind is unbound. There's so much potential, so little time wasted on the mundane aspects of existence.

Just Mortal: Sure, until you need to go somewhere there's no mesh coverage.

Qi: That's why Jupiter invented puppet socks and cyberbrains.

Moxie Harper: I do sometimes wonder what my router is smoking when I find out what they've lined up for me. I understand, resources are limited, we have to make do with the stock that's on hand, yadda yadda. I know they've read the mission specs—heck, they put them together—and sometimes I have to wonder if they really expect me to take on this threat with a budget synth or a neotenic or are they just fucking with me?

Stitch: As a router, I always try to get my sentinels the best options, and I especially try to get them morphs that match their skills and strengths. That said, I also tend to give them options to choose from, when I can. I'm fairly sure some of the sentinels I send out go for the high-end skins and shells, though, simply cuz they feel it's on the company's dime.

Parallax: This is one of the reasons I always try to line up my own morph when I can. This way, my picky self is more likely to be happy and there's less hassle all around.

Expat: I avoid resleeveing when at all possible. Sometimes it's necessary, but the process still sorta squicks me out. There is, quite honestly, a part of me that wonders if the real me died a long time ago, in my first body, and I'm just a very delusional and/or egotistical program that carries on, oblivious.

Cacophonous: Biocon rubbish. Let me ask you: even if that were true, would it matter? Has your quality of life changed?

Expat: Would I know if it had?

Ruqinzhe: I've never minded resleeveing—in fact, I like it. These days, I get bored with my morph pretty quickly, to be honest. I change bods the way some people used to change hairstyles.

Nevermore: That's nothing, I know people that resleeve as much as others change clothes. Cyberbrains make it really easy to evacuate a body. To say nothing of the folks like Skinwalker and Chiro, who fork, sleeve, merge, and do it all over again.

Chiro: Guilty as charged.

Skinwalker: There's too much life to live; one of me can't do it alone.

Psychscaper: I admire that sort of plasticity, the ability to take on and discard new morphs as easy switching an outfit. Too many people have their self-image and self-worth intermeshed with the physical form they are wearing. You are not your morph, any more than you are the fabric you wear or the things you buy. It's all just surface detail, what really matters is what's under the skin.

Sun Bu'er: Who's to say we are just one thing? Why is our personality not as malleable as our shells? When I sleeve a reaper, I become a killing machine. When I'm in a pleasure pod, my interests are more ... salubrious. I'm capable of both. We are multi-faceted creatures, and sometimes our exteriors just help us to shine even more.



AQUANAUT

Aquanauts are environmentally adapted for underwater activities. Their heart rate slows while underwater, their skin includes a layer of blubber that retains heat, they store oxygen in their muscle tissue, and they do not suffer negative health effects from pressure changes. Additionally, their eyes have nictitating membranes and their corneas adjust to counter underwater refraction. Their hands and feet are webbed and they possess a transgenic swim bladder for controlling buoyancy. Aquanauts can safely descend to about 200 meters depth (roughly 21 atmospheres of pressure at 1 g) without suffering narcotic effects or other diving problems.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Enhanced Respiration, Gills, Sonar, Swim Bladder, Temperature Tolerance (Improved Cold), Toxin Filters

Movement Rate: 4/20, Swimming 2/10

Aptitude Maximum: 30

Durability: 40

Wound Threshold: 8

Advantages: +5 COO, +10 SOM, +5 to one other aptitude of the player's choice, +10 Swimming skill

Notes: Non-Human Biochemistry trait

CP Cost: 50

Credit Cost: Expensive

Skinwalker: Though they don't have the depth range of a selkie or synth, aquanauts are great whenever you need to function both underwater and on land. It takes some time acclimating to the transition from water- to air-breathing and vice-versa, though.

Plasmid: A small hypercorp called ParaLife has made some interesting progress with an aquanaut strain that is completely amphibian: ectothermic, can breathe through their skin, and so on. Drawback is that they're slimy: they have specialized glands to keep their skin moist out of water.

Moxie Harper: Last proxy I had that sleeved me in an aquanaut told me the immunity to nitrogen narcosis also would prevent me from getting drunk. Well I can personally attest, that's a flat-out lie.



ARACHNOID



Arachnoid robotic shells are 1-meter in length, segmented into two parts, with a smaller head like a spider or termite. They feature four pairs of 1.5-meter-long retractable arms/legs, capable of rotating around the axis of the body, with built-in pneumatic systems for propelling the bot with small leaps. The manipulator claws on each arm/leg can be switched out with extendable mini-wheels for high-speed skating movement. A smaller pair of manipulator arms near the head allows for closer handling and tool use. In zero-g environments, arachnoids can retract their arms/legs and maneuver with vectored air thrusters.

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Enhanced Vision, Extra Limbs (10 Arms/Legs), Lidar, Mnemonic Augmentation, Pneumatic Limbs, Radar

Mobility System: Walker 4/24, Thrust Vector 8/40, Wheeled 8/40

Aptitude Maximum: 30

Durability: 40

Wound Threshold: 8

Advantages: +5 COO, +10 SOM, Armor 8/8

CP Cost: 45

Credit Cost: Expensive (minimum 40,000+)

ARACHNIKOMA VARIANT

Arachnikomas are larger-sized arachnoids. Their body serves as a capsule/cockpit for one human-sized passenger/pilot (or cargo), with a hinged top. Otherwise they are similar to arachnoids in form and function.

Durability: 60

Wound Threshold: 12

Advantages: Armor 12/12

Notes: Large Size trait

CP Cost: 55

Credit Cost: Expensive (minimum 55,000+)

Moxie Harper: These things fly like a rock in zero g. Don't expect to get down a hallway without a few dents.

Delta-V: Or, you could learn to handle free fall, flatlander.

Rivet: Forget the thrusters. These morphs climb and jump surprisingly well. The wheels are omnidirectional and can even angle to handle slopes or serious curves.

Stitch: There are a lot of arachnoid models out there, most imitating different insectoid forms: spiders, termites, ants, beetles. You name it, someone's done a chassis mod of it.

Eludere: I've seen more than a few of these modified with hidden compartments to carry contraband, swarmanoids, or even neotenics.





ARIEL

The surprising number of transhumans who chose to sleeve in Titan-adapted hulder morphs encouraged designers on Profunda to develop a Titan-adapted flyer. While the sturdy hulder morph is designed for nomadic herders, the ariel morph is designed by people who wish to survive by hunting. Individuals sleeved in the ariel morph can hunt and eat Titanian caribou, but they most often eat the smaller rabbit-like creatures that Profunda designers have also recently designed to live on Titan. Ariel morphs have exotic-looking heads similar to those of hulder morphs, but they also possess sleek and streamlined humanoid bodies with four limbs and a pair of bat-like wings. These morphs have also been used by a few daring transhumans to explore the upper cloud layers of both Saturn and Uranus.

Implants: Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Light), Claws, Cortical Stack, Direction Sense, Enhanced Vision, Long-Term Life Support, Low Pressure Tolerance, Oxygen Reserve, Prehensile Feet, Radiation Sense, T-Ray Emitter, Temperature Tolerance (Cryonic), Wings

Movement Rate: 4/20, Winged 8/40

Aptitude Maximum: 30

Durability: 30

Wound Threshold: 6

Advantages: +5 COG, +5 REF, +5 to two other aptitudes of the player's choice

Disadvantages: Temperature Intolerance (Warm) trait

Notes: Non-Mammalian Biochemistry trait

CP Cost: 50

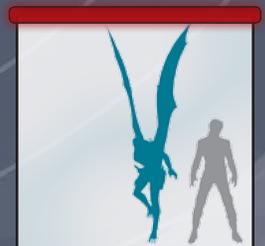
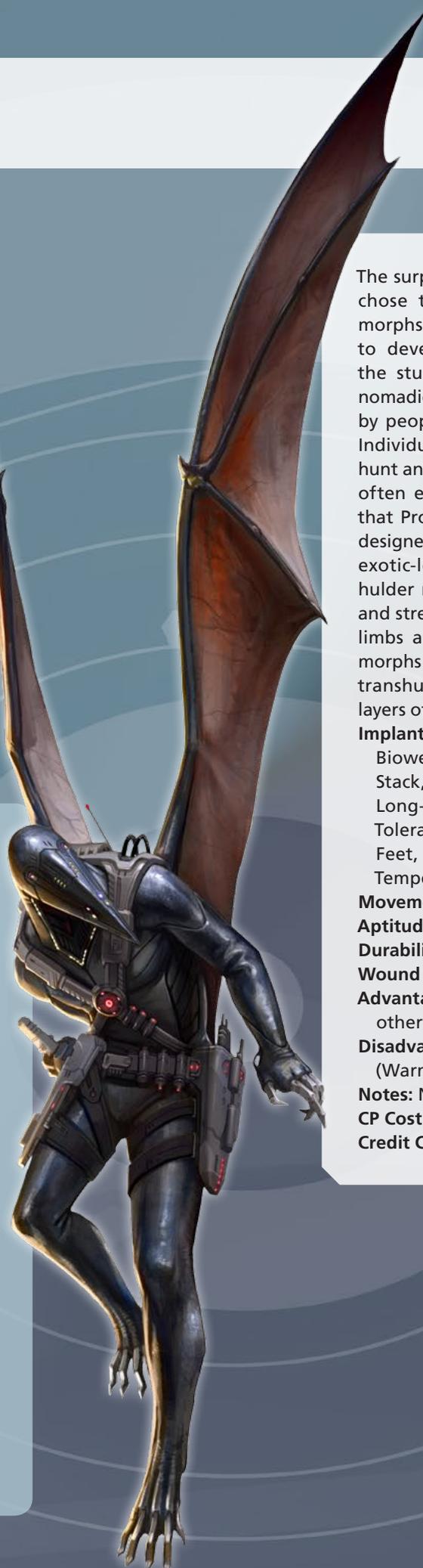
Credit Cost: Expensive (minimum 50,000+)

Scent.In.Hell: Here's your Extreme Camping Morph, or at least the Flying Carnivore variant model. Who the Hell gets wet about roughing it on Titan, anyway?

Psychscaper: Some people want to experience everything, or maybe they want to feel like they've conquered anything nature can throw at them?

Sava: Yeah, I know some exhumans that talk that way. I told 'em to call me when they conquered the surface of the sun.

Skinwalker: While this was one of the weirder sleeving experiences I've had, it was certainly interesting. Flying through Titan's methane clouds, living in the hydrocarbon wilds ... it wasn't right, but the morph felt so smooth that it wasn't wrong either. Tearing hunks out of cryorabbits to survive actually just felt appropriate. Those Profundan genehackers know what they're doing.



AYAH



The ayah pod morph is designed to fulfill nurse and caretaker functions. Many hyperelites prefer AGI servants sleeved into ayah morphs, especially in polities where AGIs have few, if any, legal rights. Ayahs are almost always female with pleasant but not stunningly beautiful features.

Most of the enhanced features of an ayah are built under the hood, so to speak. Their enhanced olfactory capabilities help them monitor the health and emotional state of their wards, as well as alert them to potential environmental dangers. Their ability to withstand temperature extremes and survive without air for short periods helps them protect and rescue their charges in an emergency, such as a hull breach or a fire. Ayahs are often modified with bioweave armor and implanted weapons so they can act as a last line of defense against potential attackers.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Enhanced Smell, Mnemonic Augmentation, Oxygen Reserve, Puppet Sock, Temperature Tolerance, Wrist-Mounted Tools

Movement Rate: 4/20

Aptitude Maximum: 30

Durability: 35

Wound Threshold: 7

Advantages: +10 SAV, +5 to one other aptitude of the player's choice

Disadvantages: Social Stigma (Pod) trait

CP Cost: 25

Credit Cost: Expensive



Eludere: This is a great morph to sleeve if you want to come across as safe and innocuous. No one suspects an ayah—at least until you've had one try to feed your head into the kitchen disassembler.

Das Frettchen: Expect any ayah you find in an oligarch's demesne to be loaded with intriguing aftermarket add-ons, and don't be surprised if there isn't an infomorph on hand to drop in and take it over when alarms start ringing.

Nezumi: I know a commune out near Neptune where the males all sleeve male ayahs and the women wear furies, just to tweak the gender dynamics.



BASIC POD



Basic pods are essentially lower-cost pod versions of a splicer morph. To keep expenses down, this pod has slightly more mechanical parts than most other pods. As a result, it has more obvious cybernetic components.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Mnemonic Augmentation, Puppet Sock

Movement Rate: 4/20

Aptitude Maximum: 25

Durability: 30

Wound Threshold: 6

Advantages: +5 to one aptitude of the player's choice

Disadvantages: Social Stigma (Pod) trait

CP Cost: 5

Credit Cost: Moderate

Voight-Kampff: I know the pre-Fall models had limited lifespans just as a precaution, to keep the AIs in line. That still the case?

Skinwalker: Yes. Some of these basics pods are as bad as mass-market case morphs or low-grade rusters. Planned obsolescence is common. Buyer beware.

Qi: It gets worse than that. It's a common practice among inner-system pod manufacturers to equip their models with free chemical dependencies. They know pods are the next thing above a synthmorph for indentured looking to buy out, and they do everything they can to keep them hooked.

Violet Perdido: For the price, you could do worse. The stigma against pods can work in your favor sometimes.



BIOCORE



The biocore is a synthmorph with a biological brain. This design is favored by those who wish to enjoy the advantages of sleeving in a synthmorph without the risk of brainhacking or who simply dislike the idea of using a cyberbrain (including some asyncs). Most models feature a stylized but transparent braincase, to show off the biocore's main feature, but others appear to be ordinary synthmorphs from the outside; only a detailed physical examination can determine that it actually contains a living brain.

Enhancements: Access Jacks, Basic Mesh Inserts, Brain Box, Cortical Stack, Eidetic Memory

Mobility System: Walker 4/20

Aptitude Maximum: 30

Durability: 40

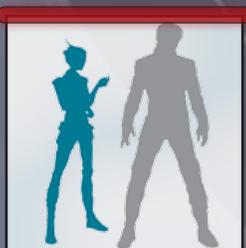
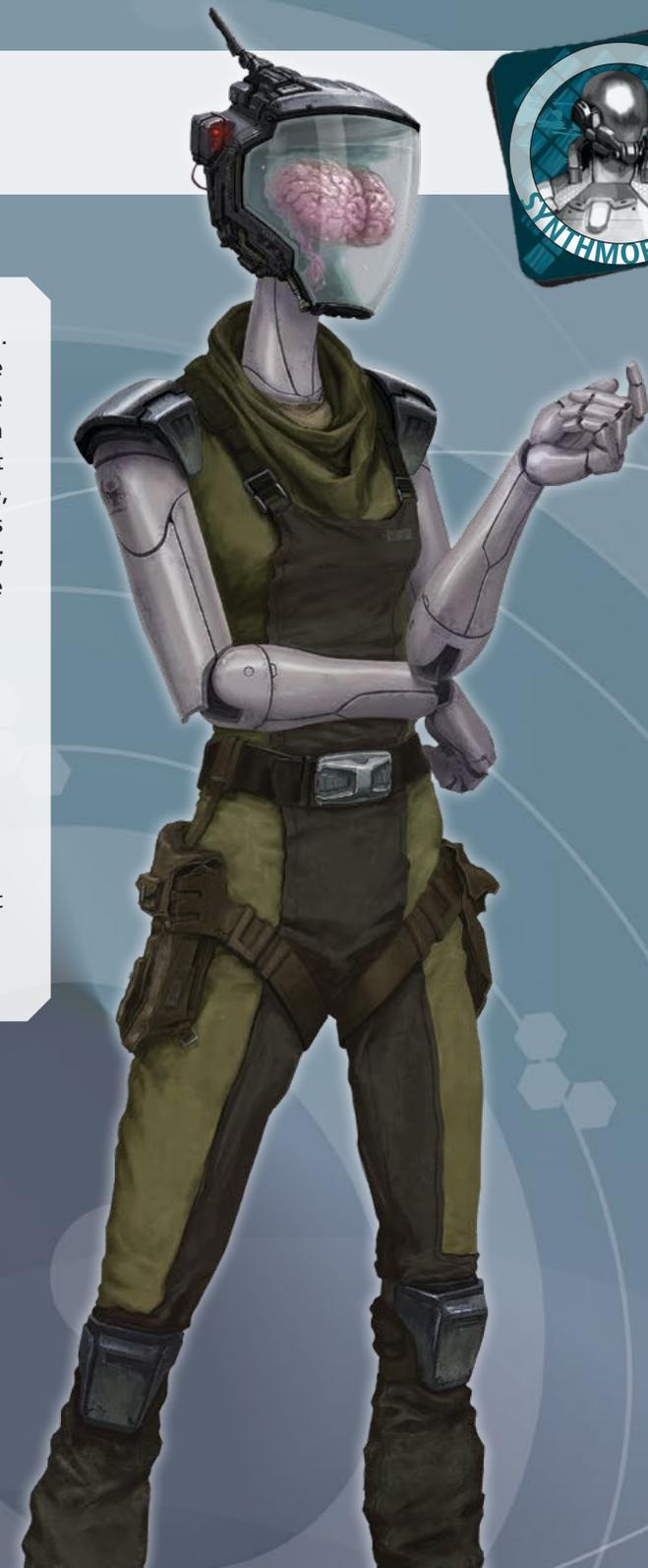
Wound Threshold: 8

Advantages: +5 SOM, +5 to two other aptitudes of the player's choice, Armor 6/6

Disadvantages: Social Stigma (Clanking Masses) trait

CP Cost: 50

Credit Cost: Expensive (minimum 60,000+)



Das Frettchen: Yeah, I really want to be soulgazing into your grey matter over coffee. Thanks for that. It's only marginally better than that scum "artist," Vagface.

Rivet: Coreporeal produces a few biocore shells that look just like common synths on the outside. It's sometimes worth dragging along the old lobes if you're worried someone's aiming to root your headcase.

Ruqinzhe: Our team's async tried this. She liked it—a bit too much. Said it made her feel "free," like her mind was liberated to wander the cosmos. The episodes of her talking to herself went up a notch or three, and ever since she's been infatuated with the idea of switching over to gatecrashing ops. I'm inclined to let her go.



BLACKBIRD



When they're seen at all, these morphs resemble a matte gray neo-corvid with many odd, sharp angles. Blackbirds are consummate stealth morphs, designed to evade visual observation and radar during recon or infiltration. In part due to aesthetics, they're a favorite of neo-ravens.

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Enhanced Hearing, Enhanced Vision, Invisibility, Mnemonic Augmentation, Puppet Sock, Reduced Signature, Wings

Mobility System: Walker 2/16, Hopper 4/20, Winged 8/40

Aptitude Maximum: 30 (20 SOM)

Durability: 25

Wound Threshold: 5

Advantages: +5 COO, +5 REF, +5 to one other aptitude of the player's choice, +10 Flight skill, +10 Infiltration skill, Armor 2/2, Beak/Claw Attack (1d10 + 1 DV, AP -1)

Notes: Small Size trait

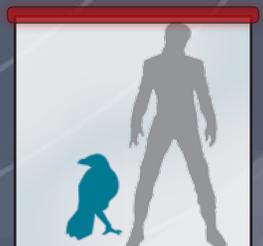
CP Cost: 45

Credit Cost: Expensive (Minimum 45,000)

Nezumi: I've sampled neo-avian morphs before, and this was quite a ride. Can't say I'd favor it, but it definitely does what it does well.

Nevermore: As a neo-corvid, I was quite pleased to see this model hit the market. There's an unfortunate lack in synthmorphs tailored to our peculiarities—and to uplift sensibilities in general.

Nova Vida: I took one of these for a spin for an exoplanet recon op; it was great. I flew undetected and followed the targets for kilometers. Unfortunately, one of the the local flying carnivorous fauna specimens mistook me for a morsel, so I lost 'em. Hope I gave the bugger indigestion.



BOUNCER



Bouncers are humans genetically adapted for zero-g and microgravity environments. Their legs are more limber, and their feet can grasp as well as their hands.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Grip Pads, Oxygen Reserve, Prehensile Feet

Movement Rate: 4/20

Aptitude Maximum: 30

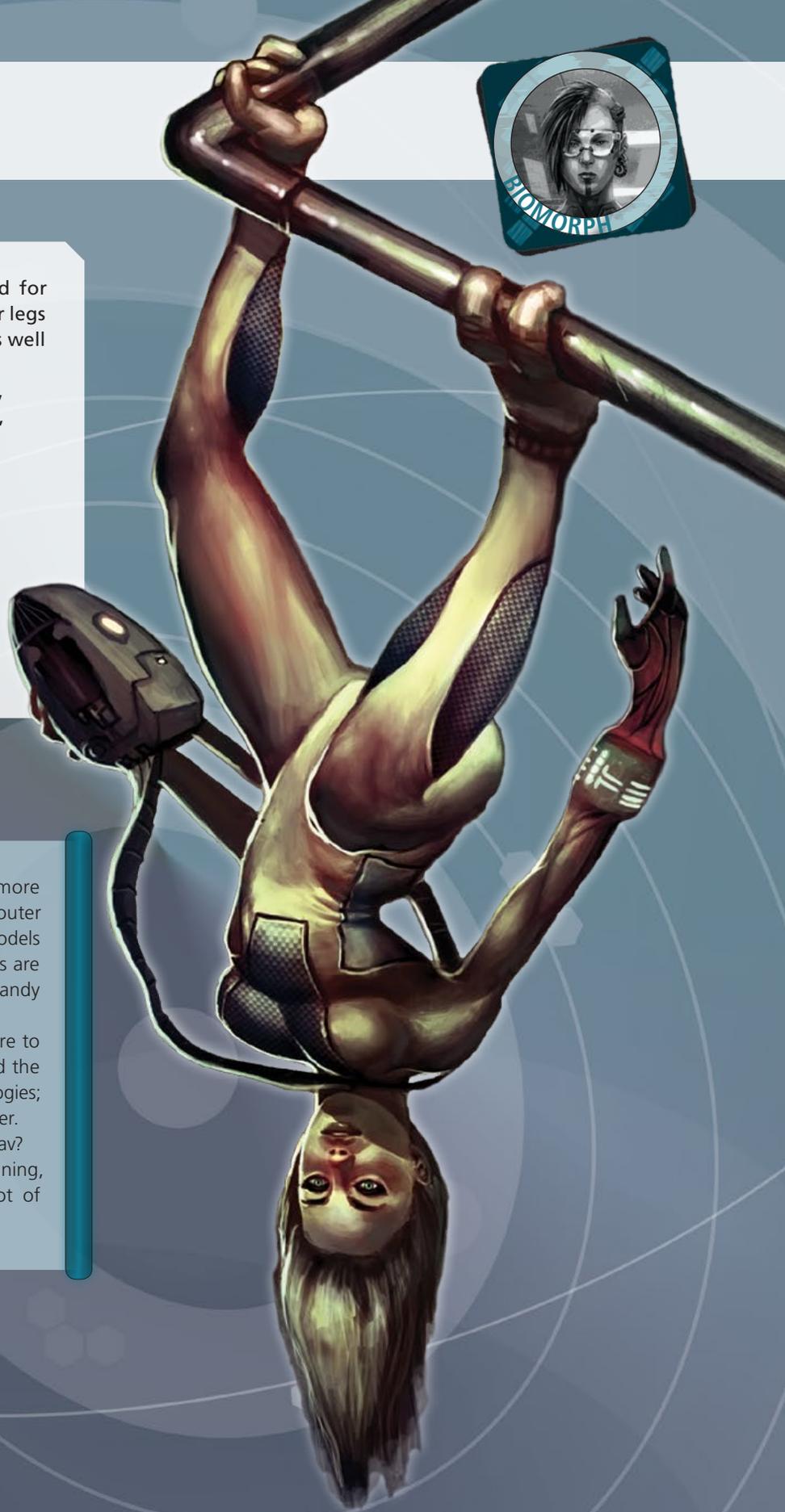
Durability: 35

Wound Threshold: 7

Advantages: Limber (Level 1) trait, +5 COO, +5 SOM, +5 to one aptitude of the player's choice

CP Cost: 40

Credit Cost: Expensive



Sequencer: Bouncers have to be one of the more common sleeves out there, especially in the outer system. That means there's more variants and models than you can kick a moon rock at. My favorites are the ones with tails—that extra grip comes in handy in micrograv.

Plasmid: If you're picking up a bouncer, make sure to get one of the genetic lines that's incorporated the 3D spatial awareness traits from cetacean neurologies; it really does help you orient and maneuver better.

Voight-Kampff: How useless are these in higher grav?

Skinwalker: The foot structure impedes your running, but only slightly. On long treks, expect a lot of cramping and blisters.



BRUISER



This morph is specifically designed to be large, strong, and physically intimidating. Adopted early on by some sports performers, it quickly became a favorite among criminal cartels and thugs. At 2.5 meters tall, the morph may have difficulty moving comfortably in all but the most open and uncrowded of habitats. This morph's "claws" extend from its knuckles and are more like reinforced bone brass knuckles.

Implants: Adrenal Boost, Basic Biomods, Basic Mesh Inserts, Claws, Cortical Stack, Hardened Skeleton

Movement Rate: 4/20

Aptitude Maximum: 30 (SOM 40)

Durability: 60 (includes Hardened Skeleton bonus)

Wound Threshold: 12

Advantages: +10 Intimidation skill, +15 SOM (includes Hardened Skeleton bonus), +5 REF (+15 with Adrenal Boost), +5 to one other aptitude of the player's choice

Disadvantages: Unattractive (Level 1) trait

Notes: Large Size trait

CP Cost: 60

Credit Cost: Expensive (minimum 60,000+)

Qi: Bruisers, the morph that lets everyone else know you didn't get enough bullying in as a kid.

Parallax: Meh, bigger they are ...

Violet Perido: Watch what you say. There's a thriving business in bruisers as vacation morphs for those who simply want to try out the enhanced genitalia.

Eludere: You want to see some fun action? Go watch the bruiser wrestling rings down on Luna. They can throw each other impressive distances.

Sequencer: What's impressive are the number of limited-edition bruisers based on the genetics of pre-Fall wrestlers and athletes. The market is huge.

Just Mortal: Can't see the point of sleevin' something that's just going to bang it's head on every door frame in existence.



CASE



Cases are mass-produced robotic shells, an affordable remorphing option for infugees. They are available in many varieties to suit a client's taste. Most case morphs are vaguely anthropomorphic, with a thin framework body standing just shorter than an average human.

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

Mobility System: Walker 4/16

Aptitude Maximum: 20

Durability: 20

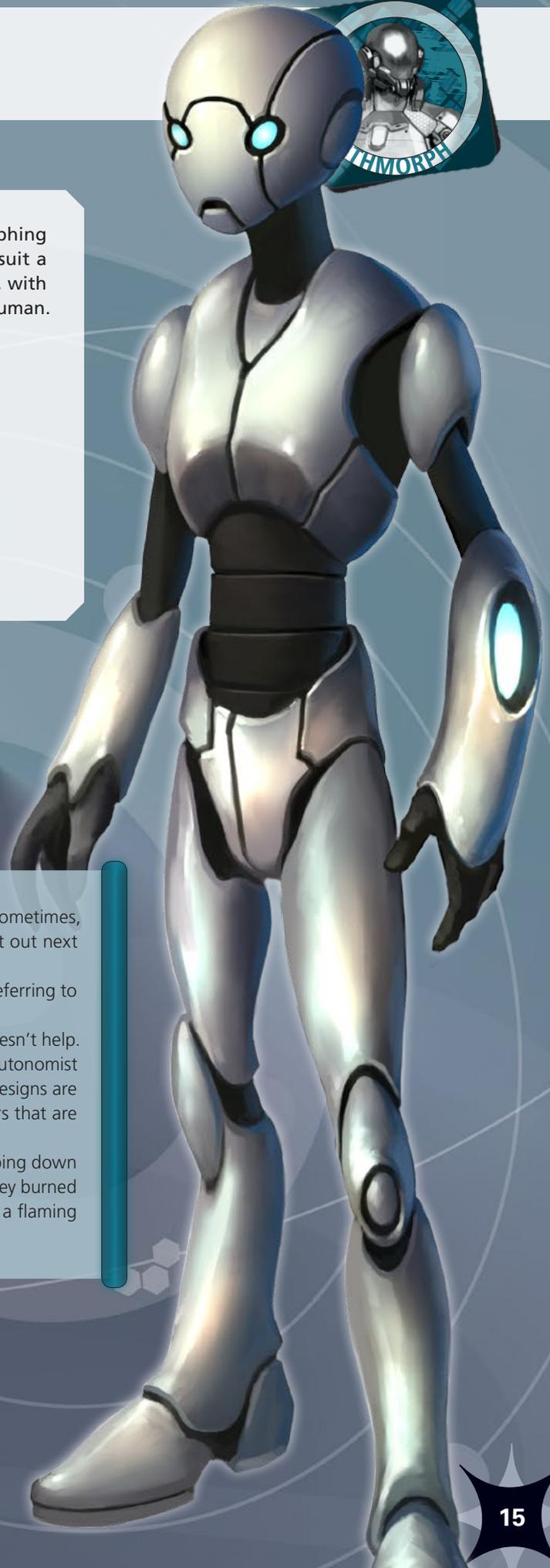
Wound Threshold: 4

Advantages: Armor (4/4)

Disadvantages: -5 to one chosen aptitude, Lemon trait, Social Stigma (Clanking Masses) trait

CP Cost: 5

Credit Cost: Moderate



Das Fretchen: Here we are, the ghetto beater of morph options. Sometimes, you make do with what you can ... and then you evacuate right out next chance you get.

Qi: There's a reason more and more infugees and indentures are preferring to stay virtual.

Rivet: The steady rise in anti-case hate crimes on Luna and Mars doesn't help.

Stitch: Have you all seen the new case designs sponsored by the Autonomist Alliance? Better quality, not much more expensive. Most of the designs are open-sourced too. I know a few Barsoomian maker labs on Mars that are churning them out.

Moxie Harper: They need to keep careful. Oversight has been clamping down on these lately, citing the usual copyright infringement bullshit. They burned out a maker base in Elysium just last night. Literally. Nothing but a flaming crater left behind.





CETUS

The cetus, named after a mythological sea monster, was designed for deep sea activity and is capable of operating under extreme pressure and cold. It is a favored morph for use in the undersea domains of Ceres and Europa. Capable of moving quickly underwater, the morph can also operate outside of water in the atmospheric portion of habitats. Cetus morphs usually feature a body slightly under one-meter wide, with a limb-span of over three meters at full extension.

Enhancements: Access Jacks, Basic Mesh Inserts, Chemical Sniffer, Cortical Stack, Cyberbrain, Direction Sense, Echolocation, Enhanced Hearing, Enhanced Vision, Extra Limbs (8), Headlights, Hydrostatic Pressure Adaptation

Mobility System: Submarine 4/36, Walker 4/20

Aptitude Maximum: 30

Durability: 40

Wound Threshold: 8

Advantages: 8 Limbs, +5 COO, +5 SOM, +5 to one other aptitude of the player's choice, Armor 8/8

CP Cost: 45

Credit Cost: Expensive (minimum 40,000+)



Nova Vida: Careful what brand you choose. European Dynamics did a recall of their cetus models last month after a few too many succumbed to high pressures.

Ruqinzhe: Pretty sure that was a sabotage campaign by Belt Bot Industries. Guess who they're backed by?

Pivo: Let me guess. The Hidden Concern?

Ruqinzhe: Spot on.



CHICKCHARNIE



The extinct *Tyto Pollens* was a large pre-Columbian flightless ground owl species in the Caribbean. The *chickcharnie* was rumored to be a supernatural variant of this bird that haunted the forests bestowing boons or curses upon travelers depending on how they treated it. The Fortean version of the chickcharnie is best described as a humanoid owl. Over one meter in height, it is bipedal but stands shorter than humans. Though winged, it is flightless except in very low grav environments and microgravity. Its wing design, however, incorporates a functional set of clawed hands. The chickcharnie is growing in popularity among neo-avians who don't mind sacrificing flight for physical resilience, more functional hands, and a stature closely approximating transhuman standards.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Mnemonic Augmentation, Prehensile Feet, Puppet Sock, Wings

Movement Rate: 4/20, Winged 4/20 (low/microgravity only)

Aptitude Maximum: 25

Durability: 35

Wound Threshold: 7

Advantages: Beak/Claw Attack (1d10 DV, AP -1, use Unarmed Combat skill), +5 COO, +5 INT, +10 REF

Notes: Non-Mammalian Biochemistry trait

CP Cost: 35

Credit Cost: Expensive



Cacophonous: These are unfortunately hard to find.

Moxie Harper: That hasn't gone unnoticed. I know a couple of Extropian bodycraft houses that plan to release their own models next year. One of them has an interesting variant called the "owlbear." I'm not sure I want to know.

Just Mortal: What I don't get is, why does this appeal to neo-avians? Sure, it's a bird, but you lose the wings.

Nevermore: Ever tried to tie a knot with your tongue? Yeah, sometimes a good pair of hands is worth the trade-off.





CLOUD SKATE

Like the surya and hulder, the cloud skate is another biomorph that pushes the edge of what is possible. It is designed to be able to live in the atmospheres of gas giants, including Jupiter. This morph is shaped roughly like a tailless stingray with a pair of slender arms. The version of the swim bladder used by this morph provides neutral buoyancy in dense atmospheres, preventing it from sinking below a safe depth.

Implants: Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Light), Cortical Stack, Direction Sense, Enhanced Vision, High-G Adaptation, Hydrostatic Pressure Adaptation, Long-Term Life Support, Oxygen Reserve, Radiation Sense, Radar, Swim Bladder, T-Ray Emitter, Temperature Tolerance (Cryonic), Wings

Movement Rate: Winged 8/40

Aptitude Maximum: 30

Durability: 35

Wound Threshold: 7

Advantages: +5 COG, +5 REF, +5 SOM, +5 to one other aptitude of the player's choice

Disadvantages: Temperature Intolerance (Warm) trait

CP Cost: 55

Credit Cost: Expensive (minimum 60,000+)



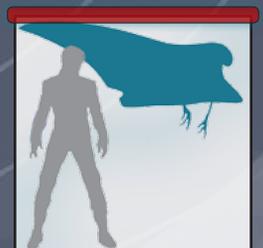
Nezumi: You haven't lived until you've skated the atmosphere of a gas giant.

Chiro: I can see the attraction. Just not sure I'd want to live there.

Scent.In.Hell: There any news on that expedition of extrasolar cloud skaters that went missing?

Nova Vida: Nope. The same group resleeved, went back, and disappeared again. Now it's a thing, and Gatekeeper has applications for a handful of thrill-seekers that want to skate their way to doom as well. What are the odds that at least one of those groups are sentinels? Sounds like it might be an interesting time.

Ruqinzhe: Hobnobbing with death-wish socialites while trying not to die? Not so interesting to me.



CLOUD SKIMMER



This streamlined synthmorph is designed for exploring the atmospheres of gas giants, but its internal rocket also allows it to operate in vacuum. It can travel to and from a ship in orbit around a gas giant into the planet's atmosphere on its own. The morph is a flattened oval that can extend up to four flexible arms. The swim bladder acts much like a high-pressure balloon to help keep the morph aloft in a gas giant's dense atmosphere.

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cryonic Protection, Cyberbrain, Direction Sense, Enhanced Vision, Extra Limbs (4 Arms), Hydrostatic Pressure Adaptation, Internal Rocket, Mnemonic Augmentation, Puppet Sock, Radar, Swim Bladder, Telescoping Limbs

Mobility System: Thrust Vector 8/40

Aptitude Maximum: 30

Durability: 40

Wound Threshold: 8

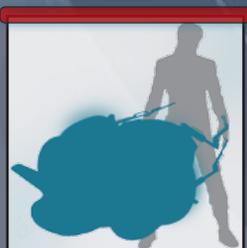
Advantages: 4 arms, +10 SOM, +5 REF, +5 to one other aptitude of the player's choice, Armor 10/10

CP Cost: 65

Credit Cost: Expensive (minimum 70,000+)

Stitch: Interesting that the main producers of these are small Neptunian skimmer minifac studios.

Tio Silencio: That hasn't stopped certain Jovian corps from copying the designs. Apparently they only care about IP infringement when others steal from them.





COURIER

This synthmorph was specifically designed to fly between the many moons and habitats in the Saturnian system—carrying goods throughout the outer system. This morph appears to be a roughly humanoid head and torso set on a conical base, with a total height of 1.5 meters, that makes it look rather like a four-armed chess piece. This base contains both the morph's ionic propulsion system, which doubles as a plasma sail in space, and an internal rocket. This miniature metallic-hydrogen rocket is specifically designed for low thrust. It provides an acceleration of up to 0.25 g, allowing the morph to take off and land on all moons and other small bodies in the solar system. This engine can operate for a total of one and a half hours before it requires refueling. The morph's four slender arms fold flat against its torso when it is in flight. Its extensive sensor suit is useful for both navigation and various covert purposes.

Enhancements: Access Jacks, Basic Mesh Inserts, Chemical Sniffer, Cortical Stack, Cryonic Protection, Cyberbrain, Direction Sense, Enhanced Vision, Extra Limbs (4), Grip Pads, Headlights, Hidden Compartment, Internal Rocket, Lidar, Magnetic System, Mnemonic Augmentation, Plasma Sail Implant, Radar, Retracting/Telescoping Limbs, T-ray Emitter.

Mobility System: Ionic 12/40, Thrust Vector 8/40

Aptitude Maximum: 30

Durability: 30

Wound Threshold: 6

Advantages: 4 Limbs, +5 COO, +5 INT, +5 REF, +5 to one other aptitude of the player's choice, Armor 6/6

CP Cost: 70

Credit Cost: Expensive (minimum 40,000+)

Nezumi: Ring flyer courier culture is pretty interesting. Despite spending so much time isolated and alone, they really watch out for each other. It's a very tight-knit group, hard to penetrate.

Delta-V: I know someone who rode one of these from the Belt to Mars. Pointed himself in the right direction, burned half his fuel, and rode out the rest. For months. Good thing he got his nav calculations right.

Ruqinzhe: Sounds like a useful way to do a long-range stealth approach.



CRASHER



An enhanced version of ruster morphs, crashers are rugged and durable designs capable of weathering a range of harsh environments. They are the ideal biomorph for gatecrashing assignments and are popular among first-in teams. Though pricey compared to other biomorph options, many gatecrashers traveling to less habitable and dangerous environments have found the investment worth it.

Implants: Basic Biomods,

Basic Mesh Inserts, Bioweave Armor (Light), Circadian Regulation, Clean Metabolism, Cortical Stack, Direction Sense, Eidetic Memory, Enhanced Respiration, Enhanced Vision, Grip Pads, Hibernation, Medicines, Oxygen Reserve, Toxin Filters, Vacuum Sealing

Movement Rate: 4/20

Aptitude Maximum: 30

Durability: 40

Wound Threshold: 8

Advantages: Bioweave Armor (Light) (2/3), +5 COG, +10 SOM, +5 to three other aptitudes of the player's choice

CP Cost: 70

Credit Cost: Expensive (Minimum 40,000+)



Nova Vida: The price tag on these is high, but it's a very capable morph with lots of utility outside of gatecrashing ops.

Ruqinzhe: What is this "price tag" you speak of?

Sequencer: Just be careful what brand name you pick. I know for a fact that certain hypercorps cut corners on the genetics in order to rush out morphs to meet the demand for gatecrashing missions. I've seen reports of respiratory failure in atmos well within their safety range and hibernators falling into nonresponsive comas. Skins from Omniflesh have particularly bad reviews.



CRITTER



Critters are pods either genetically blended from multiple animal species or simply biosculpted to appear as such. Originally popular among those looking for smarter and distinctive AI-operated pets, they've since expanded to patrol duty and beyond. Critter pods come in almost every conceivable type of animal shape, from cats to skunks to chimerical lizard-hyena hybrids. The vast majority are quadruped and stick close to the animal type's body plan, though anthropomorphic models are also available and there is a great deal of body-sculpted variety. Currently popular in the inner system is the bastet, a composite of several wild cat species that resembles a tawny panther or lion, often with intricate patterns based on Egyptian hieroglyphs in their fur. Some users prefer smaller models of this morph with the Reduced Size trait (p. 93, *Transhuman*).

Implants: Basic Biomods, Basic Mesh Inserts, Claws, Cortical Stack, Cyberbrain, Enhanced Hearing, Enhanced Smell, Mnemonic Augmentation, Puppet Sock

Movement Rate: 4/20

Aptitude Maximum: 30

Durability: 35

Wound Threshold: 7

Advantages: +5 REF, +5 COO

Disadvantages: Lacks Manipulators trait, quadrupeds have a difficult time in microgravity (-30 to Free Fall Tests)

Notes: Non-Human Biochemistry trait

CP Cost: 15

Credit Cost: Expensive

Skinwalker: Laugh all you want, Critters are a very popular morph. There are thousands of different models out there.

Sequencer: These are very hit-or-miss, craftsmanship-wise. Some have serious health issues due to ... let's just call it improper genework. Others are held together more by cybernetics than anything. Don't buy one as a long-term commitment.

Plasmid: Ah, but some are works of chimerical art. I'm still impressed by the sequencing on some of the lizard-mammal hybrids.

Moxie Harper: I know an Extropian outfit that specializes in critters designed to emulate various smart animal breeds. Great for looking innocuous ... unless you're in a biocon hab.



DAITYA



This huge, vaguely anthropomorphic synthmorph is designed for large construction projects and similar heavy industrial uses, such as moving giant objects. At just under three-meters tall and with a mass of almost one ton, the daitya is essentially an industrial mech. Modified versions have occasionally been deployed for combat purposes.

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Grip Pads, Hardened Skeleton, Industrial Armor, Mnemonic Augmentation, Pneumatic Limbs (Arms), Puppet Sock, Radar, 4 Weapon Mounts (Disassembly Tools; 2 fixed, 2 articulated), Wrist-Mounted Tools

Mobility System: Walker 8/40

Aptitude Maximum: 30 (40 SOM)

Durability: 100 (includes Hardened Skeleton bonus)

Wound Threshold: 20

Advantages: +15 SOM (includes Hardened Skeleton bonus), +5 to one other aptitude of the player's choice, Armor 10/10 (20/20 with Industrial Armor)

Notes: Large Size trait, melee attacks with the large-size frame or disassembly tools inflict 3d10 + (SOM ÷ 10) DV at AP -5

CP Cost: 80

Credit Cost: Expensive (minimum 80,000+)

Nova Vida: You know what this shell is great for?

Gatecrashing ops, as long as subtlety isn't required.

Rivet: There are a lot of daitya variants out there, covering all your mech needs. Not all of them are anthropomorphic, either.

Sava: You know what you won't find on an average O'Neill cylinder or mining colony? A tank. But you will find a daitya, and for certain ops, this can be the next best thing—and they're much easier to explain away. Great if you have a day or two to fab up some weapons and armor up the frame.





DIGGER

Diggers are worker pods customized for archeological work. They are used for surface surveys, excavation, and general physical labor by xenoarcheological teams. Their hands are modified digging claws, adapted from the genetics of hole-digging creatures like moles and aardvarks, though still flexible and useful for grasping and fine manipulation.

Implants: Access Jacks, Basic Biomods, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Digging Claws, Enhanced Vision, Mnemonic Augmentation, Puppet Sock, Wrist-Mounted Tools

Movement Rate: 4/20

Aptitude Maximum: 30

Durability: 35

Wound Threshold: 7

Advantages: +10 SOM, +5 to one aptitude of the player's choice

Disadvantages: Social Stigma (Pod)

CP Cost: 30

Credit Cost: Expensive



Skinwalker: Forget wearing gloves, but the giant hands are surprisingly dexterous.

Sequencer: A number of diggers have polydactyl hands, meaning they have an extra thumb. Makes it easier to hold on to things.

Nova Vida: If you're actually using this morph for tunnel exploration/excavation, get a model with the mole hemoglobin protein—it lets you survive in low oxygen environments.



DRAGONFLY



The dragonfly robotic morph takes the shape of a meter-long flexible shell with multiple wings and manipulator arms. Capable of near-silent turbofan-aided flight in Earth gravity, dragonfly bots fare even better in microgravity.

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

Mobility System: Winged 8/32, Walker 2/16

Aptitude Maximum: 30 (20 SOM)

Durability: 25

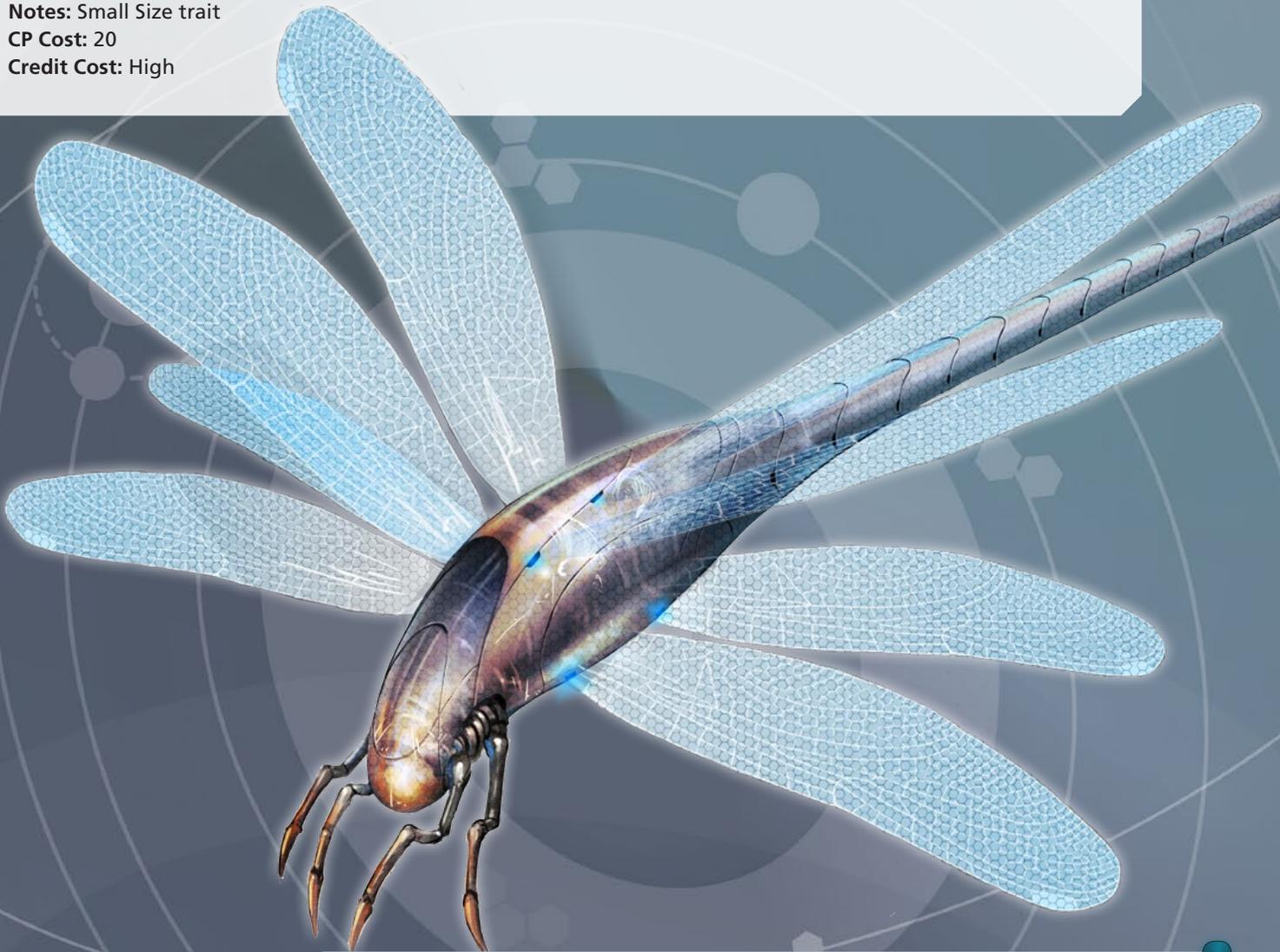
Wound Threshold: 5

Advantages: +5 REF, Armor (2/2)

Notes: Small Size trait

CP Cost: 20

Credit Cost: High



Pivo: The wing design is an excellent example of biomimicry. Each wing can operate independently and rotate on its axis, meaning this morph is capable of hovering, sudden bursts of acceleration, hairpin turns at any speed, and so on. It takes some practice getting used to the full capabilities.

Nevermore: I've heard a few neo-avians talk about having difficulty coping with the different flight mechanics.

Eludere: These things are a lot quieter than you'd expect. Good for surveillance and stealth ops.



DVERGR

Dvergar (plural of dvergr) are biomorphs designed for comfortable operation in high-gravity environments. They feature a reinforced skeletal structure and sturdier muscle masses. They are easily identified by their slightly squat, thick-necked, tough appearances.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, High-G Adaptation

Movement Rate: 4/20

Aptitude Maximum: 35 (40 SOM)

Durability: 45 (includes implant bonuses)

Wound Threshold: 9

Advantages: +15 SOM (includes implant bonuses), +5 to one other aptitude of the player's choice

CP Cost: 50

Credit Cost: Expensive

Cacophonous: Definitely a specialty morph. Very limited application, but you'll be really happy you have it when you need it. Gravity is a drag.

Das Frettchen: Also great if you're a socialite on a LARP cruise and decide to play a dwarf. Or so I hear.

Skinwalker: Dvergr are just fine in normal, low, or micro-grav. Strong, energetic, great circulation.

Scent.In.Hell: Maybe too good. I've heard some models bleed out quickly when injured in low-grav conditions.



EXALT



Exalt morphs are genetically enhanced humans, designed to emphasize specific traits. Their genetic code has been tweaked to make them healthier, smarter, and more attractive (based on ever-evolving beauty standards). Their metabolism is modified to predispose them towards staying fit and athletic for the duration of an extended lifespan.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack

Movement Rate: 4/20

Aptitude Maximum: 30

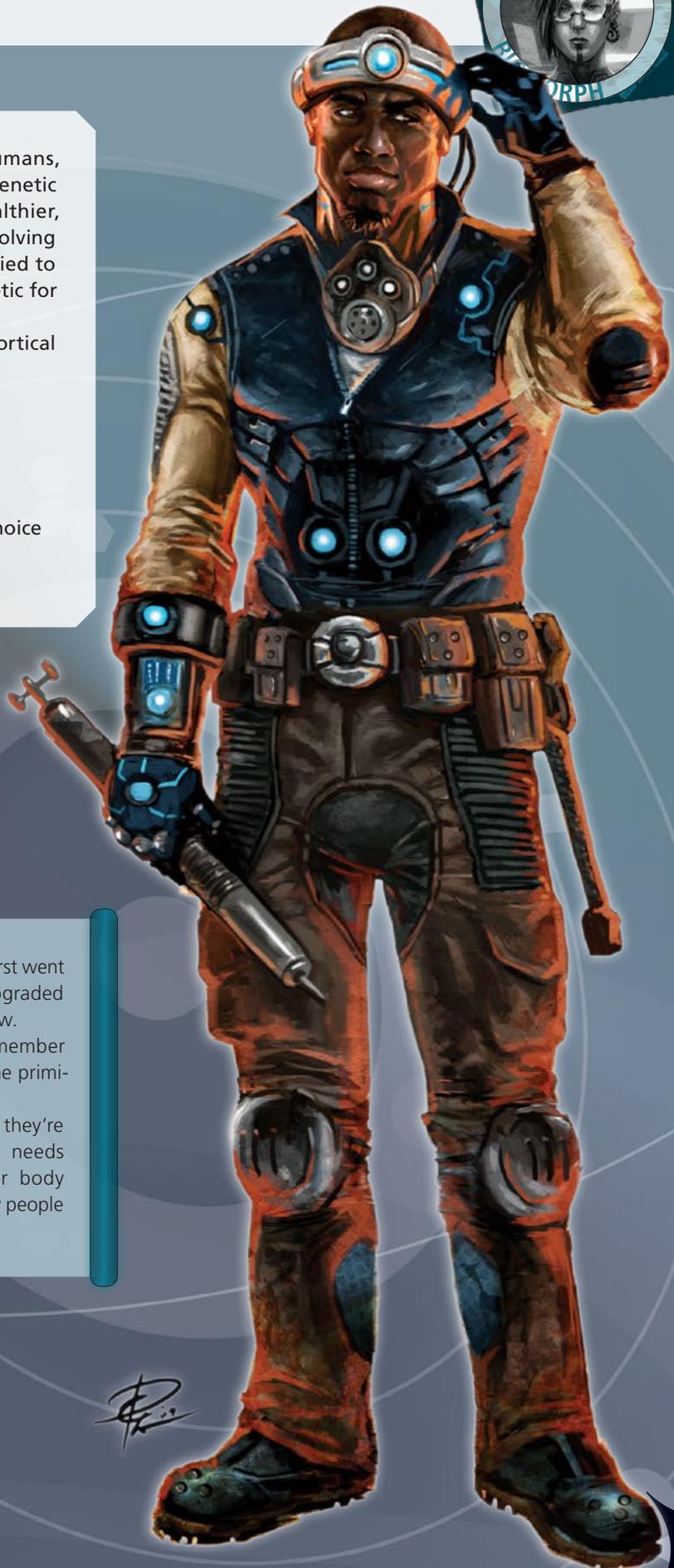
Durability: 35

Wound Threshold: 7

Advantages: +5 COG,
+5 to three other aptitudes of the player's choice

CP Cost: 30

Credit Cost: Expensive



Das Frettchen: Remember when these morphs first went into circulation? The hue and cry over "upgraded humans" was a big deal. Seems so quaint now.

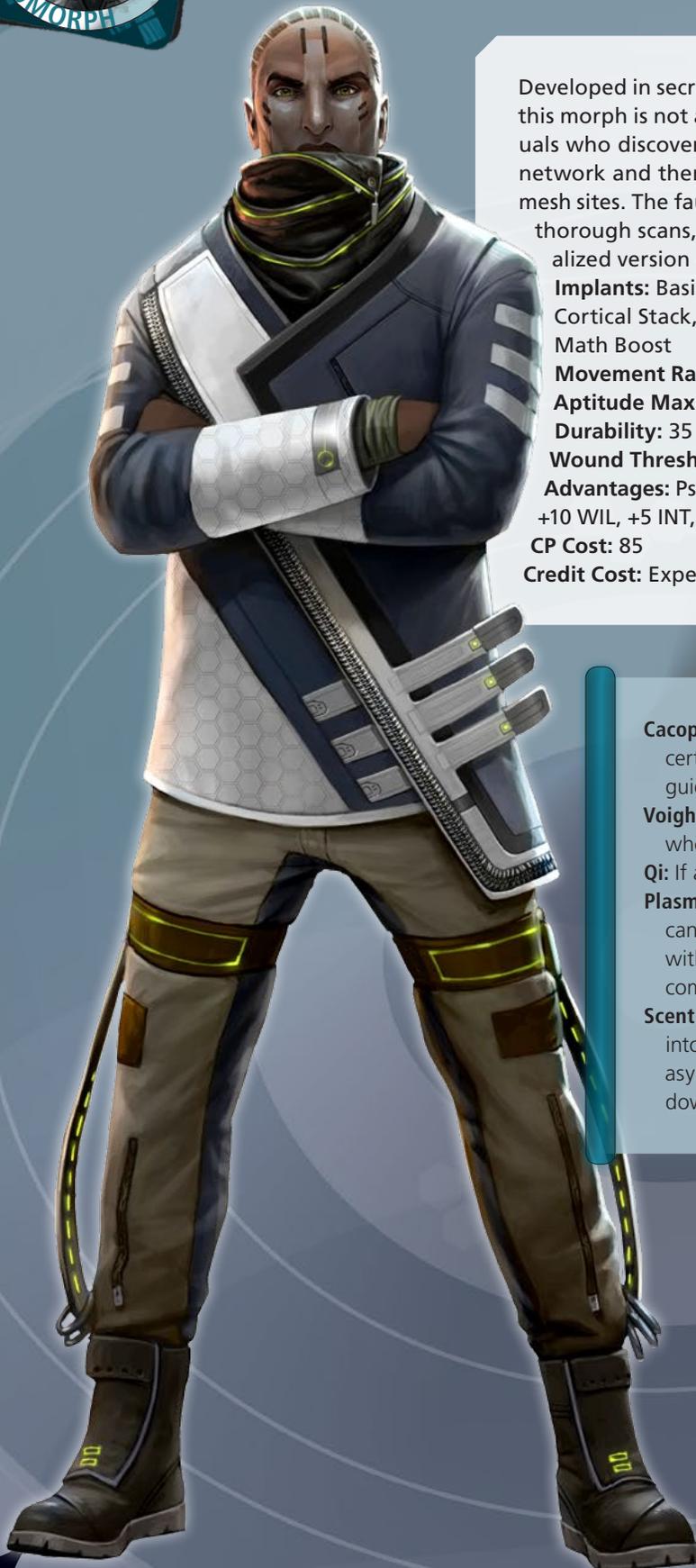
Violet Perdido: Ah the good ol' days. Remember breeding restriction laws? Glad we've left the primitive mindsets behind.

Nezumi: The great thing about exalts is that they're reliable, abundant, and fulfill your basic needs without running into heavy alienation or body dysmorphia issues when resleeving. Too many people overlook them.





FAUST



Developed in secret by a small group of unaffiliated async genehackers, this morph is not a publicly known model. 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.

Implants: Basic Biomods, Basic Mesh Inserts, Circadian Regulation, Cortical Stack, Eidetic Memory, Endocrine Control, Hyper-Linguist, Math Boost

Movement Rate: 4/20

Aptitude Maximum: 30

Durability: 35

Wound Threshold: 7

Advantages: Psi Chameleon trait, Psi Defense (Level 1) trait, +10 COG, +10 WIL, +5 INT, +5 to one other aptitude of the player's choice

CP Cost: 85

Credit Cost: Expensive (minimum 100,000+)

Cacophony: I added this one, due to its recent availability through certain black market channels. It's not in the *Lonely Planetoid* guide for obvious reasons.

Voight-Kampff: Has Firewall made any headway into discovering who designed this morph?

Qi: If anyone has, they're keeping that info within their server.

Plasmid: There are implications here that concern me. If one can design and distribute a morph based on its compatibility with an exovirus strain, we may well soon see morphs that are compatible—read: more susceptible—to less friendly strains.

Scent.In.Hell: Watch what you call "friendly." Not all of us buy into the harmlessness of Watts-MacLeod. The decision to let asyncs operate freely is going to bite us in the hind thorax down the line, mark my words.



FENRIR



Named for the monstrous wolf of Norse legend, the fenrir is one of the most imposing combat morphs ever developed. It is found only in the armed forces of the Hyoden city-state on Callisto (though black-market blueprints/copies are rumored to be available elsewhere). A massive, squat quadrupedal morph designed to be operated by up to six egos simultaneously, the fenrir is more akin to a super-heavy tank than a regular morph. It is possible that a single ego could fill all six ego slots at once through the use of alpha forks, but this has never been tested. The most common weapons mounted are linked HEAP and/or plasmaburst seeker launchers, exoatmospheric plasma beam bolters, and machine railguns loaded with AP rounds. **Note:** This morph is unique in that it allows more than one ego to use it at the same time. Ego Sharing may be purchased for this morph an additional four times, for a total of five additional egos.

Enhancements: 360-Degree Vision, Access Jacks, Anti-Glare, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Direction Sense, Ego Sharing (1), Enhanced Hearing, Enhanced Vision, Extra Limbs (4), Heavy Combat Armor, Lidar, Mnemonic Augmentation, Pneumatic Limbs, Radar, Structural Enhancement, T-Ray Emitter, Weapon Mount (External, Articulated, 8)

Mobility System: Walker 4/20, Thrust Vector 4/12

Aptitude Maximum: 35

Durability: 70 (80 with Structural Enhancement)

Wound Threshold: 14 (16 with Structural Enhancement)

Advantages: 4 Limbs, +5 REF, +5 COO, +10 SOM, +5 to one other aptitude of the player's choice, Armor 16/16 (32/32 with Heavy Combat Armor)

Notes: Large Size trait

CP Cost: Not available at character creation

Credit Cost: Expensive (rare and restricted; minimum 100,000+)

Cacophony: Another that didn't make the regular guide...

Parallax: For those missions when nothing less than total slaughter will do.

Tio Silencio: If your mission gets that bad, someone wasn't doing their job.

Qi: Last I checked, transhumans still made mistakes. Let's just hope our enemies do too.

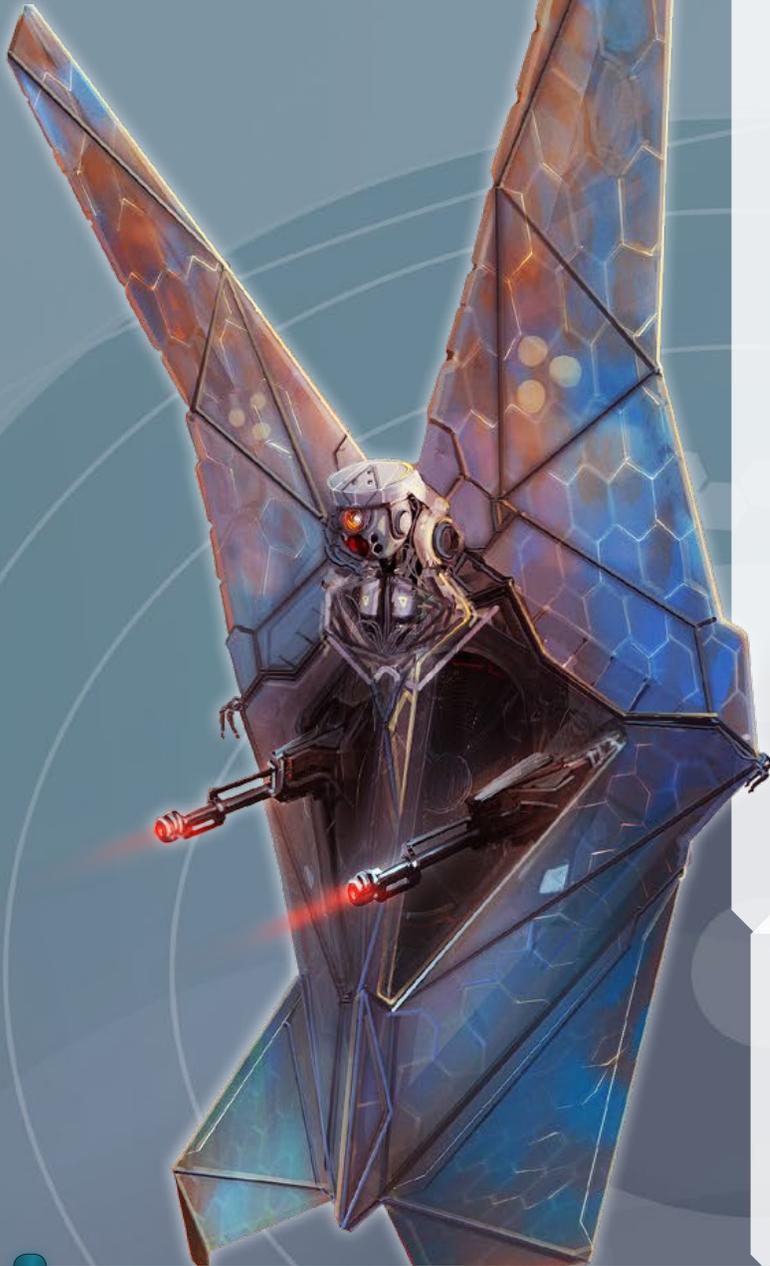
Nevermore: Unfortunately, if you really need a morph like this on an op, you are unlikely to have one on hand.

Ruqinzhe: You haven't met my router. I'm pretty sure she's prepared for a supernova.





FIGHTING KITE



Based on the kite morph (p. 53) popular with gate-crashers, this morph is somewhat more durable and better armored. It also includes a built-in laser as well as anti-detection measures. Its default mode is turbo-fan-driven rotorcraft; its light weight allows it to fly and hover, even in thin atmospheres and heavy gravities. In streamlined ionic mode, it can travel at high speeds and maneuver in hurricane-force winds. In vacuum, it can drive itself with thrust-vector nozzles. It is occasionally used for aerial reconnaissance, but is most popular with spies, thieves, and discrete bodyguards.

Enhancements: Access Jacks, Anti-Glare, Basic Mesh Inserts, Chameleon Skin, Chemical Sniffer, Cortical Stack, Cyberbrain, Enhanced Vision, Mnemonic Augmentation, Neurachem (Level 1), Radar, Radar Absorbent, Shape Adjusting, T-Ray Emitter, Weapon Mount (Internal, Articulated, Laser Pulser), Wings

Mobility System: Ionic 12/40, Thrust Vector 8/40, Walker 2/8, Winged 8/32

Aptitude Maximum: 30 (25 SOM)

Speed Modifier: +1 (Neurachem)

Durability: 30

Wound Threshold: 6

Advantages: +5 to two aptitudes of the player's choice, Armor (4/4)

Notes: Small Size trait

CP Cost: 35

Credit Cost: Expensive (minimum 40,000+)

FIERCE KITE VARIANT

Fierce kites are larger, humanoid-sized fighting kites.

Aptitude Maximum: 30

Durability: 50

Wound Threshold: 10

Advantages: Armor 8/8

Notes: Does not have the Small size trait

CP Cost: 55

Credit Cost: Expensive (minimum 55,000+)

Parallax: These shells are smaller than most people realize. They can be pretty hard to hit in a firefight.

Eludere: I like that they have so many propulsion systems—and most of them are pretty quiet.

Rivet: The engineering of these wings is impressive. Considering their size, they fold up and deploy very nicely and quickly.

Parallax: Yeah but the armor is crap. One solid hit can take these morphs out. If you're expecting trouble, it's worth slapping on some extra protection.



FLAT



Flats are baseline unmodified humans, born with all of the natural defects, hereditary diseases, and other genetic mutations that evolution so lovingly applies. Flats are increasingly rare—most died off with the rest of humanity during the Fall. Most new children are splicers—screened and genefixed at the least—except in habitats where flats are treated as second-class citizens and indentured labor.

Implants: None

Movement Rate: 4/20

Aptitude Maximum: 20

Durability: 30

Wound Threshold: 6

Disadvantages: None (Genetic Defects trait common)

CP Cost: 0

Credit Cost: High

Plasmid: Otherwise known as: a body like that in which you were born, to which you hoped never to return.

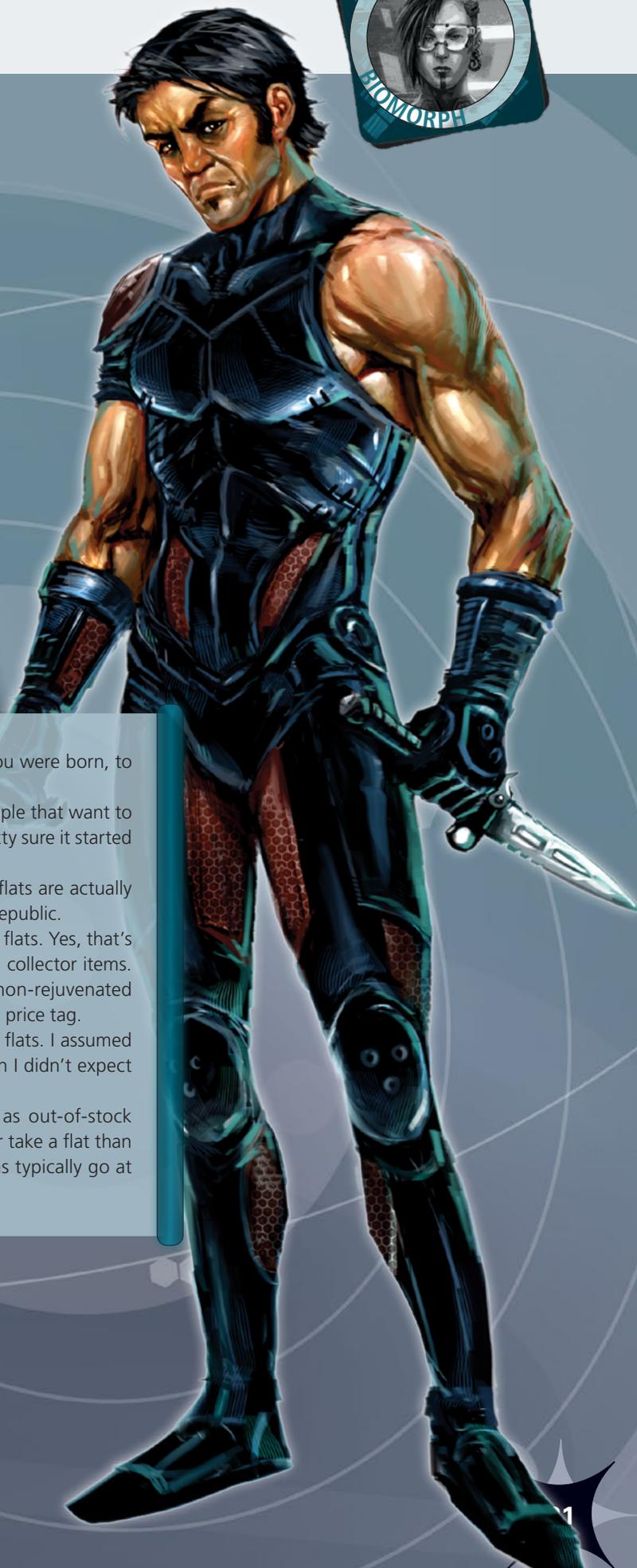
Moxie Harper: Actually, there's a decent demand from people that want to sleeve something "old-fashioned" and "original." I'm pretty sure it started as a Venusian socialite fad.

Nezumi: *facepalm* The only sensible part of that is that flats are actually pretty rare outside of Earth orbit, Luna, and the Jovian Republic.

Das Frettchen: It gets weirder. I know oligarchs that collect flats. Yes, that's right, original born-on-Earth skins are quickly becoming collector items. Especially if they are in mint condition. Interestingly, non-rejuvenated bodies that have aged well are picking up a considerable price tag.

Nova Vida: I've always wondered what happened to older flats. I assumed they were rejuvenated rather than retired, but even then I didn't expect them to be top hits at the body bank.

Plasmid: The body banks I know keep a few on hand as out-of-stock last-resort options; there's always someone who'd rather take a flat than a quality synth. The flats with recurring health problems typically go at cheap rates to desperate refugees.





FLEXBOT

Designed for multipurpose functions, flexbots can transform their shells to suit a range of situations and tasks. Their core frame consists of a half-dozen interlocking and shape-adjustable modules capable of auto-transforming into a variety of shapes: multi-legged walker, tentacle, hovercraft, and many others. Each module features its own sensor units and “bush robot” fractal-branching digits (capable of breaking into smaller digits, down to the micrometer scale, allowing for ultra-fine manipulation). The flexbot control computer is also distributed between modules. Individual flexbots are only the size of a large dog, but multiple flexbots can join together for larger mass operations, even taking on heavy-duty tasks such as demolition, excavation, manufacturing, robotics assembly, and so on. The flexbot detailed here is the standard yeoman module. For additional rules, see *Flexbots*, p. 200, *Transhuman*.

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Fractal Digits, Mnemonic Augmentation, Modular Design, Nanoscopic Vision, Shape Adjusting

Mobility System: Walker 4/16, Hover 8/40

Aptitude Maximum: 30 (SOM 25)

Durability: 25

Wound Threshold: 5

Advantages: Armor 4/4, +5 to one aptitude of the player's choice

Notes: Small Size trait

CP Cost: 20

Credit Cost: Expensive



Stitch: Before you go crazy ordering different modules, be warned that different manufacturers don't always play well together. Each flexbot manufacturer wants you to use their modules only, so they quite often incorporate proprietary design elements that mean they won't work so great—or at all—with modules of another make, including any you nanofab yourself. So, read the fine print and the reviews.

Pivo: Annoying, yes, but not a deal breaker. Just make sure you or someone on your team knows a little robotics and programming and you should be fine. Of course, you'll void the warranty, but when it's a choice between a warranty and my life, my life wins every time..



FLEXBOT MODULES

Though each module is capable of acting as an independent flexbot morph, their modular design means they are intended to meld with other modules in various configurations. Individual modules are crafted with specific tasks and specialties in mind, so that each particular flexbot can be customized by adding and removing modules depending on the task at hand.

This section describes the various specialized flexbot modules that may be chosen as morphs at character creation or added on to an existing flexbot. Each module has a default configuration shape; unless otherwise specified, the module is assumed to be in this shape. The mobility systems given for each module are those present in its default configuration; these may be changed using the shape-adjusting augmentation (see *Shape Adjusting*, p. 208, *Transhuman*).

APIARY

The apiary is a mini-swarmanoid that attaches to a flexbot.

Enhancements: Access Jacks, Basic Mesh

Inserts, Cortical Stack, Cyberbrain, Mnemonic Augmentation, Modular Design, Skinlink, Swarm Composition

Modularized Gear: Laser Link, Nanodetector, Radio Booster

Mobility System: Walker 2/8, Hopper 4/20, Rotor 4/32

Aptitude Maximum: 30 (25 SOM)

Durability: 20

Wound Threshold: 4

Notes: Small Size trait, Swarm Composition (p. 211 and p. 311, *EP*), apiaries can only hold 2 egos

CP Cost: 10

Credit Cost: High (minimum 10,000)

BEEKEEPER

Beekeepers are modules used to deploy nanoswarms.

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Medichines, Mnemonic Augmentation, Modular Design, Nanophages, Skinlink

Modularized Gear:

4 Specialized Hives of the player's choice

Mobility System: Walker 4/16, Hover 8/16

Aptitude Maximum: 30 (25 SOM)

Durability: 30

Wound Threshold: 6

Advantages: Armor 4/4, +5 COG, +5 INT, +5 to one other aptitude of the player's choice

Notes: Small Size trait

CP Cost: 55

Credit Cost: Expensive (minimum 55,000)

BOUBA

This soft, amorphous module consists of hard parts in a fluid matrix surrounded by a tough but flexible skin. Its design doesn't allow for reshaping into new mobility systems, but it can slither along the ground or hover.

Enhancements: Access Jacks, Basic Mesh

Inserts, Bioweave Armor (Light), Cortical Stack, Chameleon Skin, Cyberbrain, Mnemonic Augmentation, Modular Design, Skinflex, Skinlink, Squishbot (p. 211, *Transhuman*)

Mobility System: Hover 8/40, Snake 4/16

Aptitude Maximum: 30 (25 SOM)

Durability: 15

Wound Threshold: 3

Advantages: Armor 2/3

Notes: Small Size trait

CP Cost: 10

Credit Cost: High (minimum 10,000)

CRAFTER

The crafter module is specialized for construction and fabrication.

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Fractal Digits, Mnemonic Augmentation, Modular Design, Nanoscopic Vision, Pneumatic Limbs, Shape Adjusting, T-Ray Emitter

Modularized Gear: Tool Kit, Specialized Hive (Engineer Swarm)

Mobility System: Walker 4/16, Hover 8/40

Aptitude Maximum: 30 (25 SOM)

Durability: 30

Wound Threshold: 6

Advantages: Armor 6/6, +5 COG, +5 SOM

Notes: Small Size trait

CP Cost: 40

Credit Cost: Expensive (minimum 40,000)

FIGHTER

Fighters are combat-oriented modules.

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Mnemonic Augmentation, Modular Design, Radar, T-Ray Emitter, 2 Weapon Mounts

Mobility System: Walker 4/16, Hover 8/16

Aptitude Maximum: 30 (35 SOM)

Durability: 30 (40)

Wound Threshold: 6 (8)

Advantages: Armor (8/8), Exceptional Aptitude (SOM) trait, Tough (Level 2) trait, +5 COO, +5 SOM

Notes: Small Size trait

CP Cost: 45

Credit Cost: Expensive (minimum 45,000)

FLEXBOT MODULES (CONTINUED)

GRIMOIRE

Grimoires are an excellent complement to a wizard module.

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Electrical Sense, Ghostrider Module, Mnemonic Augmentation, Modular Design, Multitasking, Shape Adjusting, Skinlink

Modularized Gear: Laser Link, Microwave Link

Mobility System: Walker 4/16, Hover 8/40

Aptitude Maximum: 30 (25 SOM)

Durability: 20

Wound Threshold: 4

Advantages: Armor 6/6, +5 WIL

Notes: Small Size trait

CP Cost: 20

Credit Cost: Expensive (minimum 25,000)

LONGBOW

Longbows provide a weapons platform.

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Heavy Combat Armor, Mnemonic Augmentation, Modular Design, 2 Weapon Mounts (Articulated)

Modularized Gear: Laser Link

Mobility System: Walker 4/16, Hover 8/40

Aptitude Maximum: 30 (25 SOM)

Durability: 25

Wound Threshold: 5

Advantages: Armor 4/4 (20/20 with Heavy Combat Armor), REF +5

Notes: Small Size trait

CP Cost: 20

Credit Cost: Expensive

PICKLOCK

Picklocks are an excellent complement to a rogue module. They are illegal or restricted in many habitats.

Enhancements: Access Jacks, Basic Mesh Inserts, Chameleon Skin, Cortical Stack, Cyberbrain, Grip Pads, Hidden Compartment, Mnemonic Augmentation, Modular Design, Radar Absorbent (p. 149, *Panopticon*), Shape Adjusting, Wrist-Mounted Tools

Mobility System: Hopper 4/20, Walker 4/16

Aptitude Maximum: 30 (25 SOM)

Durability: 20

Wound Threshold: 4

Advantages: Armor 4/4, INT +5

Notes: Small Size trait

CP Cost: 20

Credit Cost: Expensive

ROGUE

Rogue modules are optimized for stealth and infiltration. They are illegal or restricted in many habitats.

Enhancements: Access Jacks, Basic Mesh Inserts, Chameleon Skin, Cortical Stack, Cyberbrain, Enhanced Vision, Fractal Digits, Mnemonic Augmentation, Modular Design, Nanoscopic Vision, Radar Absorbent (p. 149, *Panopticon*), Shape Adjusting, T-Ray Emitter, Weapon Mount

Mobility System: Hopper 4/20, Walker 4/16

Aptitude Maximum: 30 (25 SOM)

Durability: 30 (35)

Wound Threshold: 6 (7)

Advantages: Armor (6/6), +5 COO, +5 REF, Tough (Level 1) trait

Notes: Small Size trait

CP Cost: 35

Credit Cost: Expensive (minimum 35,000)

SAPPER

Sappers are an engineering module specializing in deconstruction; they are often combined with crafter modules.

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Mnemonic Augmentation, Modular Design, Pneumatic Limbs, Shape Adjusting

Modularized Gear: Disassembly Tools, Specialized Hive (Disassembler Nanoswarm)

Mobility System: Walker 4/16, Hover 8/40

Aptitude Maximum: 30 (35 SOM)

Durability: 20

Wound Threshold: 4

Advantages: Armor 4/4, Exceptional Aptitude (SOM)

Notes: Small Size trait

CP Cost: 15

Credit Cost: High (minimum 10,000)

WIZARD

Specialized for infosec and communications tasks.

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Mental Speed, Mnemonic Augmentation, Modular Design, Shape Adjusting

Modularized Gear: Radio Booster

Mobility System: Walker 4/16, Hover 8/40

Aptitude Maximum: 30 (25 SOM)

Durability: 25

Wound Threshold: 5

Advantages: Armor 4/4, +5 COG, +5 INT

Notes: Small Size trait

CP Cost: 35

Credit Cost: Expensive (minimum 35,000)

FLYING SQUID



Given the popularity of octomorphs even among non-mercurials, morph designers have sought out a similar morph that is operable in zero g and also designed for speed. Its streamlined form resembles a stylized squid and this morph can move swiftly in both water and air. It can suck either water or air into a cavity in its mantle and then expel it out a siphon in a chosen direction for fast, jet-like propulsion. While popular with neo-octopi, its speed and overall utility has made it an increasingly favorite option with others seeking an aquatic-adapted morph.

Implants: 360-Degree Vision, Access Jacks, Basic Mesh Inserts, Chameleon Skin, Cortical Stack, Cyberbrain, Extra Limbs (8 arms, 2 tentacles), Grip Pads, Hydrostatic Pressure Adaptation, Mnemonic Augmentation, Polarization Vision, Puppet Sock

Movement Rate: Submarine 4/36, Thrust Vector 4/28

Aptitude Maximum: 30

Durability: 40

Wound Threshold: 8

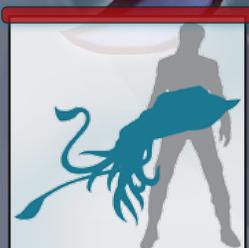
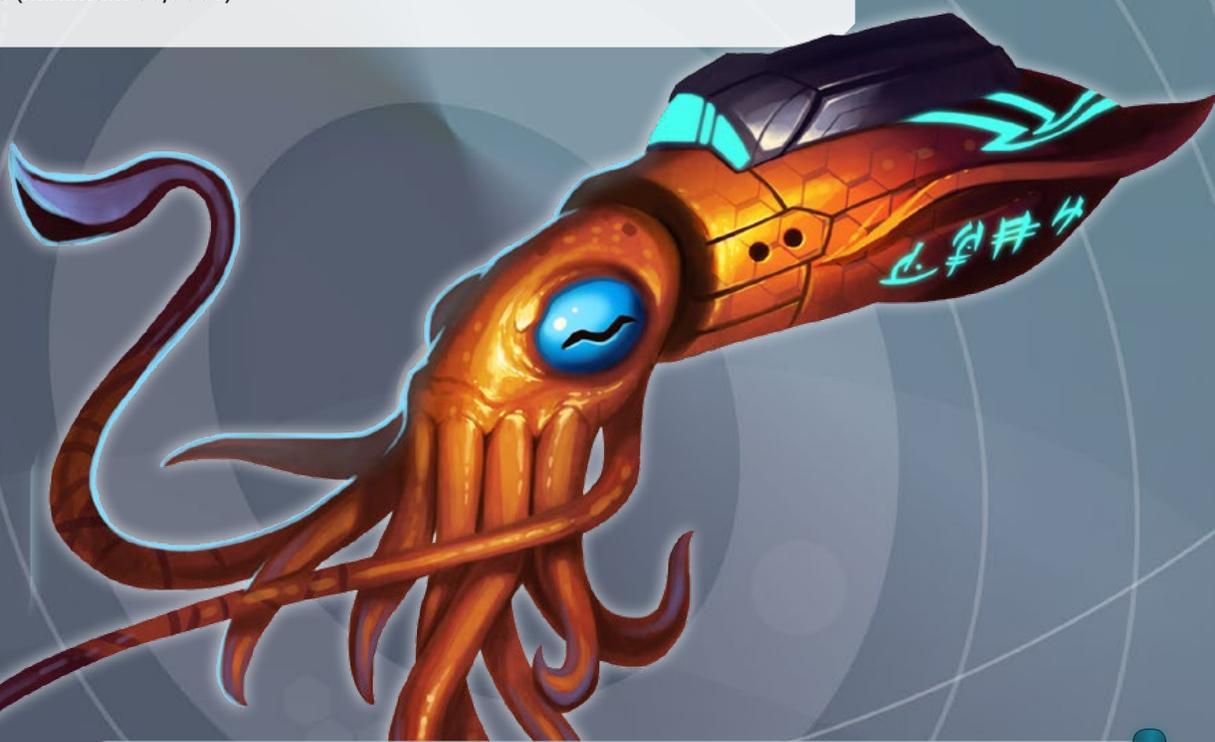
Advantages: 8 Arms, 2 Tentacles, +5 COO, +5 SOM, +5 to one other aptitude of the player's choice, +30 Swimming skill, Beak Attack (1d10 + 1 DV, AP -1), Limber (Level 2) trait

Disadvantages: Social Stigma (Pod) trait

Note: Non-Mammalian Biochemistry trait

CP Cost: 55

Credit Cost: Expensive (minimum 60,000+)



Delta-V: Quite an interesting ride, but useless in any non-aquatic environment with gravity.

Pivo: You hear about that situation on Atlantica? A certain neo-whale there ate a couple of folks sleeved in flying squid morphs. They claimed they couldn't tell 'em apart from their non-sapient squid feedstock. Word on the waves is that some sort of black market deal went sour.

Expat: I know some reclaimers who came across a group of flying squid morphs while doing recon on Earth, looking for a deep sea sanctuary. The squid scattered before they could make contact. Interesting thing is: these morphs were first designed after the Fall. So why are they showing up on Earth?



FREEMAN



Many leaders want to ensure loyalty or at least obedience from their citizens, especially recently sleeved infugees. The freeman biomorph offers rulers (some would say tyrants or dictators) a chance to offer citizens a new life without worrying about dissidence. Based on the splicer morph, the freeman is genetically modified to be more obedient, which results in lower Willpower. More insidiously, freeman morphs are genetically modified with a protein that makes their neurons sensitive to light. When combined with an optogenetics module implant, these neurons can be activated and deactivated remotely, enabling a monitoring muse or meshed overseer to control the ego's behavior. (The specific behavior affected is chosen with each optogenetics module implant.)

The freeman comes with a specialized monitor AGI installed in a modified ghostrider module. The monitor, usually a modified fork of the tyrant's muse, watches and reports all suspicious actions taken by the primary ego. The purpose of this implant is often concealed. Citizens who sleeve into a freeman morph are told the implant is a security measure that helps prevent infection from TITAN technology or some similar lie. The module is designed to resist tampering and will report to headquarters the instant it detects a hacker's intrusion. The monitor muse can manipulate the ego's behavior or even take control of the morph via its puppet sock, but avoids doing that unless absolutely necessary. Dictators do not want to reveal that their citizens have spies implanted in their skulls, watching them.

Surprisingly, some people voluntarily sleeve into freeman morphs, preferring to hand responsibility and decision-making over to other parties, such as the Sendero Luminoso Benevolent Dictatorship habitat in the Neptunian Trojans.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Monitor Module, Optogenetics Module, Puppet Sock

Movement Rate: 4/20

Aptitude Maximum: 25

Durability: 30

Wound Threshold: 6

Advantages: +5 SAV, +5 to one other aptitude of the player's choice except WIL

Disadvantages: -5 WIL

CP Cost: 10

Credit Cost: High

Scent.In.Hell: Useful for rendition and interrogation scenarios.

Callosum: Really? We're condoning the use of slave morphs on ops now?

Scent.In.Hell: Pull yourself out of high orbit. When you need to extract answers in order to save lives and the clock is ticking, you do what you have to do.

Voight-Kampff: The transhuman flexibility over ends and means is an amazing thing.

Nezumi: I suppose I'm not surprised that transhumanity invented these, but it still sickens me.



FURY



Furies are combat morphs. These transgenic human upgrades feature genetics tailored for endurance, strength, and reflexes, as well as behavioral modifications for aggressiveness and cunning. To offset tendencies for unruliness and macho behavior patterns, furies feature gene sequences promoting pack mentalities and cooperation, and they tend to be biologically female.

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

Movement Rate: 4/20

Aptitude Maximum: 30

Speed Modifier: +1 (neurachem)

Durability: 50

Wound Threshold: 10

Advantages: +5 COO, +5 REF, +10 SOM, +5 WIL, +5 to one aptitude of the player's choice

CP Cost: 75

Credit Cost: Expensive (minimum 40,000)

Sequencer: Perhaps one of the most-improved morph designs to date. Spending money on super soldiers never goes out of style.

Plasmid: Most rehashed, maybe, but combat morphs have a long history. Some of the previous incarnations were abominations, but of course few of those survived the Fall.

Parallax: When you need to kick ass but don't want to advertise the fact, furies beat out most other morphs, including synthmorphs. It's hard to tell one apart from an olympian or any other common biomorph.





FUTURA



An exalt variant, futura morphs were specially crafted for the “Lost generation.” Tailor-made for accelerated growth and adjusted for confidence, self-reliance, and adaptability, futuras were intended to help transhumanity regain its foothold. These programs proved disastrous and the line was discontinued, but some models remain, viewed by some with distaste and others as collectibles or exotic oddities.

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

Movement Rate: 4/20

Aptitude Maximum: 30

Durability: 35

Wound Threshold: 7

Advantages: +5 COG, +5 SAV, +10 WIL, +5 to one other aptitude of the player’s choice

CP Cost: 40

Credit Cost: Expensive (exceptionally rare; 50,000+)

Plasmid: While the original stigma kept these rare, the genetics have been copied and reproduced (and sometimes tweaked) by numerous skincrafters.

Callosum: Want to know a secret? Cognite still produces their original futura models. For “in-house” purposes, of course.

Cacophonous: There’s a lot of people that believe futura morphs remain in circulation so that they can be tracked—reasoning being that they hope to catch fugitives from the Lost Generation that are still on the loose.

Skinwalker: I’ve heard that rumor as well—and also that the ones in circulation are booby-trapped in various ways.

Black Pharaoh: I can substantiate one of those rumors. There is at least one Firewall scanner tasked with tracking futura morphs in the wild. It is wise to assume others do as well.



GALATEA



A group of Lunar morph designers created this high-end synthmorph in an attempt to increase the social acceptance of synthmorphs by showcasing how attractive and versatile they can be. This elegant morph looks expensive and is designed to allow the user to master any social situation. A few media icons and socialites have already found that this morph's mixture of utility and novelty value has helped enhance their fame and reputation.

Enhancements: Access Jacks, Basic Mesh Inserts, Chameleon Skin, Cortical Stack, Cyberbrain, Enhanced Hearing, Mnemonic Augmentation

Mobility System: Walker 4/20

Aptitude Maximum: 30

Durability: 40

Wound Threshold: 8

Advantages: +10 SAV, +5 COO, +5 INT, +5 to one other aptitude of the player's choice, Armor 6/6

CP Cost: 65

Credit Cost: Expensive (minimum 70,000+)

Callosum: Morphs like the galatea wouldn't be possible if we weren't making serious headway in both cyberbrain architecture and info-morph virtual mind-states. The programming of the neural shells here features some top-notch coding.

Das Frettchen: These are really making in-roads in socialite circles.

Moxie Harper: No matter how much cred you wired out, biochauvinists are still going to view anyone wearing metal as a monstrosity.

Cacophonous: I support the idea behind making synthmorphs more accepted, but let's face reality: the cost on these is still far too high. They're light years beyond the reach of infugees and indentures. Until we have quality, non-stigmatized, affordable shells, all we're doing here is replicating class divisions.





GARGOYLE



Gargoyles are an anthroform synthetic morph designed as a mobile sensor unit. They are used by media, freelance journalists, forensics teams, and anyone who is regularly required to document a situation thoroughly. Though humanoid in shape, gargoyles stand taller than average transhumans for better viewing. Much of their exterior surface is covered in quantum dot camera-displays.

Enhancements: 360-Degree Vision, Access Jacks, Anti-Glare, Basic Mesh Inserts, Chemical Sniffer, Cortical Stack, Cyberbrain, Enhanced Hearing, Enhanced Smell, Enhanced Vision, Lidar, Mnemonic Augmentation, Nanoscopic Vision, Oracles, Radar, T-Ray Emitter

Mobility System: Walker 4/20

Aptitude Maximum: 30

Durability: 40

Wound Threshold: 8

Advantages: +5 INT, +5 to one aptitude of the player's choice, Armor 6/6

CP Cost: 40

Credit Cost: Expensive

Nova Vida: These are quite common on sponsored gate-crashing ops these days. They offer more versatility than a standard overseer drone. Cheaper sponsors will stuff an AI into it.

Parallax: Actual egos aren't much better. We were forced to bring a gargoyle tag-along on an op, and they were worse than useless. They had been tasked to "observe only"—meaning they couldn't be bothered to even pass the ammo. Their training was shit, too—gave away our position on more than one occasion.

Ruqinzhe: Gargoyles are great for distractions. People get so invested in taking them out or jamming their feeds that they don't notice the gnats or smart dust.



GHOST



Ghosts are partially designed for combat applications, but their primary focus is stealth and infiltration. Their genetic profile encourages speed, agility, and reflexes, and their minds are modified for patience and problem-solving.

Implants: Basic Biomods, Basic Mesh Inserts, Chameleon Skin, Cortical Stack, Adrenal Boost, Enhanced Vision, Grip Pads

Movement Rate: 4/20

Aptitude Maximum: 30

Durability: 45

Wound Threshold: 9

Advantages:

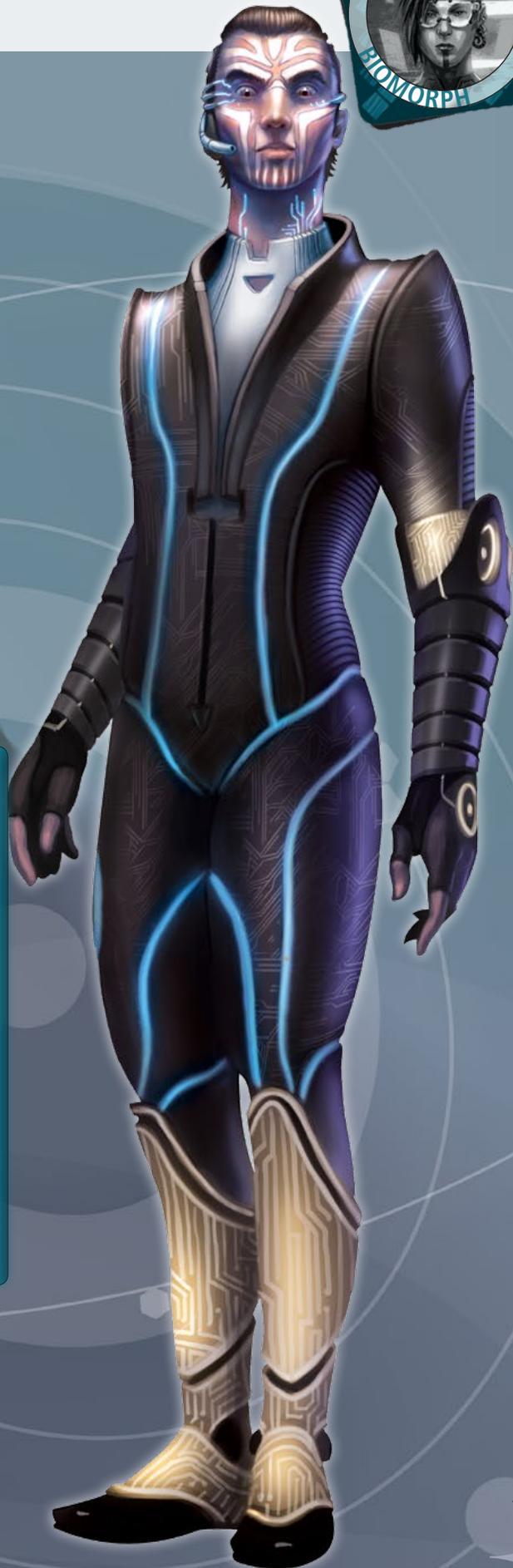
+10 COO, +5 REF, +5 SOM, +5 WIL,
+5 to one aptitude of the player's choice

CP Cost: 70

Credit Cost: Expensive (minimum 40,000)

Violet Perdido: There's a trick with chameleon skin where you can shift to translucent. It's great for grossing people out.

Ruqinzhe: Last time I tried to get a ghost, I got a lesson in how less reputable skin joints try to screw you. I reserved in advance, paid up front, and went with a shady body bank to keep my profile low. After sleeving what I thought was a ghost, I had a nasty shock when I was jumped by some punks and the morph didn't perform as expected. I had a genesplicer I know run some scans, turns out I had been given a splicer with some aftermarket mods. I took it back to the clinic, where the customer service AI politely told me to fuck off. Turns out that my muse had dropped the ball and contractually I'd agreed to a morph with certain parameters; the one they'd given me met those parameters (barely), and they called this special package a "ghost." It apologized for any confusion but would not offer a refund. Fucking Extropian contracts.





Originally created as part of a fad based on 20th-century images of aliens, the grey morph soon became popular with eccentric scientists and engineers. This morph's slender and weak-looking body stands only 1.5 meters tall, short compared to modern transhumans. Its distinctive large head and eyes strike many transhumans as disturbing.

Implants: Basic Biomods, Basic Mesh Inserts, Circadian Regulation, Clean Metabolism, Cortical Stack, Eidetic Memory, Emotional Dampers, Enhanced Vision, Math Boost

Movement Rate: 4/20

Aptitude Maximum: 30 (20 SOM)

Durability: 30

Wound Threshold: 6

Advantages: +5 COG, +5 WIL, +5 to one other aptitude of the player's choice

Disadvantages: Uncanny Valley trait

CP Cost: 25

Credit Cost: Expensive (minimum 30,000+)

Sequencer: A lot of people seem to think these are chimeric pods. Nope, they're modified human stock.

Tio Silencio: That's what they want you to think. In truth, they're crafted from alien genetics rescued from Area 51 during the Fall! Or so the conspiracy forums tell me.

Plasmid: Keeping true to the homage, some of the skinrafters making these things have shifted organs around, changed the blood color, and even included some frivolous parts just so that these don't look so human when they get cut open.

Nezumi: There's a community of people sleeved in greys in the Martian outback that try to live the "true Martian" lifestyle. Weird lot, for sure, but creative—they've produced some interesting eerie architecture.



GRIEFER



Based on the case synthmorph design, griefers are used by vandals, terrorists, and dedicated trolls to harass enemies and antagonize the masses. Griefers have embedded sound and holographic display systems so they can easily harass an individual or an entire crowd. They are also typically equipped with numerous hacking tools and software aids, though they do not come with these by default. Most importantly, they are built without cortical stacks, so if they are destroyed, the ego cannot be interrogated through psychosurgery. Griefers are illegal in many habitats, especially in the Planetary Consortium, but DRM-free blueprints are easy to find in many darknets, thus making them a persistent annoyance in some systems. A few habitats have passed laws mandating that killing a griever is not considered murder, assault, or even destruction of property.

Enhancements: Access Jacks, Basic Mesh Inserts, Cyberbrain, Holographic Projector, Loudspeakers, Mnemonic Augmentation, Puppet Sock

Mobility System: Walker 4/16

Aptitude Maximum: 20

Durability: 20

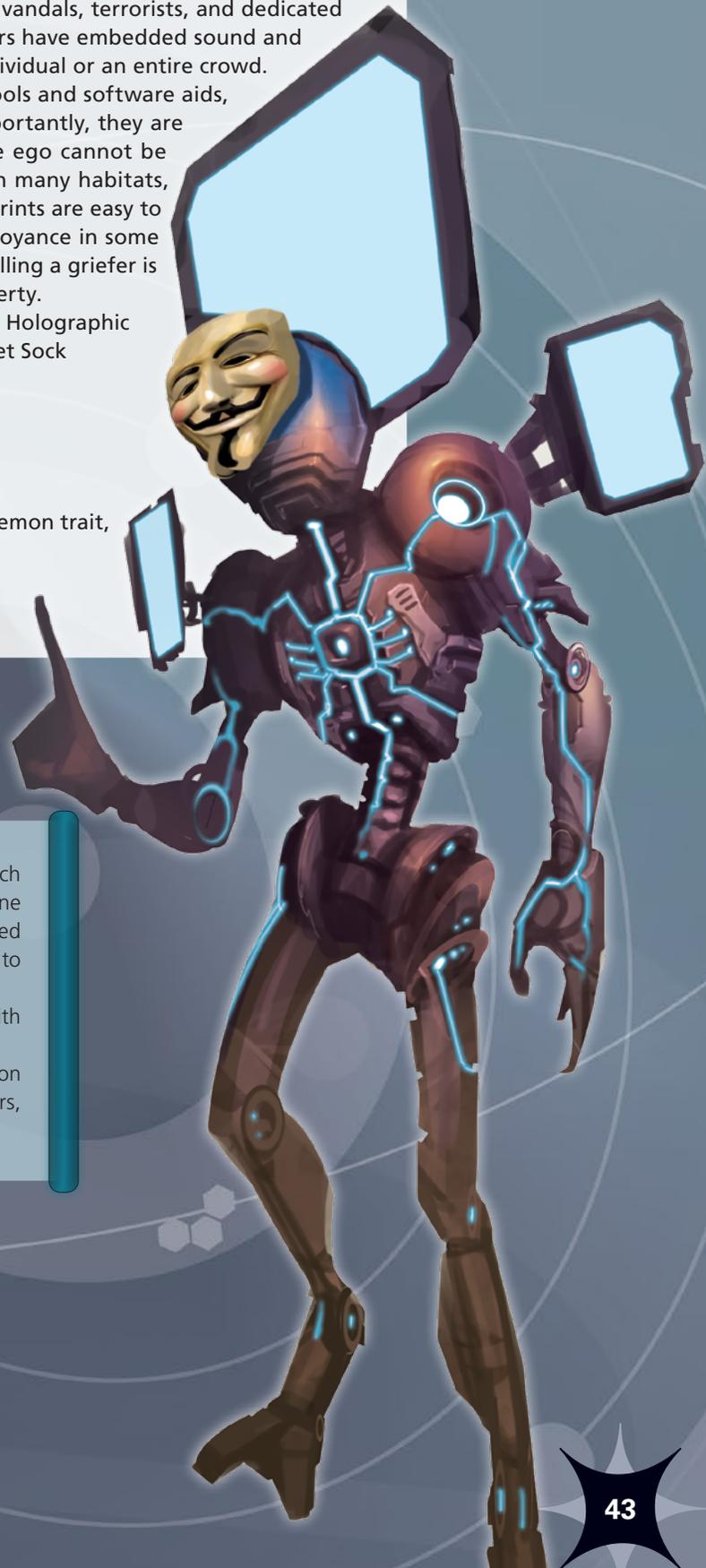
Wound Threshold: 4

Advantages: Armor (4/4)

Disadvantages: -5 to two aptitudes of the player's choice, Lemon trait, No Cortical Stack trait, Social Stigma (Griever) trait

CP Cost: 5

Credit Cost: Moderate



Das Fretchen: I am consistently amazed at the degree to which trolls will go. There's an oligarch on Luna who pissed someone off either before or during the Fall. He has literally been stalked by griefers every day for the past decade. He's given up trying to track the source, and his staff just destroy them on sight.

Callosum: Aphrodite Prime on Venus has had some issues lately with griever flash mobs. Expect Morningstar to ban these soon.

Nezumi: I know a scum swarm that runs a griever obstacle course on a different asteroid every year. Very few survive the traps, snipers, and general mayhem.





GUARD



Everyone knows that synthmorphs are tougher and better equipped for serious combat than biomorphs. However, many people in the inner system are not comfortable with using hulking synthmorphs as bodyguards or security personnel. Instead, some choose this subtle and extremely deadly alternative. This morph's enhanced senses allow it to more easily detect any threats to the person the user is guarding, and the built-in weaponry and moderate armor make it highly resistant to damage. The synthetic mask disguises it quite effectively as an olympian or fury morph.

Enhancements: Access Jacks, Basic Mesh Inserts, Chemical Sniffer, Cortical Stack, Cyberbrain, Cyberclaws, Enhanced Vision, Hand Laser, Lidar, Mnemonic Augmentation, Neurachem (Level 1), Puppet Sock, Synthetic Mask, T-Ray Emitter

Mobility System: Walker 4/20

Aptitude Maximum: 30

Speed Modifier: +1 (Neurachem)

Durability: 40

Wound Threshold: 8

Advantages: +10 SOM, +5 COO, +5 to one other aptitude of the player's choice, Armor 12/12

CP Cost: 60

Credit Cost: Expensive (minimum 60,000+)

DELUXE VARIANT

This morph is used by both top-of-the-line security personnel and wealthy and powerful people who worry about kidnapping and similar threats and wish to be able to personally respond to any problems.

Enhancements: Add Nanophages, Weapon Mount (Microwave Agonizer, Concealed)

Durability: 50

Wound Threshold: 10

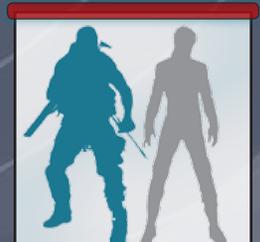
Advantages: Add +5 REF

CP Cost: 75

Credit Cost: Expensive (minimum 80,000+)

Eludere: Last op I was on, we had to arrange a private conversation with a triad boss. His three sylph companions turned out to be guards who put up a lot more of a fight than we expected. Our quiet snatch job turned into a shredded club and loads of collateral damage. Had to resleeve two of my team. Lesson learned: scan those bodyguards thoroughly next time.

Pivo: The trick to spotting a shell with a synthetic mask is to really take a look at the thermal signature. On a close analysis, you'll find hot and cold spots that deviate from standard biomorph sigs. They did a pretty great job getting it right on these guard morphs, though it depends on the manufacturer and model.



HAZER



Hazers are tall, fine-boned morphs, lightly muscled but heavily insulated against loss of body heat. Even with all of their augmentations, hazers can't survive exposure to the frigid atmosphere of Titan—but they can handle it slightly longer than other morphs. Hazers tend to be fair and slender, with chiseled features. Some have features so angular or elfin that their beauty is alien and unsettling to other human phenotypes. Striking Looks and Uncanny Valley are both common morph traits.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Enhanced Vision, Radiation Sense, Respirocytes, Temperature Tolerance (Improved Cold)

Movement Rate: 4/20

Aptitude Maximum: 30

Durability: 35

Wound Threshold: 7

Advantages: +5 COO, +5 WIL, +5 to two other aptitudes of the player's choice

CP Cost: 35

Credit Cost: Expensive



Chiro: You never used to see these outside of Titan, but they've been popping up all over the Jovian and Saturnian systems lately. Word is they're popular on gate ops too.

Qi: There was some sort of incident with the main microcorp that produces for the Commonwealth. Rumor is they euthanized a whole generation of forge-growth clones and shut down production for a good two months. Whatever happened, they're keeping a tight lid on it.





HIBERNOID

Hibernoids are transgenic-modified humans with heavily altered sleep patterns and metabolic processes. Hibernoids have a decreased need for sleep, requiring only 1–2 hours a day on average. They also have the ability to trigger a form of voluntary hibernation, effectively stopping their metabolism and need for oxygen. Hibernoids make excellent long-duration space travelers and habtechs, but these morphs are also favored by personal aides and hypercapitalists with non-stop lifestyles.

Implants: Basic Biomods, Basic Mesh Inserts, Circadian Regulation, Cortical Stack, Hibernation

Movement Rate: 4/20

Aptitude Maximum: 25

Durability: 35

Wound Threshold: 7

Advantages: +5 INT, +5 to one aptitude of the player's choice

CP Cost: 25

Credit Cost: Expensive



Delta-V: True fact, my original body was hibernoid. My parents were both flight crew in the early space days, and some of the first to be given hibernoids for their jobs. They liked their morphs so much they purchased breeding rights from their corp. I don't think they really considered the ramifications of a kid that would sleep only a few hours at a time for weeks, then crash for a week straight.

Callosum: I imagine that impacted your sleeping rhythms later in life?

Delta-V: The first time I sleeved a morph without the circadian hacks, I thought it was defective. I still can't believe it was normal for people to sleep that much on a daily basis.



HULDER



Hulder are engineered for survival in the Titanian wilds. In silhouette, their bodies resemble a long-legged great auk, though viewed up close, the resemblance to a bird ends. Hulder have no feathers, but rather smooth, rubbery charcoal or black skin covering a thick layer of nano-augmented blubber. What resembles a thick bill from a distance is actually a seamless protrusion of the face, packed with sensory augmentations. Hulder stand 2 meters tall and weigh on average 135 kilograms. Their sensory organs, webbed feet, and fingers are all cybernetic.

Hulder can only tolerate temperatures hospitable to baseline transhumans for short periods of time. In the open, they must balance their bodies' chemical reservoirs with other hulder and caribou once per month or with a chemical reserve pack. A typical band of 2–6 hulder and 10–20 caribou can go about a year before having to visit a hab or a station like *Huvudskär* to replenish chemical reserves.

Implants: Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Light), Cortical Stack, Digging Claws, Direction Sense, Enhanced Vision, Long-Term Life Support, Oxygen Reserve, Radiation Sense, Swim Bladder, T-Ray Emitter, Temperature Tolerance (Cryonic)

Movement Rate: 4/20

Aptitude Maximum: 30

Durability: 40

Wound Threshold: 8

Advantages: +5 SOM, +10 WIL, +5 to one aptitude of player's choice

Disadvantages: Temperature Intolerance (Warm)

Notes: Non-Mammalian Biochemistry trait

CP Cost: 50

Credit Cost: Expensive (Minimum 40,000+)



Chiro: The original hulder genetics were stolen by a group of exhumans shortly after the Fall. I can only imagine they're making use of them somewhere.

Nevermore: I saw a scum wearing one of these on Extropia a few weeks back. He'd done some custom biosculpt on it and had a who pack of swarm cats following him around. Said he was a ego hunter for his swarm and was tracking down a bounty head.

HYPERBRIGHT



This morph is an attempt by a research team on Bright to create a successor to the menton, making it the most intelligence-enhanced morph ever created. Work on the hyperbright morph has been plagued with difficulties, as the designers attempt to push technical limits, creating a morph that can work at peak efficiency without distraction for long periods of time. In an effort to create a morph that proves their design and earns some positive reputation for their project, the creators took short cuts that caused the morph to have several distinctive and potentially annoying quirks, including an inherent need for drugs to stabilize its exotic neurochemistry. The result is a morph that is instantly recognizable by the brightly colored bony crest along the skull that helps cool its brain. Despite its quirks, the hyperbright has gained a small following among a number of scientists and engineers, especially since it has been optimized for use in the low-g environments of the outer system. When created or used on Bright, this morph is usually also fitted with parallel processor nanoware (p. 189, *Rimward*).

Implants: Basic Biomods, Basic Mesh Inserts, Circadian Regulation, Cortical Stack, Eidetic Memory, Endocrine Control, Grip Pads, Hyper-Linguist, Math Boost, Mental Speed, Prehensile Feet

Movement Rate: 4/20

Aptitude Maximum: 40 (COG and INT), 30 (all others)

Durability: 35

Wound Threshold: 7

Advantages: +15 COG, +10 INT, +5 WIL, +5 to one other aptitude of the player's choice

Disadvantage: Addiction (minor, to comfort), Fast Metabolism, Uncanny Valley

CP Cost: 70

Credit Cost: Expensive (Minimum 40,000+)

Moxie Harper: I wouldn't mind this morph so much if everyone who sleeved it didn't become such an insufferable know-it-all.

Skinwalker: Ever hung with a hyperbright who's off their meds? They're kinda ... weird. They definitely start to head off into neurodiverse mind spaces.

Callosum: This is just something we'll be seeing more and more of. What we consider neurotypical now is not going to be around much longer.

Just Mortal: The rumors of humanity's death are greatly exaggerated.



HYPERGIBBON



Built from siamang genestock, the largest of the lesser apes, hypergibbons are often mistaken for uplifts, although this is not the case. The gibbon was never a candidate for uplift due to a brain anatomy considerably more primitive than great apes. With the addition of a cyberbrain, though, they make excellent pods. Many primate uplifts choose hypergibbons in place of other pods or when they need something small like a neotenic.

Hypergibbons stand about 1 meter tall, weigh 15 kilograms, and typically have black fur and skin (although bodysculpting permits many variations). They have inflatable throat sacks that allow melodious calls that carry great distances. Their wrists feature a ball-and-socket joint and also naturally dislocate to enable easier swinging by the arms.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Mnemonic Augmentation, Prehensile Feet, Puppet Sock

Movement Rate: 4/20

Aptitude Maximum: 30

Durability: 25

Wound Threshold: 5

Advantages: +5 INT, +5 REF, +10 Climbing skill, +20

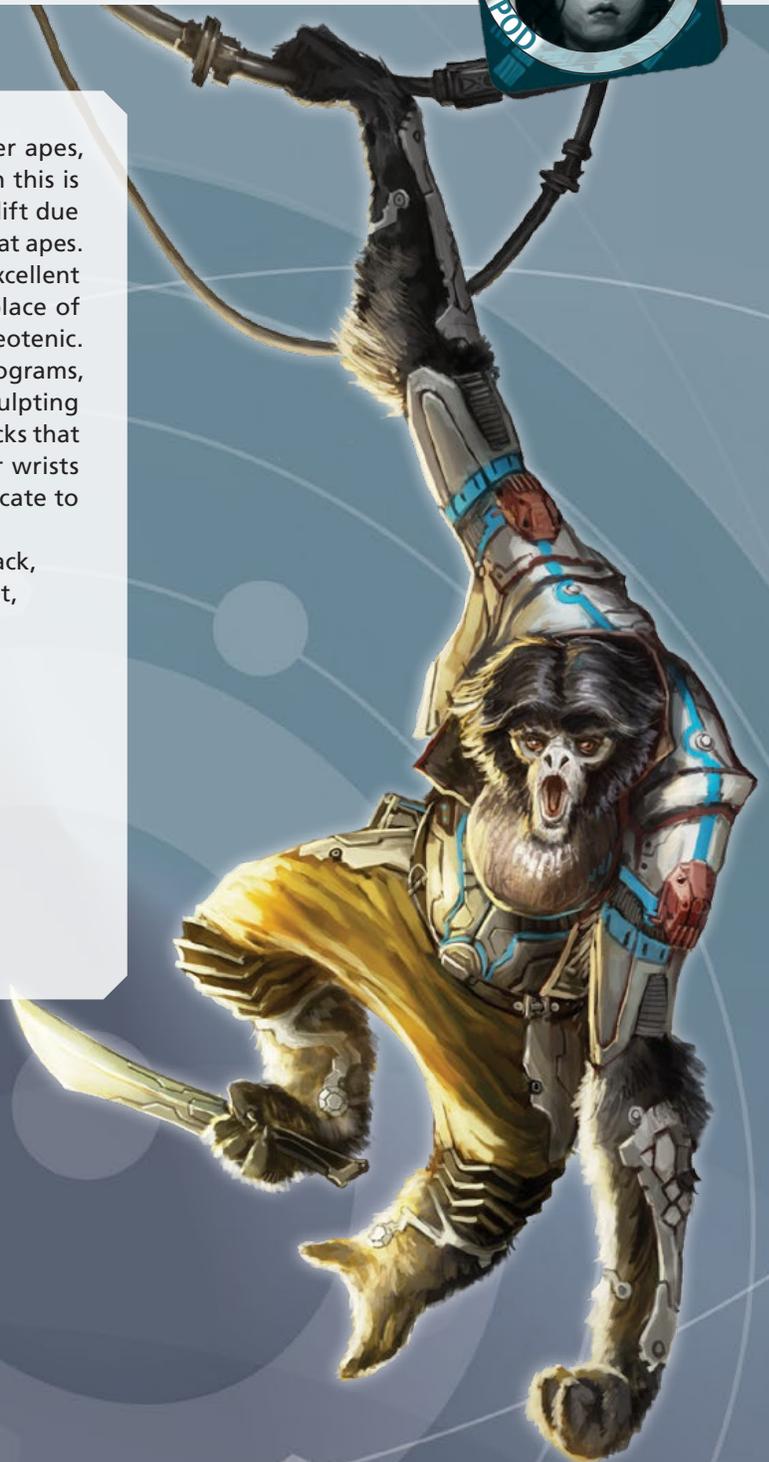
Freerunning skill, Limber (Level 2) trait

Disadvantages: Social Stigma (Pod)

Notes: Non-Human Biochemistry trait, Small Size trait

CP Cost: 30

Credit Cost: Expensive



Chiro: I kind of want to fork some children and sleeve them in hypergibbons, but that'd probably be introducing a new x-risk.

Skinwalker: I keep a couple of hypergibbon sleeves around my home for my forks as I need them. They're very handy for home projects—they can get into anything, and their energy is infectious.

Infomorphs are digital-only forms—they lack a physical body. Infomorphs are sometimes carried by other characters instead of (or in addition to) a muse in a ghost rider module. Full rules for infomorphs can be found on p. 265, *EP*, and p. 138, *Transhuman*.

Enhancements: Mnemonic Augmentation

Aptitude Maximum: 40

Speed Modifier: +2

Disadvantages: No physical form

CP Cost: 0

Credit Cost: 0

EIDOLONS

The basic infomorph shell is a software mind-emulation package that runs an ego. The default infomorph is much like a digital version of a flat, in that it does not enjoy the cognitive or other aptitude bonuses common to other physical morphs. Other varieties of infomorph shells exist, however. Known as eidolons, these digital morphs include routines that bolster an ego's innate capabilities and often come equipped with pre-installed plug-ins and upgrades. Eidolons follow all of the normal rules for infomorphs, except as noted here.

When an ego is uploaded, it can choose to run on an eidolon instead of the standard infomorph shell (p. 145, *EP*). The eidolon software must be purchased or otherwise acquired, just like an infomorph or any other morph. Integration, Alienation, and Continuity Tests are called for, just as with a physical resleeving. Because the ego is mapped and formatted to the particular eidolon, if the ego is copied or forked to a basic infomorph or other eidolon, another set of Integration, Alienation, and Continuity Tests must be made.

Note that eidolons, like basic infomorphs, are software emulations of the hardware used by cyberbrains. Characters in physical morphs with cyberbrains cannot make use of eidolons because the eidolon is discarded when the ego is loaded onto the cyberbrain hardware.

While alpha forks can be installed in eidolons, neither beta forks nor AIs have the full potential to make use of an eidolon's capabilities.

Voight-Kampf: I know what you're thinking: what's to know about being data? Well the type of eidolon you choose to process your mind-state can make a big difference. Maybe uploads don't feel it as much as ino-life, but to us the differences are drastic, like the difference between a case and a savant.

Callosus: It's common practice for hypercorps that use indentured infomorphs to modify the code as part of the contract. Usually it's low-level stuff—cognitive limiters and endorphine synthesizers to make you work fast and stupid—but Cognite and a few others experiment with "loyalty enhancement" tweaks, including specifically tailored anxiety disorder analogues that make people nervous if they think about shirking work.

Nezumi: If this is true, it would explain why Cognite snapped up a bunch of those Nine Lives guys during that recent dust-up on Legba.

Scent.In.Hell: Horse shit, this is just typical anarchist propaganda meant to smear hypercorps.

INFOMORPH EIDOLONS

AGENT

While some infomorphs who work in network security and penetration testing use this eidolon, it is most popular with hackers and criminals. Many users also purchase the digital veil plug-in.

Enhancements: Eidetic Memory, Hacking Alert, Mental Speed, Mnemonic Augmentation

Aptitude Maximum: 40

Speed Modifier: +2

Advantages: +5 COG,

+5 to one other aptitude of the player's choice

CP Cost: 35

Credit Cost: Expensive (minimum 35,000)

DIGIMORPH

This budget eidolon is one of the cheapest available. While it has only modest bonuses, it is highly customizable and widely used.

Enhancements: Mnemonic Augmentation

Aptitude Maximum: 40

Speed Modifier: +2

Advantages:

+5 to one aptitude of the player's choice

CP Cost: 25

Credit Cost: Expensive

ELITE

Designed for performers, celebrities, and individuals who work with such people, this eidolon allows users to be more charismatic and persuasive, while also providing with them the ability to think on their feet by speeding up their thoughts in order to give themselves more time to consider their responses.

Enhancements: Mental Speed, Mnemonic Augmentation

Aptitude Maximum: 40

Speed Modifier: +2

Advantages: +5 INT, +5 SAV

CP Cost: 35

Credit Cost: Expensive (minimum 35,000)

HOT SHOT

When you really want to pilot a high-speed spacecraft, you don't want to have to worry how your squishy biomorph is going to hold up under high-g maneuvers. This eidolon is quite popular among fightercraft pilots as well as among infomorphs who specialize in controlling and directing robots.

Enhancements: Increased Speed, Mnemonic Augmentation

Aptitude Maximum: 40

Speed Modifier: +3 (includes Increased Speed)

Advantages: +5 REF,

+5 to one other aptitude of the player's choice

CP Cost: 35

Credit Cost: Expensive (minimum 35,000)

SAGE

This cutting-edge eidolon is too new to have seen widespread adoption by scientists and academics, but its popularity is spreading among intellectuals, researchers, and others who can afford it.

Enhancements: Eidetic Memory, Hyper Linguist, Math Boost, Mnemonic Augmentation

Aptitude Maximum: 40

Speed Modifier: +2

Advantages: +10 COG,

+5 to one other aptitude of the player's choice

CP Cost: 40

Credit Cost: Expensive (minimum 40,000)

SCHOLAR

Most voluntary infomorphs value intelligence above physical prowess and so this is one of the most popular eidolons. It is a simple and relatively powerful eidolon which has no frills and is affordable by most well-off infomorphs.

Enhancements: Eidetic Memory, Mnemonic Augmentation

Aptitude Maximum: 40

Speed Modifier: +2

Advantages: +5 COG, +5 INT

CP Cost: 35

Credit Cost: Expensive (minimum 35,000)

SLAVE

No one other than a handful of bizarre eccentrics voluntarily uses this eidolon. It is specifically designed as a means to control infomorphs who are being used as slaves. One common use of this eidolon is sending an infomorph on a mission where the sender wishes to insure the infomorphs complete and total obedience.

Enhancements: Copylock, Mnemonic Augmentation

Aptitude Maximum: 40

Speed Modifier: +2

Disadvantages: Modified Behavior (Level 2: Blocked disobedience to a particular person/group), -10 WIL

CP Cost: 5

Credit Cost: Moderate

WIREHEAD

Regardless of whether an infomorph controls fightercraft, tiny surveillance drones, or attack robots, this high-end eidolon is one that almost all people in those professions wish they had access to.

Enhancements: Increased Speed, Mental Speed, Mnemonic Augmentation, Panopticon

Aptitude Maximum: 40

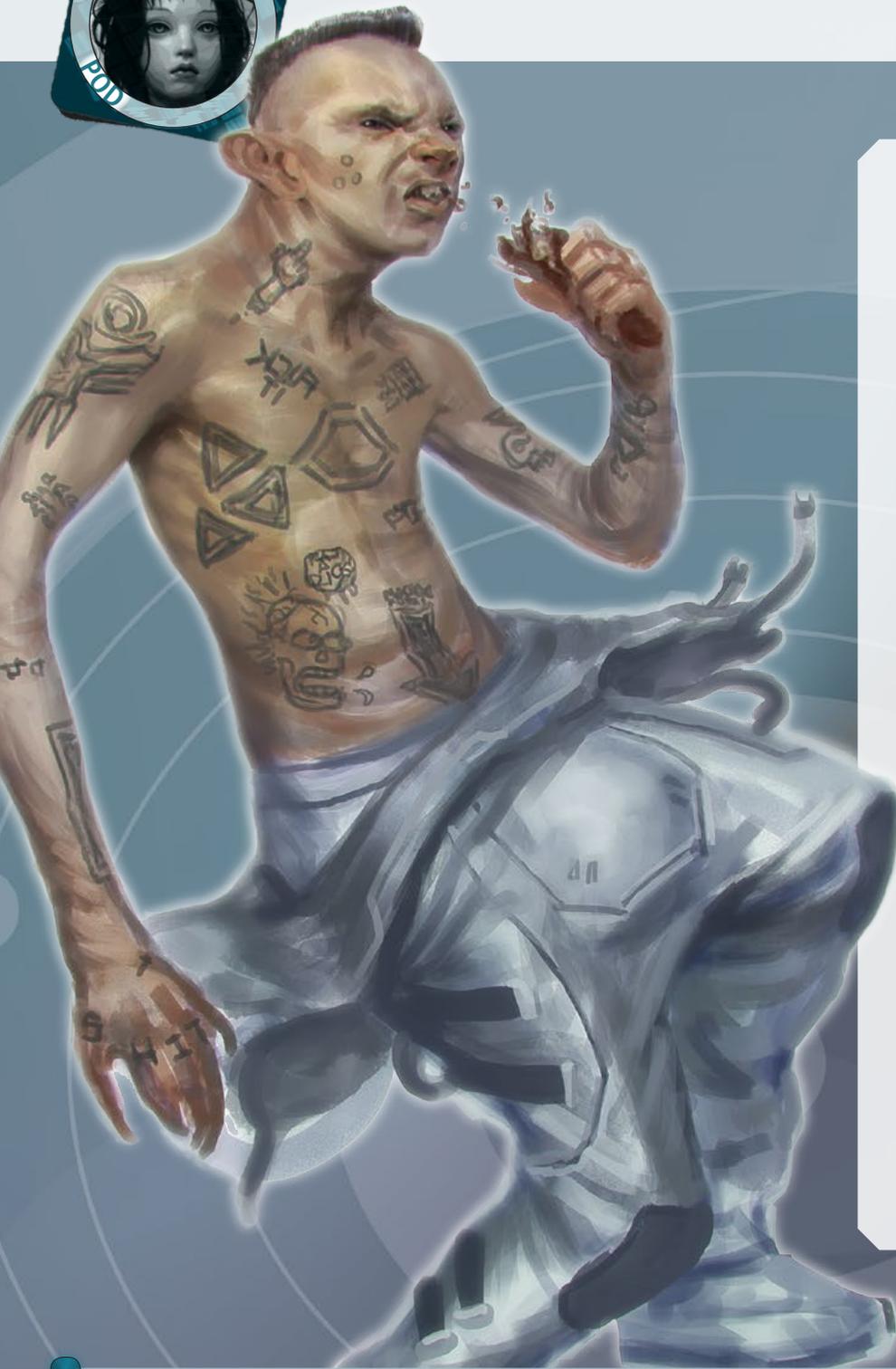
Speed Modifier: +3 (includes Increased Speed)

Advantages: +10 REF,

+5 to one other aptitude of the player's choice

CP Cost: 60

Credit Cost: Expensive (minimum 60,000)



The handiwork of scum genehacker Neville Orsonglass, the jenkins are a byproduct of desperate measures taken during the Fall. The original model was simply the designer's attempt to keep him and his crewmates alive on a ship with failing life support and recycling systems. From there, it has evolved into the ultimate survivor's morph, though the definition of "survivor" has now been extended to "can take all of the drugs and still function sexually." This seems to be a selling point with the scum. Despite the morph's stooped posture, rat-like features, and pungent personal aroma, the implausibly sized secondary sexual characteristics make it the life of certain kinds of parties.

Enhancements: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Digestive Symbiotes, Enhanced Pheromones, Enhanced Respiration, Enhanced Smell, Hibernation, Mnemonic Augmentation, Possum Cache, Prehensile Tail, Puppet Sock, Temperature Tolerance, Toxin Filters

Movement Rate: 4/20

Aptitude Maximum: 25

Durability: 35

Wound Threshold: 7

Advantages: +5 INT, +5 REF, +5 SOM, Bite Attack (1d10 + 1 DV, AP -1)

Disadvantages: Social Stigma (Pod) trait, Unattractive (Level 2) trait

CP Cost: 20

Credit Costs: High in scum swarms, Expensive (minimum 40,000) elsewhere

Stitch: I'm honestly surprised it took this long to get a human-rat hybrid.

Moxie Harper: How long before these are all the rage in socialite circles?

Nezumi: No one is going to mention the pheromones? These aren't the normal kind, that you can't actually smell—it's more like a musk. Simply put, these things stink, and suits they wear or furniture they sit on for a period of time acquire that smell.

Qi: The last scum group I hung with thought the scent marking aspect was hilarious. Every time a new arrival joined the fleet, a handful of jenkins would rush to greet them and rub themselves all over the new arrivals' stuff.



KITE



This small shape-shifting synthetic shell is capable of flight no matter the atmospheric environment—or lack thereof. Its default mode is turbofan-driven rotorcraft; its light weight allows it to fly and hover even in thin atmospheres and heavy gravities. In streamlined ionic mode, it can travel at high speeds and maneuver in hurricane-force winds. In vacuum, it can drive itself with thrust-vector nozzles. Sometimes called “multifliers,” kites are popular among gatecrashers and gatehoppers due to their adaptability and usefulness for aerial recon and surveys.

Enhancements: Access Jacks, Anti-Glare, Basic Mesh Inserts, Chemical Sniffer, Cortical Stack, Cyberbrain, Direction Sense, Enhanced Hearing, Enhanced Vision, Lidar, Mnemonic Augmentation, Radar, Shape Adjusting, T-Ray Emitter, Wings

Mobility System: Ionic 12/40, Thrust Vector 8/40, Walker 2/8, Winged 8/32

Aptitude Maximum: 25

Durability: 20

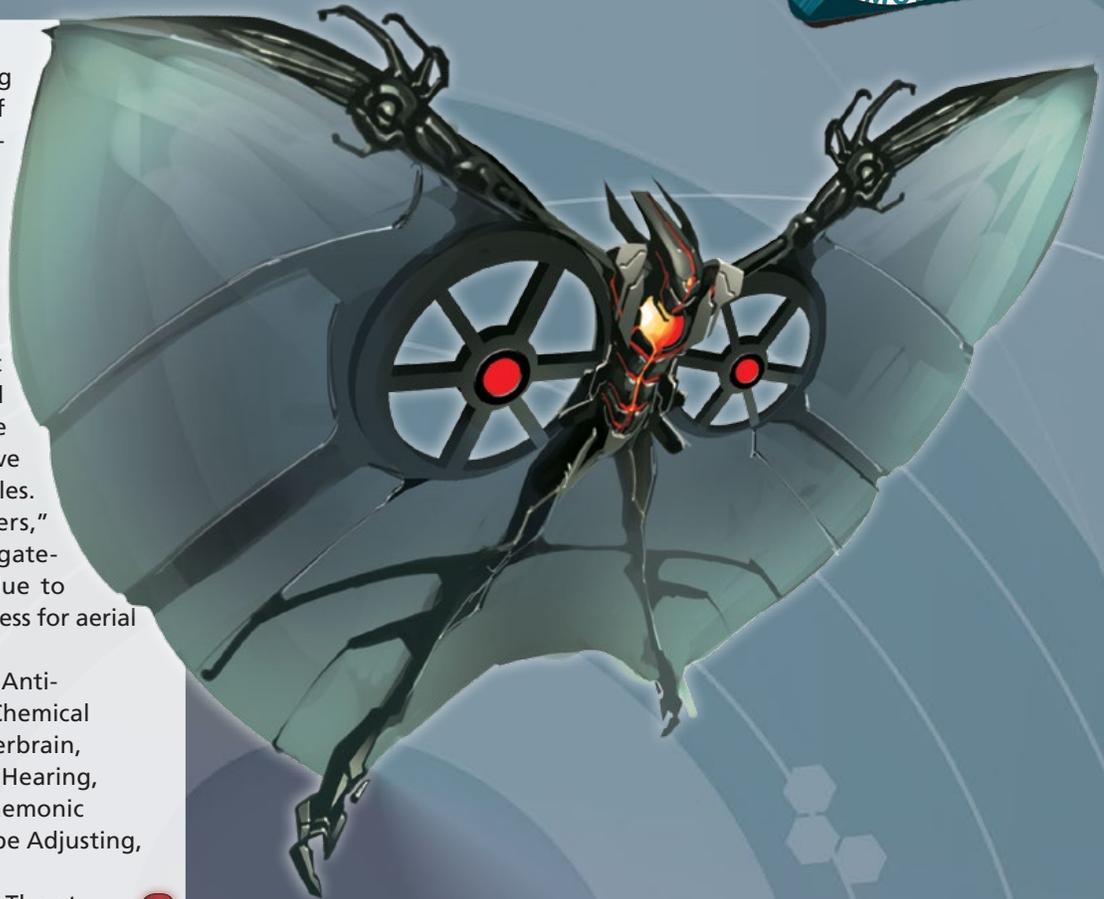
Wound Threshold: 4

Advantages: +5 to one aptitude of the player's choice, Armor (2/2)

Notes: Small Size trait

CP Cost: 30

Credit Cost: High



ULTRA KITE VARIANT

Ultra kites are larger, humanoid-sized fighting kites.

Durability: 50

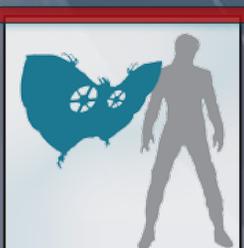
Wound Threshold: 10

Advantages: Armor 6/6

Notes: Does not have the Small size trait

CP Cost: 55

Credit Cost: Expensive (minimum 55,000+)



Nova Vida: Having kites in the group has saved a gatecrashing op I've been on more than once. Never underestimate the value of eyes in the sky.

Rivet: Their light weight and small size are a disadvantage in high-speed atmospheres. They just get tossed around like ping-pong balls. If the winds are serious, take the ultra kite model.



LUNAR FLYER



This morph is a version of the exalt morph that has been adapted to fly in Earth normal air pressure as long as the gravity is 0.2 g or less. Though this morph is available on other low-g worlds and habitats, it was developed for and is primarily found on Luna. This morph resembles a typical exalt morph, except that it is lightly built, has larger lungs, and has feathered wings with a wingspan of 3 meters. The wings come out of the back torso and leave the morph's hands and wrists unhindered. The wings may also be folded behind the body.

Implants: Basic Biomods, Basic Mesh Inserts, Clean Metabolism, Cortical Stack, Enhanced Vision, Wings

Movement Rate: 4/20, Winged 8/40

Aptitude Maximum: 30

Durability: 30

Wound Threshold: 6

Advantages: +5 COG, +5 COO, +5 to two other aptitudes—player's choice

CP Cost: 35

Credit Cost: Expensive

Nezumi: These are exploding in popularity. I've seen them all over low grav habs in the Belt and rimward.

Skinwalker: The wings are a bit clumsy to handle sometimes, especially in confined quarters, and I've had some uncomfortable back aches after flying too long. I prefer morphs that integrate the wings and arms together.

Expat: A hypercorp called FormeVital has a lunar flier model with wing-arms.



MARTIAN ALPNER



Alpiners were a relatively common biomorph design on early frontier Mars, when temperatures and atmospheric pressure had not yet risen to present levels. Now they are found predominantly in the city of Olympus, where environmental conditions will always be incredibly harsh. Avid rock climbers and outdoor types also favor this morph, and in recent years it has enjoyed an unusual vogue among chic urbanites going for a rough-and-ready look without sleeving in the more de classe ruster morph.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Direction Sense, Grip Pads, Low Pressure Tolerance, Oxygen Reserve, Respirocytes, Temperature Tolerance (Improved Cold)

Movement Rate: 4/20

Aptitude Maximum: 25

Durability: 40

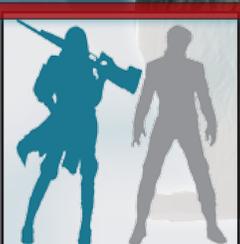
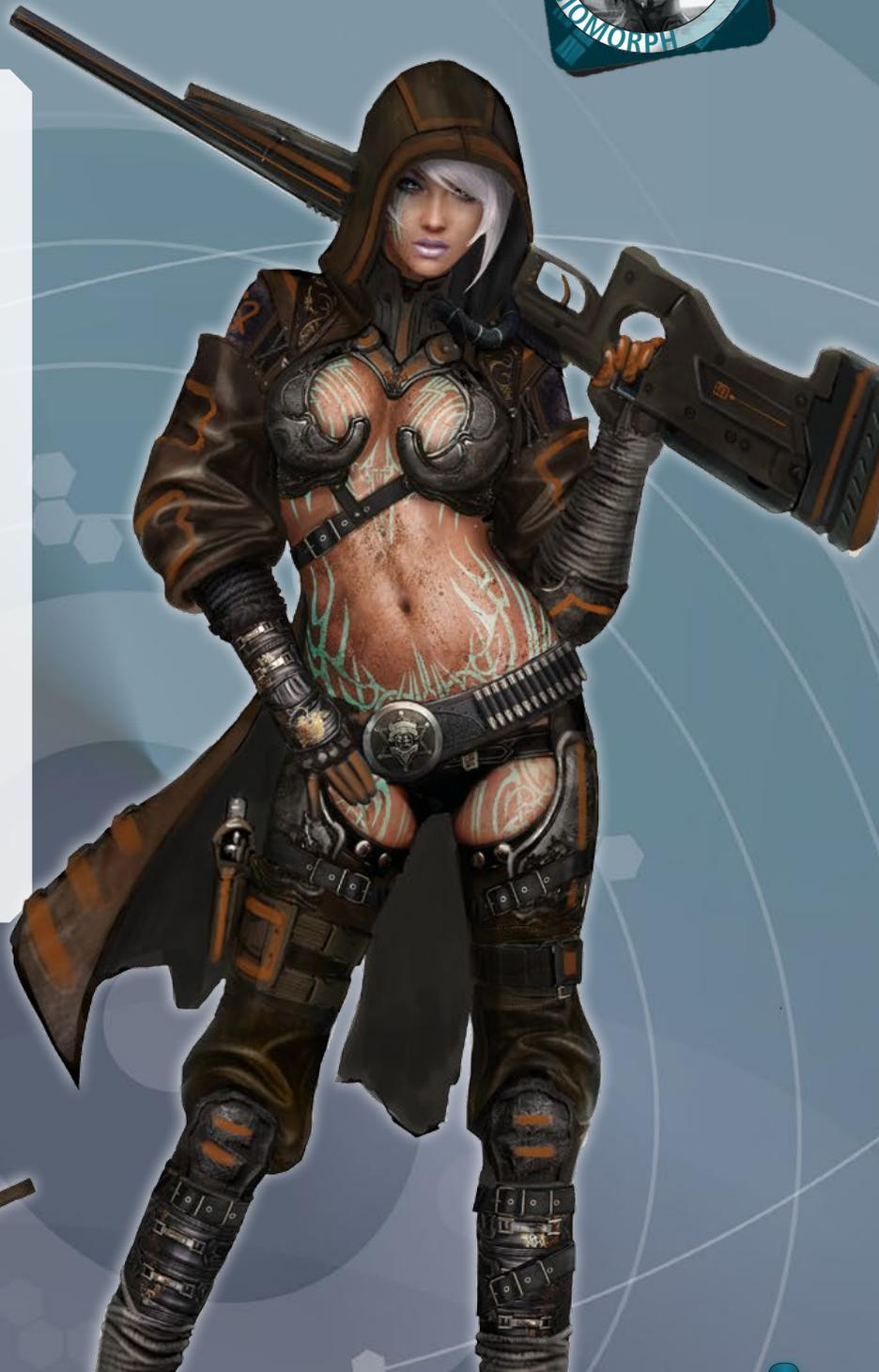
Wound Threshold: 8

Advantages: +5 SOM, +10 Climbing skill

Disadvantages: Fast Metabolism trait, Planned Obsolescence trait

CP Cost: 30

Credit Cost: Expensive



Violet Perdido: Worth it over a ruster, if you have the choice.

Voight-Kampff: There's a statistical anomaly worth noting: among people reported missing in the Martian outback, an unusually high percentage were sleeved in alpiners morphs.

Jake Carter: Arguably, alpiners-clad types are more likely to engage in behavior that carries some risk (mountaineering, rock climbing, hiking), but that is an interesting thing to note.



MENTON



Mentons are genetically modified to increase cognitive abilities, particularly learning ability, creativity, attentiveness, and memory. Rumors exist of super-enhanced mentons with more extreme intelligence mods, but brain-hacking is notoriously difficult, and many attempts to redesign mental faculties result in impaired functioning, instability, or insanity.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Eidetic Memory, Hyper Linguist, Math Boost

Movement Rate: 4/20

Aptitude Maximum: 30

Durability: 35

Wound Threshold: 7

Advantages: +10 COG, +5 INT, +5 WIL, +5 to one aptitude of the player's choice

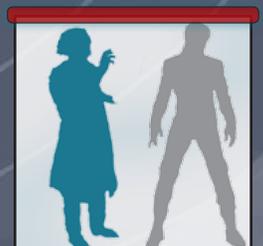
CP Cost: 40

Credit Cost: Expensive

Sun Bu'er: I wore one of these for about a year. I still lost things all the time, misread social cues, and walked into traffic while daydreaming. Smarts are no substitute for common sense.

Psychscaper: A ten-year study on people who sleeved mentons and then resleeved to a morph without intelligence mods has shown a strong correlation with depression and substance abuse.

Sequencer: Once you go brainiac, you can't go back.



mimic



In its basic form, with its limbs retracted, a mimic morph resembles a spare (p. 92) and is only a bit larger than a human head. With its four pencil-thin telescoping legs fully extended, it can stand up to two meters tall, and its arms can also each reach up to two meters from the morph. These limbs can all be fully retracted and the user can also alter the morph's shape and appearance, causing it to look like almost any small object such as a briefcase, cleaning robot, or household appliance. This morph can easily fit through small spaces and hide itself with great ease and is ideal for infiltration and sabotage missions.

Enhancements: Access Jacks, Basic Mesh Inserts, Chameleon Skin, Cortical Stack, Cyberbrain, Enhanced Vision, Extra Limbs (4 Legs, 2 Arms), Grip Pads, Mnemonic Augmentation, Puppet Sock, Shape Adjusting, Skinflex, Telescoping Limbs

Mobility System: Walker 5/24 (2/8 with limbs mostly retracted)

Aptitude Maximum: 30 (20 SOM)

Durability: 25

Wound Threshold: 5

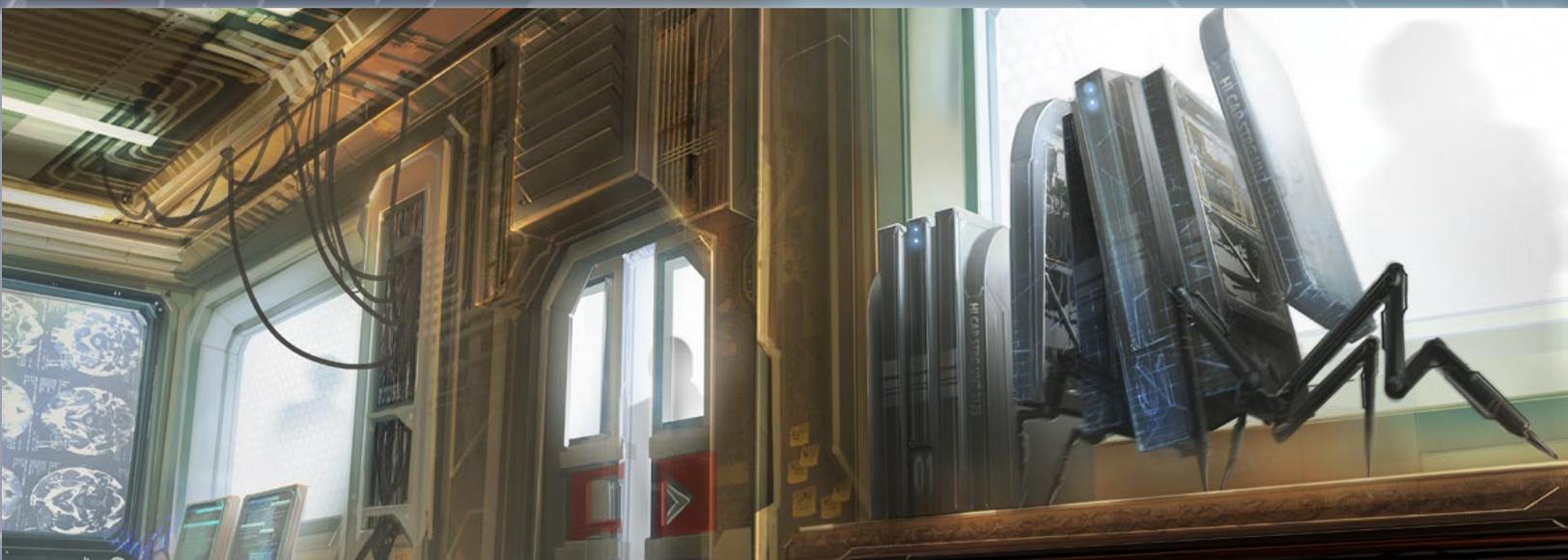
Advantages: +5 COO, +5 to one other aptitude of the player's choice, Armor 4/4

Disadvantages: Social Stigma (Clanking Masses) trait

Notes: Small Size trait

CP Cost: 25

Credit Cost: Expensive (minimum 30,000)



Stitch: The drawback to mimicking things is that people sometimes expect you to be what you're pretending to be. One time I was scouting an arms dealer's warehouse and the guards came around, so I made like a small cargo container. Next thing I knew, I was loaded up in a pressurized vessel and on my way to the Main Belt. Wasn't able to reconnect with my team for 6 months.

Ruqinzhe: That's nothing. I made like a kitchen appliance once, but when I didn't work like expected, I was tossed directly into the kitchen disassembler. Luckily the disassembler was smart enough to recognize and not take apart my stack, and my crew rescued me later.



NAUTILOID

Nautiloids are a hybrid of short-range spacecraft and submersible capable of holding up to six passengers and their gear. The morph is shaped like a van-sized nautilus, with crew space in the head and shell. A cluster of tentacular limbs mounted under the observation ports in the head provide both fine and brute force manipulation. Originally created for comet and asteroid mining, the design also proved useful for oceanic exploration by gatecrashing teams and Europeans.

The morph's interior includes a desktop cornucopia machine and a maker. It can deploy a pair of retractable pontoons for stability when floating on a liquid surface. A nautiloid's life support system can support its occupants for up to three months before replenishing—indefinitely if it has a source of hydrogen and oxygen. Nautiloids include radiation shielding, a small airlock, and a healing vat.

The nautiloid is also available as a bot with no cyberbrain for the same cost. The bot version has no aptitude bonuses.

Enhancements: Basic Mesh Inserts, Cortical Stack, Cyberbrain, Echolocation, Extra Limbs (8 Arms, 2 Tentacles), Hydrostatic Pressure Adaptation, Industrial Armor, Internal Rocket, Mnemonic Augmentation, Pneumatic Limbs (2 of the Arms), Puppet Sock, Radar, Radiation Sense, Swim Bladder, Telescoping Limbs (2 of the Arms), T-Ray Emitter

Mobility Systems: Internal Rocket 8/40, Submarine 8/40

Aptitude Maximum: 30

Durability: 200

Wound Threshold: 40

Advantages: +5 SOM, +5 to two other aptitudes of the player's choice, Armor 10/10 (20/20 with Industrial Armor)

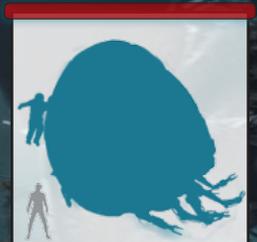
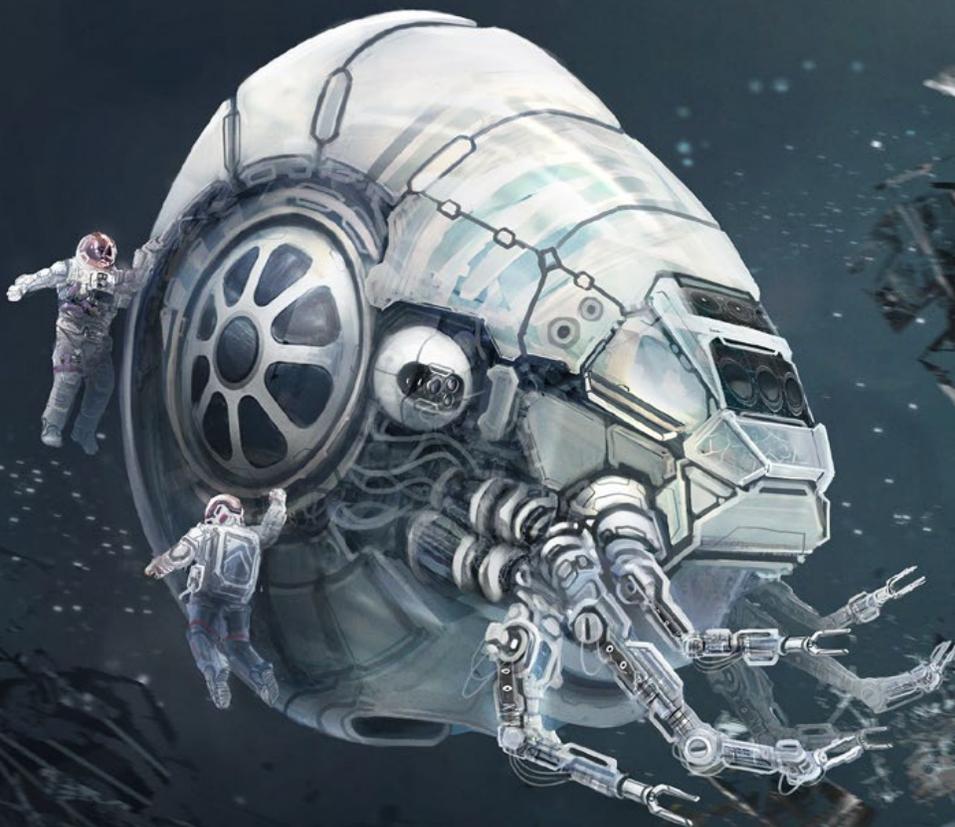
Notes: Very Large Size trait

CP Cost: 155

Credit Cost: Expensive (150,000)

Delta-V: Something about carrying a crew around inside me really triggers my mothering instincts.

Psychscaper: That's intentional. It's a feature added to many vehicle cyberbrains; the urge to protect helps avoid situations where you forget about passengers entirely, to their detriment.



NEO-AVIAN



Neo-avians include ravens, crows, and gray parrots uplifted to human-level intelligence. Their physical sizes are much larger than their non-uplifted cousins (to the size of a human child), with larger heads for their increased brain size. Numerous transgenic modifications have been made to their wings, allowing them to retain limited flight capabilities at 1 g, but giving them a more bat-like physiology so they can bend and fold better and adding primitive digits for basic tool manipulation. Their toes are also more articulated and now accompanied with an opposable thumb. Neo-avians have adapted well to microgravity environments, and are favored for their small size and reduced resource use.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Ultraviolet Vision, Wings

Movement Rate: 4/20, Winged 8/40

Aptitude Maximum: 25 (20 SOM)

Durability: 20

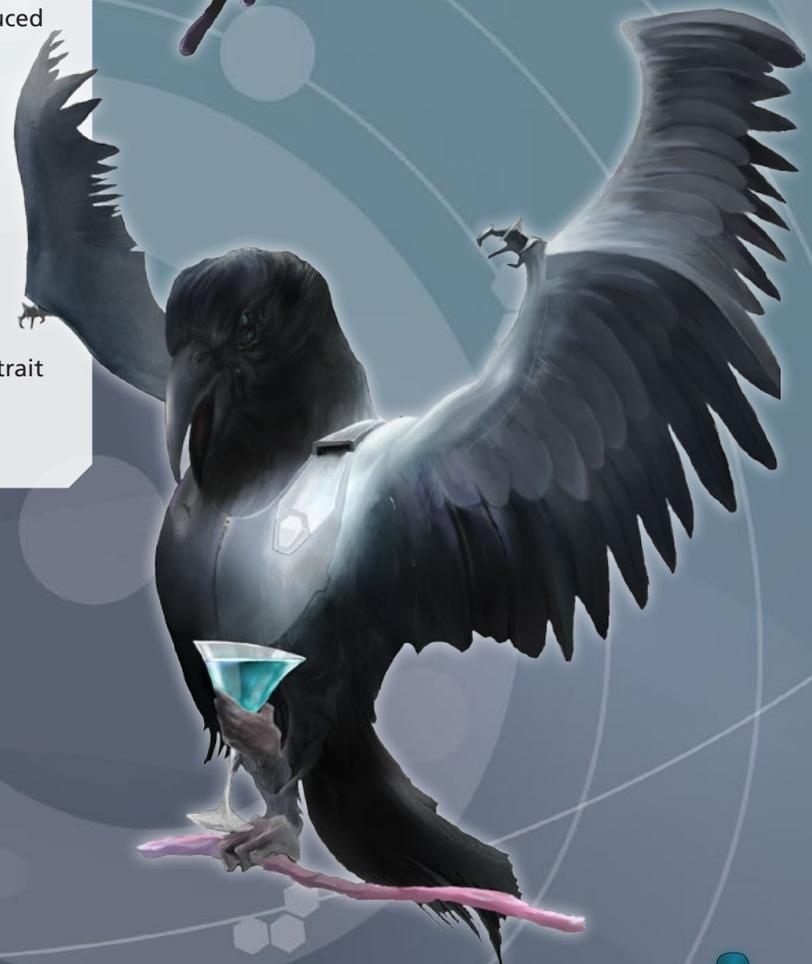
Wound Threshold: 4

Advantages: Beak/Claw Attack (1d10 DV, AP -1, use Unarmed Combat skill), +5 INT, +10 REF, +5 to one other aptitude of the player's choice

Notes: Non-Mammalian Biochemistry trait, Small Size trait

CP Cost: 25

Credit Cost: Expensive



Skinwalker: I sleeved a neo-parrot skin once. I lost track of the number of times I was hit with "bird brain" slurs. It really gave me a new perspective on what uplifts have to put up with.

Nevermore: A lot of tourists take a neo-avian sleeve, thinking they're going to experience the life-long dream most humans seem to have of flying. Then they crash into a wall five or six times, realize they have no knack for it, and go back to their featherless forms.



NEO-BELUGA



Neo-belugas are the smallest and most numerous of the surviving whale uplifts, ranging 5.5 meters in length on average. They are white-skinned with no dorsal ridge, toothed, and have the distinction of being the only whale that can swim backwards.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Echolocation, Enhanced Hearing, Oxygen Reserve

Movement Rate: Swim 16/40

Aptitude Maximum: 25

Durability: 35

Wound Threshold: 7

Advantages: +5 COO, +5 INT, +5 SOM, +5 to one other aptitude of the player's choice, +40 Swimming skill, Ramming Attack (1d10 DV)

Disadvantages: Neo-belugas lack a sense of smell

Notes: Large Size trait, Non-Human Biochemistry trait

CP Cost: 45

Credit Cost: Expensive (minimum 40,000)

Skinwalker: My biggest issue with this morph was getting used to swallowing things whole, without chewing them.

Cymascopist: Look for the price tag on these morphs to shoot up soon. Somatek has seen steadily declining profits on it since roll-out, and there's just not a large enough population of uplifted belugas to make it worth their while to develop new iterations.

Pivo: There's a group of neo-beluga uplifts looking to buy out Somatek's genetic IP just to open source it all.



NEO-DOLPHIN



The uplifted versions of various dolphin species are very similar to baseline dolphins physiologically. Thanks to the oxygen reserve implant, neo-dolphins can stay underwater for longer (Cerean dolphins have gills installed, as the subcrustal sea has no breathable atmosphere above it). Common neo-dolphin germlines lack hands or other limbs, though cybernetic arms or even bioware enhancements are not uncommon. Neo-dolphin morphs are very rare, since there are few habitats that can support them, and they are almost never found apart from aquatic environments.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Echolocation, Enhanced Hearing, Oxygen Reserve

Movement Rate: Swim 16/48

Aptitude Maximum: 25

Durability: 30

Wound Threshold: 6

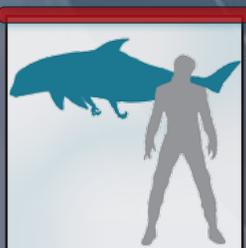
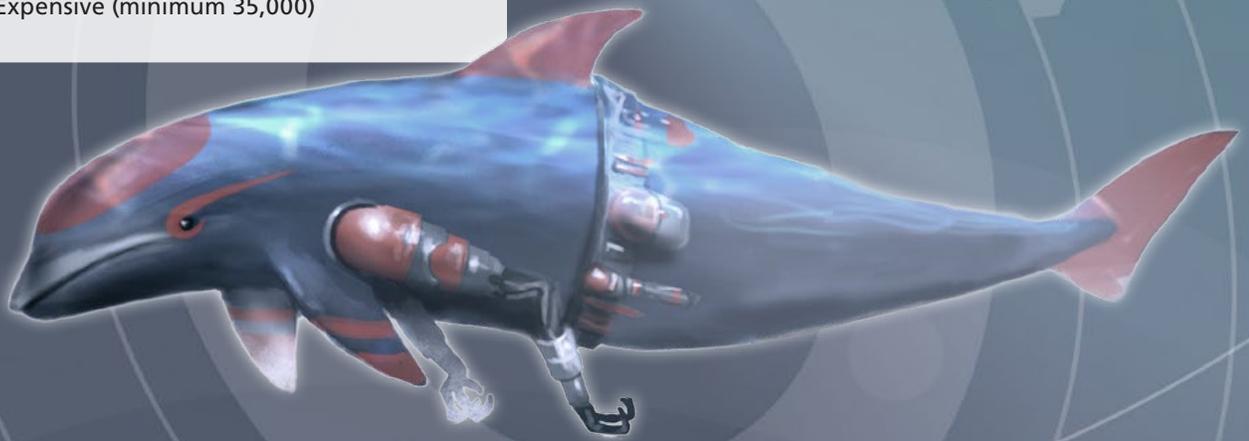
Advantages: +5 COO, +5 INT, +5 SOM, +5 to one other aptitude of the player's choice, +40 Swimming skill, Ramming Attack (1d10 DV, use Unarmed Combat skill)

Disadvantages: Neo-dolphins lack a sense of smell

Notes: Non-Human Biochemistry trait

CP Cost: 40

Credit Cost: Expensive (minimum 35,000)



Plasmid: Some dolphin strains incorporate a vertebrate hack taken from belugas, which allows them to turn their heads laterally, so they can see what's sneaking up on them without needing to turn their body.

Cymascope: A popular modification among the uplifted dolphins has been to get further reinforcement on the entire head and neck area to allow for better ramming.

Pivo: Ah that explains it, I thought my group had been hit by some sort of experimental pod or synth cetacean on an op recently. We thought there was no way a biomorph could hit that hard. These guys were moving way fast, too.



NEO-GORILLA



Neo-gorillas were uplifted in the same manner as the other neo-hominids and share the same characteristics, though they are not quite as adept at climbing. They stand roughly as tall as humans, though they have stronger and larger frames.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Prehensile Feet

Movement Rate: 4/20

Aptitude Maximum: 30

Durability: 40

Wound Threshold: 8

Advantages: +5 INT, +10 SOM, +5 to one other aptitude of the player's choice

Notes: Non-Human Biochemistry trait

CP Cost: 35

Credit Cost: Expensive (minimum 30,000)

Moxie Harper: The prevalence of gorillas in certain pop culture products has made this a popular morph among those that want to project a certain air of toughness and, dare I say, badassery without having to go synth.

Cacophonous: Uplifted homs in general, and particularly uplifted gorillas, have been dealing with the backlash of these media depictions. A lot of people see neo-gorillas and automatically think they're thugs or mobbed up with some syndicate.



NEO-HOMINID

(BONOBOS, CHIMPS, ORANGUTANS)

Neo-hominids include both uplifted chimpanzees, bonobos, and orangutans. All feature enhanced intelligence and bipedal frames. They walk upright, though some (particularly neo-orangutans) are known to knuckle-walk or switch to all fours when injured or in times of stress. All are great climbers, and their prehensile feet help both with climbing and maneuvering in microgravity environments. They retain the body hair of their forebears, though it is a common cultural practice to dye, stylize, or otherwise manipulate their hair in certain communities. Transgenic vocal systems allow them to speak as humans do.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Prehensile Feet

Movement Rate: 4/20

Aptitude Maximum: 25

Durability: 30

Wound Threshold: 6

Advantages: +5 COO, +5 INT, +5 SOM, +5 to one other aptitude of the player's choice, +10 Climbing skill

Notes: Non-Human Biochemistry trait

CP Cost: 25

Credit Cost: Expensive

Callosum: Even though some body banks lump the neo-hominid species together, it's worth knowing that they don't all feel the same.

Skinwalker: Bonobo neural architecture and natural hormonal levels are not for the inexperienced. If you're new to the morph, you may want to request the special cocktail of hormones that brings their responses more in line with human norms. If you think you want to go "full bonobo," then step down off the inhibitors over a period of days; don't try to cold turkey it.

Sun Bu'er: While chimps are probably the most numerous and bonobos the most notorious, the oranges often get overlooked. Truth is, all the neo-orang uplifts I've ever known are totally mellow gals and guys. Having sleeved into an orang on a skeleton crew mining op once, I can see why. The morph is just so smooth and easy, the closest I can come to it in my spicer is when I'm doing tai chi; it just flows. You're powerful but not obvious about it.





NEO-NEANDERTHAL

This morph is based on fossilized Neanderthal DNA, uplifted and enhanced to transhuman equivalence. Neanderthal morphs look like muscular humans with a heavy bone structure, distinctively long skulls, heavy brow ridges, and weak chins. Pale complexions and red hair are common features.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack

Movement Rate: 4/20

Aptitude Maximum: 30

Durability: 40

Wound Threshold: 8

Advantages: +5 COG, +5 INT, +10 SOM, +5 to one other aptitude of the player's choice

Notes: Non-Human Biochemistry trait

CP Cost: 40

Credit Cost: Expensive



Cacophonous: First person to make a low-brow joke gets cut.

Shark-Souled: There's a small but efficient neo-neanderthal terrorist outfit that has bombed several body banks that offered neanderthal morphs to non-neanderthals. They argue that as a species, they should be in control of their own genetics. They've even gone so far as "repossessing" morphs that were in use.



NEO-ORCA



Though colloquially referred to as killer whales, orcas are actually members of the dolphin family. The average neo-orca length is 7 meters for males, 6 meters for females. Males also have larger and more triangular pectoral fins.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Echolocation, Enhanced Hearing, Oxygen Reserve

Movement Rate: Swim 16/60

Aptitude Maximum: 30

Durability: 40

Wound Threshold: 8

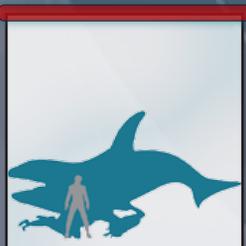
Advantages: +5 COO, +5 INT, +10 SOM, +5 to one other aptitude of the player's choice, +40 Swimming skill, +20 Unarmed Combat skill, Bite Attack (2d10 DV, use Unarmed Combat skill)

Disadvantages: Neo-orcas lack a sense of smell

Notes: Large Size trait, Non-Human Biochemistry trait

CP Cost: 60

Credit Cost: Expensive (minimum 50,000)



Shark-Souled: Having seen the morph variants tailored for neo-avians, neo-octopi, and neo-hominids, a lot of neo-orcas are clamoring for something more updated. There's nothing wrong with the neo-orca morph per se, but there's only so much dermal plating and enhanced muscles can do.

Cacophonous: By "a lot of neo-orcas," you mean Rising Tide, yes? They're not satisfied with how many innocents they can kill with a multi-ton biological killing machine anymore?

Shark-Souled: Not just Rising Tide, though this is an issue they've been using to garner new recruits. In fact, a lot of uplifted cetaceans feel we've gotten the short end of the stick when it comes to morph variety.

Cymascopist: She's not wrong, other than the surya most of our options are just genetweaked versions of the originals. The neo-orcas are just being a little more assertive about it than the rest of us.



NEO-PIG



Uplifted pig morphs are bipedal and feature transgenic hands, feet, and vocal systems. They tend to be slightly shorter than the average transhuman but much stockier. Males grow tusks from their lower jaws.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack

Movement Rate: 4/20

Aptitude Maximum: 25

Durability: 35

Wound Threshold: 7

Advantages: +5 SOM, +5 to one other aptitude of the player's choice

Notes: Non-Human Biochemistry trait

CP Cost: 20

Credit Cost: High

Plasmid: Since someone always asks: yes, some models still have the corkscrew genitalia. Others don't. If that's the sort of thing that interests you/squicks you out, I suggest asking first.

Skinwalker: Another solid morph but, ugh, so many bad bacon jokes.

Qi: Speaking of neo-pigs and jokes, an anarchist collective that goes by the name Blackhawk Pharm recently hacked an entire order of replacement morphs for a Direct Action VIP security squad, replacing all of their olympians with neo-pigs. They didn't have the time to arrange for new morphs, and the vid of them protecting their clients went viral and became a scandal in certain social circles. Y'know, the bigoted kind.



NEO-PORPOISE



Neo-porpoises are smaller but very similar to neo-dolphins and are much like their baseline relatives. They average 2.5 meters in length.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Echolocation, Enhanced Hearing, Oxygen Reserve

Movement Rate: Swim 16/56

Aptitude Maximum: 25

Durability: 25

Wound Threshold: 5

Advantages: +5 INT, +5 SOM, +5 to one other aptitude of the player's choice, +50 Swimming skill, Ramming Attack (1d10 DV),

Disadvantages: Neo-porpoises lack a sense of smell

Notes: Non-Human Biochemistry trait

CP Cost: 35

Credit Cost: Expensive (minimum 30,000)



Shark-Souled: Fast and small, and if you add chameleon skin, you have the perfect aquatic scout. Manufacturers have started making smaller models to meet the demand for both security and for sporting enthusiasts who enjoy the ability to dart among undersea obstacles.

Cymascopist: Your comment highlights an issue for many uplifts. For us these morphs are our most natural bodies. Ideally, we'd like them to be a fusion of what we have evolved into and modern functionality. But uplifts, particularly cetaceans, are such a minority of the market for these morphs that we get edged out in favor of the demands of big-budget military contractors and tourists. What this means is that we often end up with morphs that are not optimized for us, but rather for homo saps.



NEOTENIC

Neotenics are transhumans modified to retain a child-like form. They are smaller, more agile, inquisitive, and less resource-depleting, making them ideal for habitat living and spacecraft. Some people find neotenic sleeves distasteful, especially when employed in certain media and sex work capacities.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack

Movement Rate: 4/20

Aptitude Maximum: 30 (20 SOM)

Durability: 30

Wound Threshold: 6

Advantages: +5 COO, +5 INT, +5 REF, +5 to one aptitude of the player's choice

Disadvantages: Social Stigma (Neotenic) trait

Notes: Small Size trait

CP Cost: 25

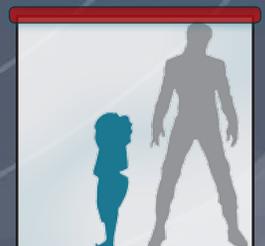
Credit Cost: Expensive



Psychscaper: These are illegal in some biocon habs, just like like it's illegal for adults to sleeve into minor-aged morphs and vice versa.

Violet Perdido: I understand the sex aspect weirds some people out, but it's fairly easy to get a neotenic that is neuter—in fact, it's the most common morph to get in neuter form.

Stitch: I don't need to be sleeved in a neotenic to be reminded that I'm still a kid at heart.



NEO-WHALE



Less than several hundred neo-whale morphs exist, and the majority remain occupied by their original egos. They are primarily found in Ceres and Atlantica. They are derived from humpback, blue, and sperm whale genetic stock. Humpbacks and blues are baleen whales and require large amounts of krill to survive. Sperm whales are toothed, feeding on fish and squid.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Echolocation, Enhanced Hearing, Oxygen Reserve

Movement Rate: Swim 16/40

Aptitude Maximum: 30

Durability: 100

Wound Threshold: 20

Advantages: +5 COO, +5 INT, +5 SOM, +5 to one other aptitude of the player's choice, +40 Swimming skill, Ramming Attack (2d10 DV, use Unarmed Combat skill), Bite Attack (4d10 DV, sperm whales only, use Unarmed Combat skill)

Disadvantages: Neo-whales lack a sense of smell

Notes: Non-Human Biochemistry trait, Very Large Size trait

CP Cost: 75

Credit Cost: Expensive (exceptionally rare; minimum 75,000)



Skinwalker: It's a rare privilege to take a swim in one of these. Anyone had a chance?

Ruqinzhe: I have. I won a bet in an online gambling tournament where my opponent had put his morph on the table. Turns out I beat a neo-whale. I didn't have the heart to tell him I cheated, so I simply took it for a spin for a week before giving it back. Majestic.



NOMAD



While synthmorphs are the first choice for many gatecrashers, morph designers have made great headway in creating biomorphs suitable for hazardous exoplanets. The nomad biomorph is optimized for operating in desert environments and takes many of its traits from the camel, prompting some observers to mistake the nomad for a pod morph. With an elongated face designed like a camel to trap water vapor in the nostrils as the morph exhales, nomads are clearly off-putting to many bioconservatives. Some models also have camel feet for better travels in sandy dune environments. Nomads are actually quite hefty under normal circumstances, as they are designed to be able to carry large amounts of fat tissue. Their fat tissue can be moved around their body to adapt to high or low temperatures. When nomads are in the field, however, they can become quite skinny, as they survive for months on their fat tissue alone.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Efficient Digestion, Enhanced Respiration, Fat Storage, Medicines, Respirocytes, Temperature Tolerance (Improved Cold), Toxin Filters

Movement Rate: 4/20

Aptitude Maximum: 30

Durability:

45 (includes Respirocytes bonus)

Wound Threshold: 9

Advantages: +5 REF, +5 SOM, +5 to one other aptitude of the player's choice (includes penalties for Efficient Digestion)

Disadvantages: Uncanny Valley trait

CP Cost: 30

Credit Cost: Expensive

Delta-V: Ah, the morph of choice for the survivalist wanna-bes. Last time I was on Extropia, I saw dozens of these walking around, sipping drinks in cafes, telling other people how prepared they were for when the end came. The ultimates better step up their game with the remades if they want to keep the market of dingbat apocalypse seekers in their pocket.

Sun Bu'er: Those of you thinking of picking one up might want to wait. Unless it's urgent, I hear that Fortean has the nomad completely hacked and is optimizing it. I know some people have reservations about some of the people at Fortean, but you can't deny they do good work.



NOVACRAB



Novacrabs are a pod design bioengineered from coconut crab and spider crab stock and grown to a larger (human) size. Novacrabs are ideal for hazardous work environments as well as vacworker, police, or bodyguard duties, given their ten 2-meter long legs, massive claws, and chitinous armor. They climb and handle microgravity well and can withstand a wide range of atmospheric pressure (and sudden pressure changes) from vacuum to deep sea. Novacrabs feature compound eyes (with human-equivalent image resolution), gills, dexterous manipulatory digits on their fifth set of limbs, and transgenic vocal cords.

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

Movement Rate: 4/20

Aptitude Maximum: 30

Durability: 40

Wound Threshold: 8

Advantages: 10 legs, Carapace Armor (11/11), Claw Attack (DV 2d10), +10 SOM, +5 to two other aptitudes of the player's choice

Notes: Non-Mammalian Biochemistry trait

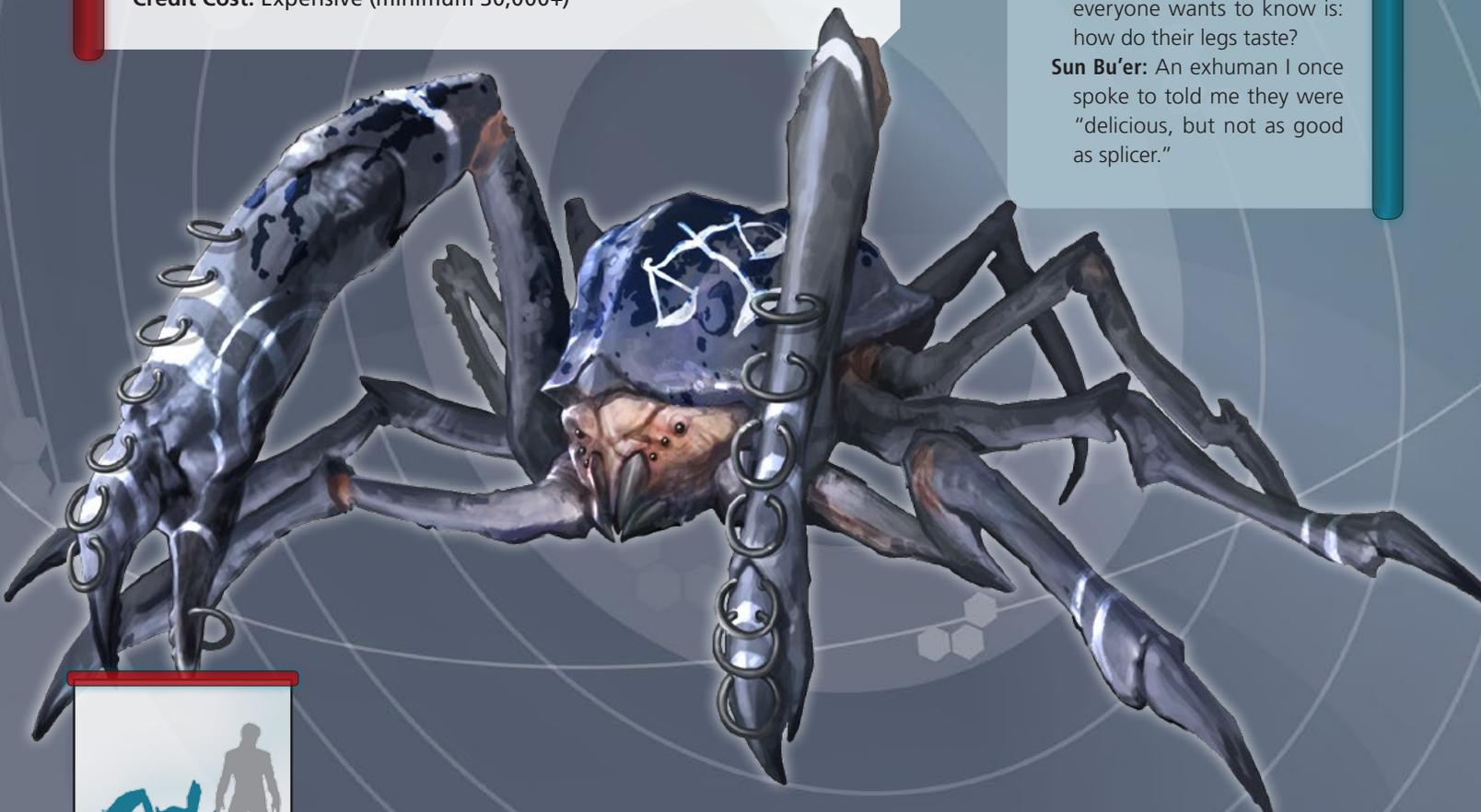
CP Cost: 60

Credit Cost: Expensive (minimum 30,000+)

Expat: I know some people really dig their crab morphs, but these things really squick me out when they eat.

Just Mortal: The question everyone wants to know is: how do their legs taste?

Sun Bu'er: An exhuman I once spoke to told me they were "delicious, but not as good as splicer."



OBSERVER



Observers have their minds enhanced to bolster intuitive, analytical, and investigative capabilities. They are favored by detectives and others with a mind towards details, puzzles, and thin-slicing.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack

Movement Rate: 4/20

Aptitude Maximum: 30

Durability: 35

Wound Threshold: 7

Advantages: +10 INT, +5 COG, +5 REF, +5 to one other aptitude of the player's choice

CP Cost: 40

Credit Cost: Expensive

Qi: Quis custodiet ipsos custodes?

Psychscaper: I'd guess it would be whoever is paying them. But the point is well taken; while great for freelancers, a lot of organizations distrust employees sleeved into observers since they, often rightly, assume they know more than they tell. Sure you pick up more on the stuff you've been assigned, but you also pick up on how your boss is likely to respond to you if you start acting like a damned know-it-all.



OCTOMORPH



These uplifted octopi sleeves have proven quite useful in zero-gravity environments. They retain eight arms, their chameleon ability to change skin color, ink sacs, and a sharp beak. They also have increased brain mass and longevity, can breathe both air and water, and lack a skeletal structure so they can squeeze through tight spaces. Octomorphs typically crawl along in zero gravity using their arm suckers and expelling air for propulsion and can even walk on two of their arms in low gravity. Their eyes have been enhanced with color vision, provide a 360-degree field of vision, and rotationally adjust to keep the slit-shaped pupil aligned with "up." A transgenic vocal system allows them to speak.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Chameleon Skin, Polarization Vision

Movement Rate: 2/12, Swim 4/24, Thrust Vector 2/12

Aptitude Maximum: 30

Durability: 30

Wound Threshold: 6

Advantages: 8 Arms, Beak Attack (1d10 DV, AP -1, use Unarmed Combat skill), Ink Attack (blinding, use Exotic Ranged: Ink Attack skill), Limber (Level 2) trait, 360-degree Vision, +30 Swimming skill, +10 Climbing skill, +5 COO, +5 INT, +5 to one other aptitude of the player's choice

Notes:

Non-Mammalian Biochemistry trait

CP Cost: 50

Credit Cost:

Expensive (minimum 30,000+)

Pivo: The best part about watching humans sleeve into octomorphs is how weirded out you get about the arms having minds of their own. Human limbs seem dumb and lifeless by comparison.

Ruqinzhe: For non-octopi, it can take a while to get used to, but these things are excellent for infiltration ops. You'd be surprised how many facilities gear their security towards humanoid-sized intruders or synthetics. There are usually lots of places an octomorph can exploit.

Sun Bu'er: There's a group of exhuman uplifts who do scary things with their octomorphs: bone plates and hooks on the arms, the ability to engulf opponents, tailored toxin production, and custom beaks made of smart materials that deform to allow them to squeeze into very, very small places.



OLYMPIAN



Olympians are human upgrades with improved athletic capabilities like endurance, eye-hand coordination, and cardiovascular functions. Olympians are common among athletes, dancers, freerunners, and soldiers.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack

Movement Rate: 4/20

Aptitude Maximum: 30

Durability: 40

Wound Threshold: 8

Advantages: +5 COO, +5 REF, +10 SOM, +5 to one other aptitude of the player's choice

CP Cost: 40

Credit Cost: Expensive

Moxie Harper: The morph of choice for inner-system athlete wanna-bes and for the rich and connected looking for discrete muscle that can still look good. You go to any upscale vacation spot and the place will be crawling with these morphs, especially the clinics. A lot of the yahoos who sleeve into these think they're much stronger than they are and end up pulling a muscle or ripping a tendon.

Parallax: Skinaesthesia makes a sweet olympian variant with muscle augmentation and bone strengthening. Sure, you can get this done aftermarket, but the custom grow just feels so much sweeter. It also has special subdermal glands that make the skin look all oiled up. These things have gotten a lot of good word-of-mouth in both the legal and illegal fight circuit—they're big, strong, and look good giving a beat down.

Violet Perdido: They're also a big fave of certain types of XP since that self-lubrication covers *everything*.



OPTERYX

This recon morph is designed to be a fast, lightweight runner, climber, and flyer. The opteryx looks like a one-meter-tall winged, synthetic dinosaur and adopts an almost horizontal body posture when running, its tail held out for balance. Its wings are fully functional arms equipped with claws. This morph is a favorite for gatecrashers and neo-avians in the dinosaur identity subculture. It comes equipped with cartography package (p. 199, *Transhuman*) software.

Enhancements: Access Jacks, Basic Mesh Inserts, Claws, Cortical Stack, Cyberbrain, Enhanced Vision, Grip Pads, Mnemonic Augmentation, Pneumatic Limbs (Legs), Prehensile Tail, Wings

Mobility System: Walker 8/40, Winged 8/40

Aptitude Maximum: 30 (25 SOM)

Durability: 25

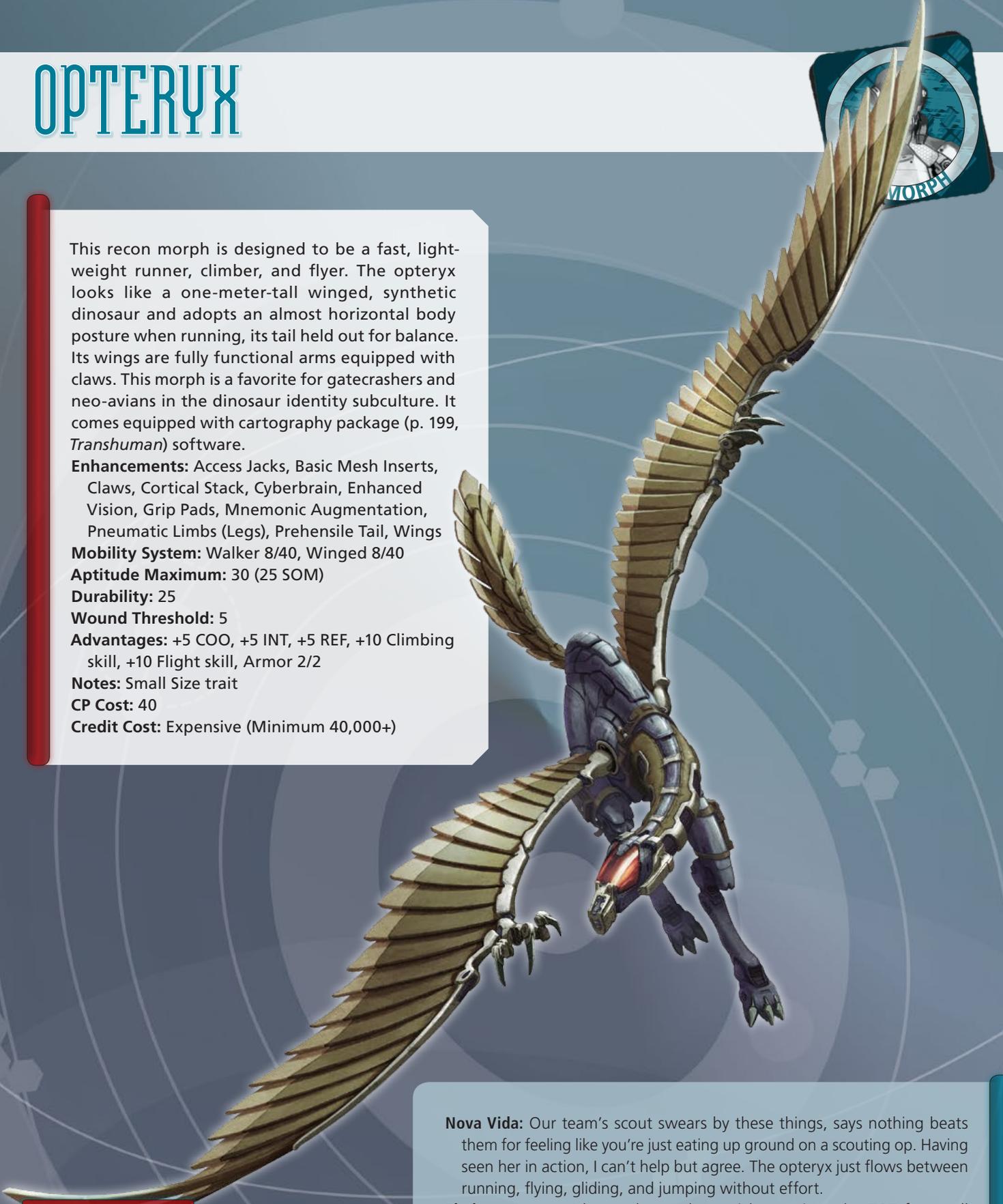
Wound Threshold: 5

Advantages: +5 COO, +5 INT, +5 REF, +10 Climbing skill, +10 Flight skill, Armor 2/2

Notes: Small Size trait

CP Cost: 40

Credit Cost: Expensive (Minimum 40,000+)



Nova Vida: Our team's scout swears by these things, says nothing beats them for feeling like you're just eating up ground on a scouting op. Having seen her in action, I can't help but agree. The opteryx just flows between running, flying, gliding, and jumping without effort.

Eludere: A crew I know that makes quick runs into the TQZ for small packages uses these too. They like the size and ability to avoid detection by staying under radar range and dipping into crevices and caves to avoid satellite coverage.

PLEASURE POD



Pleasure pods are exactly what they seem—faux humans designed purely for intimate entertainment purposes. Pleasure pods have extra nerve clusters in their erogenous zones, fine motor control over certain muscle groups, enhanced pheromones, sanitized metabolisms, and the genetics for purring. Naturally, they are crafted for good looks and charisma and enhanced in other areas as well. Pleasure pods are capable of switching their sex at will to male, female, hermaphrodite, neuter, or other intersex variations.

Implants: Basic Biomods, Basic Mesh Inserts, Clean Metabolism, Cortical Stack, Cyberbrain, Enhanced Pheromones, Mnemonic Augmentation, Puppet Sock, Sex Switch

Movement Rate: 4/20

Aptitude Maximum: 30

Durability: 30

Wound Threshold: 6

Advantages: +5 INT, +5 SAV, +5 to one aptitude of the player's choice

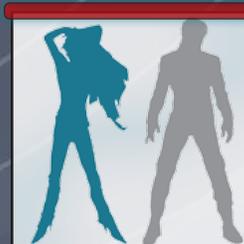
Disadvantages: Social Stigma (Pleasure Pod) trait
CP Cost: 20

Credit Cost: High

Moxie Harper: The morph rated most likely to be mentioned in mesh graffiti for ten years running.

Violet Perdido: It's a challenge keeping up with ever-evolving street slang for these morphs. Some of my favorite current contenders: tripod, fleshpod, bokkie, doll, Ken/Barbie, moffie, p-date, trick, AC/DC, squirter, and mīmī.

Nezumi: Now that that is out of the way; these morphs aren't just for sex workers. I know of one brinker community that raises their kids in pleasure pods so they can be raised with a more fluid gender identity.



Q-MORPH



Quartz morphs, commonly called Q-morphs, are the primary shell design used for Venusian surface mining. Constructed from quartz and extremely durable alloys, Q-morphs look like four-legged crabs with two pairs of arms. The lower pair of arms is designed for strength, the upper pair for precision and dexterity. This morph is squat, exceptionally tough, and completely unable to function in temperatures below 250 C.

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Direction Sense, Echolocation, Enhanced Vision, Extreme Heat Shielding, Extreme Pressure Adaptation, Mnemonic Augmentation, Radar, T-Ray Emitter, Wrist-Mounted Tools

Mobility System: Walker 2/4

Aptitude Maximum: 30

Durability: 120

Wound Threshold: 24

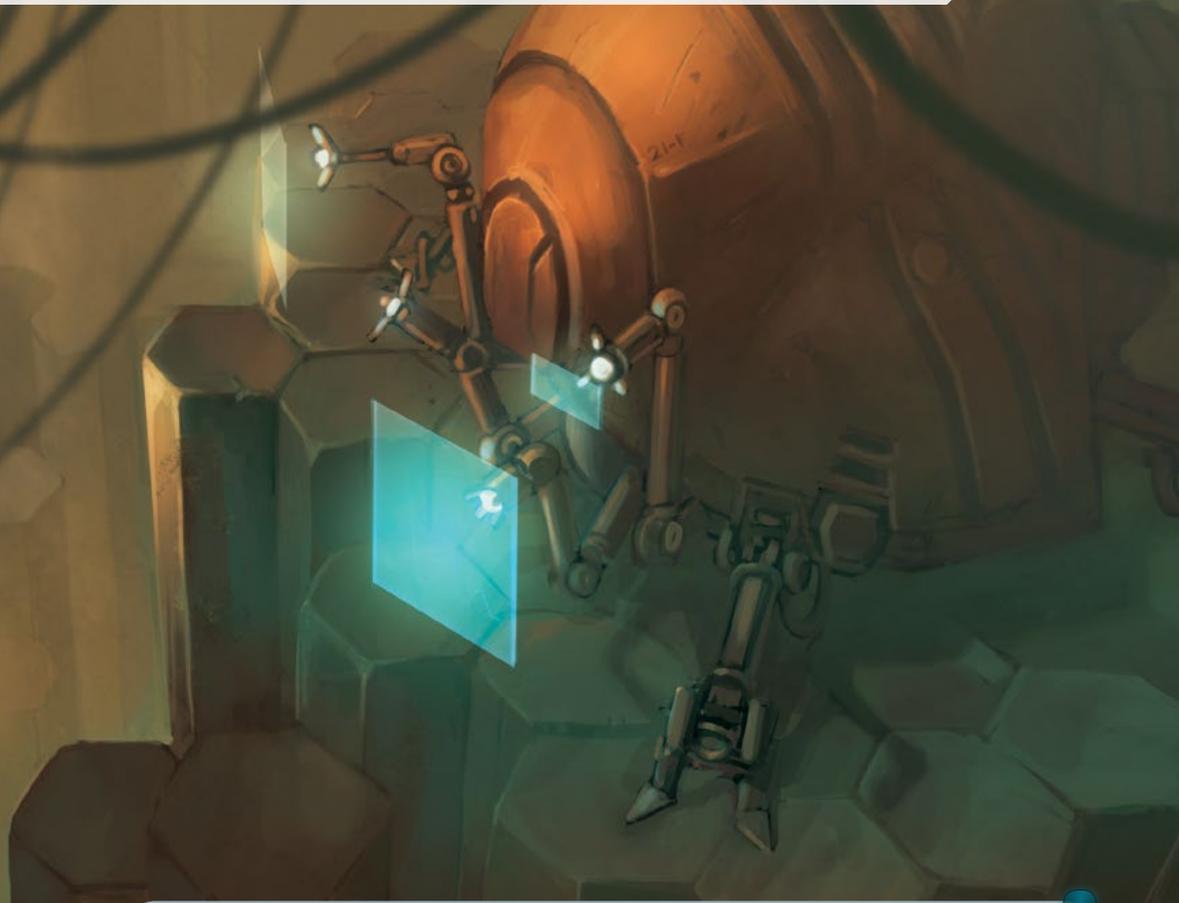
Advantages: High Temperature Operation trait, 8 limbs, Claw Attack (DV 2d10), -5 COO, +10 SOM, +5 to one other aptitude of the player's choice, Armor 18/18

Disadvantages: Only works on the Venusian surface or in similar hot and high pressure environments

Notes: Large Size trait

CP Cost: 100

Credit Cost: Expensive (minimum 60,000+)



Nova Vida: If you want to see Venus's surface first-hand, this is the only way to go.



REAPER

The reaper is a common combat bot, used in place of biomorph soldiers and typically operated via teleoperation or by autonomous AI. The reaper's core form is an armored disc, so that it can turn and present a thin profile to an enemy. It uses vector-thrust nozzles to maneuver in microgravity and also takes advantage of an ionic drive for fast movement over distance. Four legs/manipulating arms and four weapon pods are folded inside its frame. The reaper's shell is made of smart materials, allowing these limbs and weapon mounts to extrude in any direction desired and even to change shape and length. In gravity environments, the reaper walks or hops on two or four of these limbs. Reapers are infamous due to numerous war XPs, and bringing one into most habitats will undoubtedly raise eyebrows if not get you arrested.

Enhancements: 360-Degree Vision, Access Jacks, Anti-Glare, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Cyber Claws, Extra Limbs (4), Magnetic System, Mnemonic Augmentation, Pneumatic Limbs, Puppet Sock, Radar, Reflex Booster, Shape Adjusting, Structural Enhancement, T-Ray Emitter, Weapon Mount (Articulated, 4)

Mobility System: Walker 4/20, Hopper 4/20, Ionic 12/40, Vectored Thrust 4/20

Aptitude Maximum: 40

Speed Modifier: +1 (Reflex Booster)

Durability: 50 (60 with Structural Enhancement)

Wound Threshold: 10 (12 w/Structural Enhancement)

Advantages: 4 Limbs, +5 COO, +10 REF (+20 with Reflex Booster), +10 SOM, Armor 16/16

CP Cost: 100

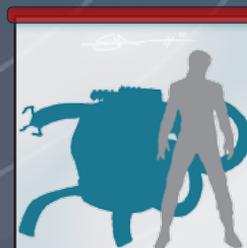
Credit Cost: Expensive (minimum 50,000+)



Rivet: As advertised. For when you absolutely, positively gotta kill every last motherfucker in the hab. Accept no substitutes.

Pivo: I think a lot of people forget that reaper variants constantly rank near the top for major shell manufacturers each quarter. Looking around, you don't see very many, and they're kind of a pain to sleeve into, but lots and lots of corps and habs have a handful they use for security that spend most of their time in storage or patrolling far from prying eyes.

Parallax: I know this will piss off a lot of the Direct Action fanbots, but, for my money, unless all you're going to be doing on an op is killing and destroying, you're better off going with something a little more multipurpose. These things are a little too one note for me.



REMADE



The remade are completely redesigned humans: humans 2.0. Their cardiovascular systems are stronger, the digestive tract has been sanitized and restructured to eliminate flaws, and they have otherwise been optimized for good health, smarts, and longevity with numerous transgenic mods. The remade are popular with the ultimates faction. The remade look close to human, but are different in very noticeable and sometimes eerie ways: taller, lack of hair, slightly larger craniums, wider eyes, smaller noses, smaller teeth, and elongated digits.

Implants: Basic Biomods, Basic Mesh Inserts, Circadian Regulation, Clean Metabolism, Cortical Stack, Eidetic Memory, Enhanced Respiration, Temperature Tolerance, Toxin Filters

Movement Rate: 4/20

Aptitude Maximum: 40

Durability: 40

Wound Threshold: 8

Advantages: +10 COG, +5 SAV, +10 SOM, +5 to two other aptitudes of the player's choice

Disadvantages: Uncanny Valley trait

CP Cost: 60

Credit Cost:

Expensive (minimum 40,000+)



Scent.In.Hell: The remade models available on the open market are not the ones currently used by high-ranking ultimates. Those top dogs use models that are two or three generations ahead of those put into distribution. Those state-of-the-art designs almost never leave the main ultimate hubs, like Xiphos. On certain deployments where the entire group is ultimates, you may see the next model that is likely to hit the market in a few months, which helps hype the expectations.

Sequencer: The remade models released by other manufacturers are generally equivalent quality to the current ultimate stock.

Parallax: Lots of criminal types like to snag a remade for their top muscle. Most people see remade and they assume the ego inside is an ultimate and therefore not to be fucked with. Most real ultimates aren't going to dirty their hands playing bruiser for a cut-rate Dragon Head.





RING FLYER

Designed for use in Saturn's magnetic field, this exotic biomorph is also occasionally used around Jupiter, Uranus, and Neptune, as well as having limited use in the Jovian Trojans and Main Belt. Easily recognizable with its slender limbs and round-backed torso, this morph can survive indefinitely in space, acquiring oxygen, water, and trace organic materials from the particles of Saturn's rings. It can also maneuver around any planet with a magnetic field, flying swiftly and easily in any of these environments.

Implants: Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Light), Cortical Stack, Enhanced Respiration, Enhanced Vision, Gas Jet System, Grip Pads, Hibernation, Long-Term Life Support, Medichines, Oxygen Reserve, Plasma Sail Implant, Prehensile Feet, Radiation Tolerance, Temperature Tolerance (Cryonic), Vacuum Sealing

Movement Rate: 4/20, Thrust Vector 8/40

Aptitude Maximum: 30

Durability: 30

Wound Threshold: 6

Advantages: Bioweave Armor (Light, 2/3), Limber (Level 1) trait, +5 COG, +5 COO, +5 REF, +5 to one other aptitude of the player's choice

CP Cost: 70

Credit Cost: Expensive (Minimum 40,000+)



Delta-V: Plasma sails may be a nifty way to travel, but they're slow. You can be sure these morphs are modded for patience and serenity too—soaring through the Black can be mighty boring at times.

RIPWING



Developed by the genehackers of Fortean, ripwings are neogenetic avians, incorporating genetics from a range of flying creatures, some of them prehistoric pterosaur genes acquired from Sky Ark researchers, along with some original genetic traits. These transgenic amalgamations are larger and sturdier than standard neo-avian morphs. They are popular among both neo-avian mercurials who want a more robust form and gatecrashers looking for a quick and stealthy flyer for recon missions. The ripwing morph makes more extensive use of the *chiroptera* genestocks used to give the first avian uplifts functional hands. Instead of feathers, ripwings feature tough leathery skin or even scales. The morphs are usually a uniform matte black in color, though they are able to change color at will due to their chameleon skin enhancements.

Implants: Access Jacks, Basic Biomods, Basic Mesh Inserts, Chameleon Skin, Cortical Stack, Cyberbrain, Enhanced Vision, Mnemonic Augmentation, Prehensile Feet, Puppet Sock, Wings

Movement Rate: 4/20, Winged 4/20

Aptitude Maximum: 30

Durability: 35

Wound Threshold: 7

Advantages: Beak/Claw Attack (1d10 DV, use Unarmed Combat skill), +5 COO, +5 INT, +5 REF

Disadvantages: Social Stigma (Neogenetic), Social Stigma (Pod)

Notes: Non-Mammalian Biochemistry trait

CP Cost: 40

Credit Cost: Expensive (minimum 30,000)



Nevermore: I've been seeing more and more young neo-avian uplifts sleeving into ripwings. While the old biomorphs certainly feel better, the ripwing has a certain durability to it that lets you get away with more mistakes and a rougher approach to life. If I were maybe four or five years younger, I'd probably get one myself.

Cymascopist: Aren't you only sixteen?

Nevermore: I'm an old sixteen.

Nova Vida: A lot of crashers like these too, they blend better than the synthetic kites and are smaller and more maneuverable than most of the bigger flying morphs. Native fauna don't tend to react as violently to ripwings.



ROVER



Rover morphs are a smaller, defense-oriented version of the sphere morph. Each rover is 0.6 meters in diameter and, with its limbs retracted, has the ominous appearance of a reflective, shiny, black globe. It can extrude three arms, each with a built-in weapon: extendable claws, a small laser, and a heavy rail pistol loaded with 200 rounds of ammunition. Rovers are stealthy and highly maneuverable and so favored for bodyguard and police purposes in some areas. They are often deployed via remote control.

Enhancements: 360-Degree Vision, Access Jacks, Basic Mesh Inserts, Chameleon Skin, Cyberclaws, Cortical Stack, Cyberbrain, Enhanced Vision, Extra Limbs (3 Arms), Gas-Jet System, Hand Laser, Mnemonic Augmentation, Neurachem (Level 1), Puppet Sock, Radar Absorbent, Reduced Signature, T-Ray Emitter, Telescoping Limbs, Weapon Mount (Articulated, Heavy Rail Pistol)

Mobility System: Roller 8/32, Thrust Vector 12/40

Aptitude Maximum: 30

Speed Modifier: +1 (Neurachem Level 1)

Durability: 25

Wound Threshold: 5

Advantages: +5 COO, +5 REF, + 5 INT, +5 to one other aptitude of the player's choice, Armor 10/10

Notes: Small Size trait

CP Cost: 60

Credit Cost: Expensive (minimum 60,000+)

ROVER (SPACE FIGHTER VARIANT)

This version of the rover is fitted with a miniature metallic-hydrogen rocket with an acceleration up to 0.25 g, so that it is useful in short-range space battles. Several of these morphs can be launched from a spaceship to attack another ship or a habitat.

Enhancements: Add Internal Rocket

CP Cost: 60

Credit Cost: Expensive (minimum 60,000+)

Eludere: The LLA has started using large numbers of these in police actions, usually remote-puppeted. I think the security forces like the intimidation factor they provide. Even a case has some body language you can read, but a rolling black ball of death is the ultimate evolution of cop sunglasses.

Tio Silencio: That would explain why the Republic has started experimenting with them on some trouble habitats. I heard from a contact that they're more stripped down with the cyberbrains and other ego-enhancing tech stripped out, but with most of the weapons systems still intact, though often replaced with non-lethal variants since we can't just mow down civilians the way the rest of the system can.



RUSTER



Adapted for survival with minimum gear in the not-yet-terraformed Martian environment, these transgenic morphs feature insulated skin for more effective thermoregulation and respiratory system improvements to require less oxygen and filter carbon dioxide, among other mods. Many rusters come with the Planned Obsolescence trait, as noted on p. 166, *Sunward*.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Enhanced Respiration, Temperature Tolerance

Movement Rate: 4/20

Aptitude Maximum: 25

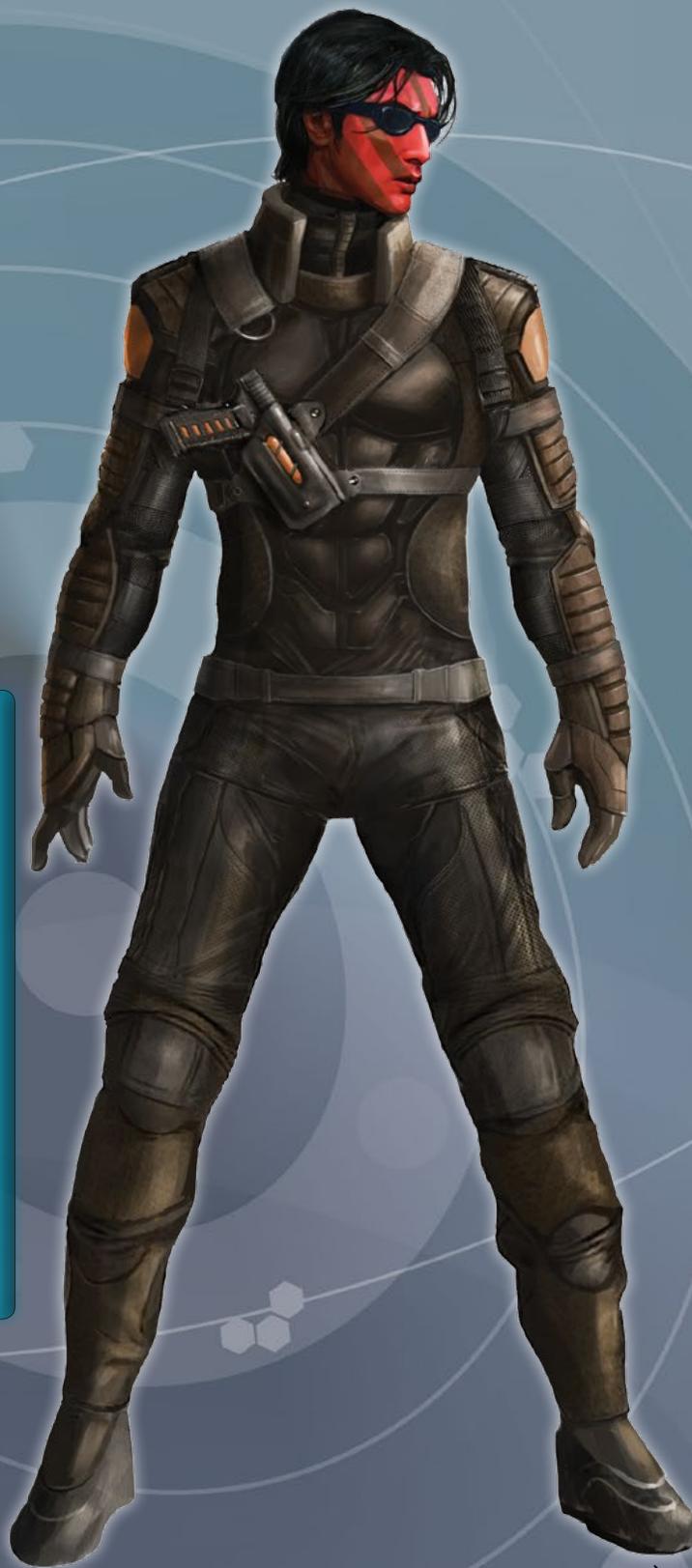
Durability: 35

Wound Threshold: 7

Advantages: +5 SOM, +5 to one aptitude of the player's choice

CP Cost: 25

Credit Cost: Expensive



Moxie Harper: A morph only a hypercorp exec could love. The flaws of the ruster are numerous and well documented, but it does do what it's advertised to do. Could it do it better? Sure, but there's less profit margin in better. It's not as though there's a booming market of Mars-acclimated competitor morphs, and while there's certainly no shortage of synths, most settlers have trouble giving up the flesh.

Plasmid: The obsolescence that's been built into many of these isn't anything a good genehacker can't work around. Lots of Barsoomians out in the sticks have been running around in rusters for four or five years with only standard medical check-ins. Of course, modifying the morph in this way voids the agreement you have with any reputable sleeving outfit, so make sure you're also on good terms with someone who can do an occasional sleeve checkup.





SALAMANDER



Salamanders are a type of biomorph popular with Solarians. They share some of the physiological traits of suryas, but are unable to survive unprotected in the corona (requiring a solar survival suit, like other biomorphs), and are instead bio-engineered to survive in the protected vacuum of coronal habitats. Their skin is thick, hairless, vaguely reptilian, and mostly black in color, with gold and orange body patterning. Like suryas, salamanders communicate either via wireless transmissions or by “sunspotting”—using their chromatophores to shift light and dark patterns on their skin to form patterns easily comprehensible to other coronal morphs. Salamanders have a wiry, streamlined, swept-back sort of look, a combination of fey and monkey-like. Their heads are also somewhat reptilian, with reflective eyes, no nose, and no mouth. Their feet are prehensile, usable just like hands. They lack reproductive organs and capabilities and feature cyberware gas jets on their chest and back for maneuvering in zero g.

Many Solarians who normally inhabit suryas will sleeve into salamanders if they need to use humanoid tools or interact with non-Solarians.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Chameleon Skin, Enhanced Vision, Gas-Jet System,

Medichines, Oxygen Reserve, Prehensile Feet, Vacuum Sealing

Movement Rate: 4/20, Thrust Vector 8/40

Aptitude Maximum: 30

Durability: 60

Wound Threshold: 12

Advantages: Coronal Adaptation (solar metabolism only) trait, Limber (Level 1) trait, +5 COO, +5 INT, +5 to one other aptitude of the player's choice

Notes: Non-Mammalian Biochemistry trait

CP Cost: 40

Credit Cost: Expensive

Moxie Harper: There's a new Solarian trend of people sleeving into salamanders and a solar survival suit and, I kid you not, riding on the backs of surya through the corona.



SAMSA



The samsa was the first attempt to create a combat pod model with a terrifying appearance. The samsa is an intimidating, two-meter-tall, four-armed, four-legged, humanoid insect. Samsas are an unsettling sight to many transhumans. They are most commonly used by mercenaries and enforcers in the rim. Their armored carapace provides protection and the extra limbs allow a character to dual wield rifles or other two-handed weapons.

Implants: 360-Degree Vision, Basic Biomods, Basic Mesh Inserts, Carapace Armor, Chameleon Skin, Cortical Stack, Cyberbrain, Cyberclaws, Enhanced Vision, Extra Limbs (4 Arms, 4 Legs), Grip Pads, Hardened Skeleton, Mnemonic Augmentation, Neurachem (Level 1), Puppet Sock, Temperature Tolerance

Movement Rate: 4/20

Aptitude Maximum: 30

Speed Modifier: +1 (Neurachem)

Durability:

50 (includes Hardened Skeleton)

Wound Threshold:10

Advantages: +20 Intimidation skill, 4 arms, +10 SOM (includes Hardened Skeleton), +5 REF, +5 COO, +5 to one other aptitude of the player's choice, Carapace Armor (11/11)

Disadvantages: Social Stigma (Pod) trait, Unattractive (Level 2) trait

CP Cost: 60

Credit Cost:

Expensive (minimum 60,000+)



Just Mortal: These things are just fucking disgusting.

Callosum: The synaptic programming in some samsa cyberbrain models is a bit rough, if you ask me. In particular, the extra limbs are not always designed to be operated independently; sometimes they mirror the primary limbs. This is allegedly a "feature" for users who aren't acclimated to multi-limb body plans, but it can be a real pain when you need to concentrate to move your appendages independently. Plus, it means a good brainhacker can trigger this mirroring behavior if they compromise your security. No so good when you're in the middle of a firefight.

Pivo: I can't speak for all neo-octopi, but you can definitely tell some of these models were designed for native two-arms, two-leg users. Like Callosum said, they really aren't optimized to make the best use of those secondary arms.





SAVANT

This morph was developed on Ilmarinen as proof that synthmorphs can also be useful to scientists and engineers. This strangely elegant morph lacks the disturbing mimicry of humanity found in synth and steel morphs. Instead, the ovoid head with its elegantly minimalist face looks more like an artistic sculpture than a metal version of a real human head.

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Eidetic Memory, Hyper-Linguist, Math Boost, Mnemonic Augmentation

Mobility System: Walker 4/20

Aptitude Maximum: 40 (COG and INT), 30 (all others)

Durability: 40

Wound Threshold: 8

Advantages: +10 COG, +5 INT, +5 SAV, +5 SOM, +5 to one other aptitude of the player's choice, Armor 8/8

Disadvantages: Social Stigma (Clanking Masses) trait

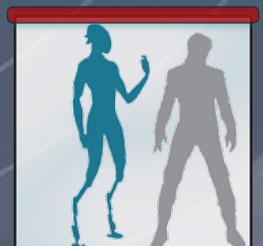
CP Cost: 65

Credit Cost: Expensive (minimum 40,000+)

Rivet: As a newer design, savants are still pretty hard to come by anywhere outside of Neptune.

Qi: A few inner system corps have taken the savant's open source designs and are rushing out their own models, but some autonomist hacker groups have taken offense to that sort of profiteering and are seeding several viruses that only affect various proprietary models around the inner system.

Callosum: In my experience, the accelerated intelligence neural modeling in synths like this (and also certain eidolons) is a bit more prone to bugginess than wetware smart morphs. You tend to see higher rates of eccentricity and neurodiverse behavior.



SCURRIER



Scurriers are pods developed from the non-sapient extraterrestrials known as scuirids (p. 172, *Gatecrashing*). In appearance, scurrier pods are similar to raccoon-sized flying squirrels with a lash-like manipulator rather than a fluffy tail, though still regarded as highly cute. They make excellent climbers and are capable of gliding due to the membrane between their limbs. Scurriers are gaining popularity for their usefulness in exploring tunnels and small areas as well as high areas reached by climbing. They have also been used for maintenance and tech works tasks due to their nimbleness and manual dexterity.

Implants: Access Jacks, Basic Biomods, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Gliding Membrane, Mnemonic Augmentation, Prehensile Tail, Puppet Sock

Movement Rate: 4/20, Gliding

Aptitude Maximum: 25

Durability: 30

Wound Threshold: 6

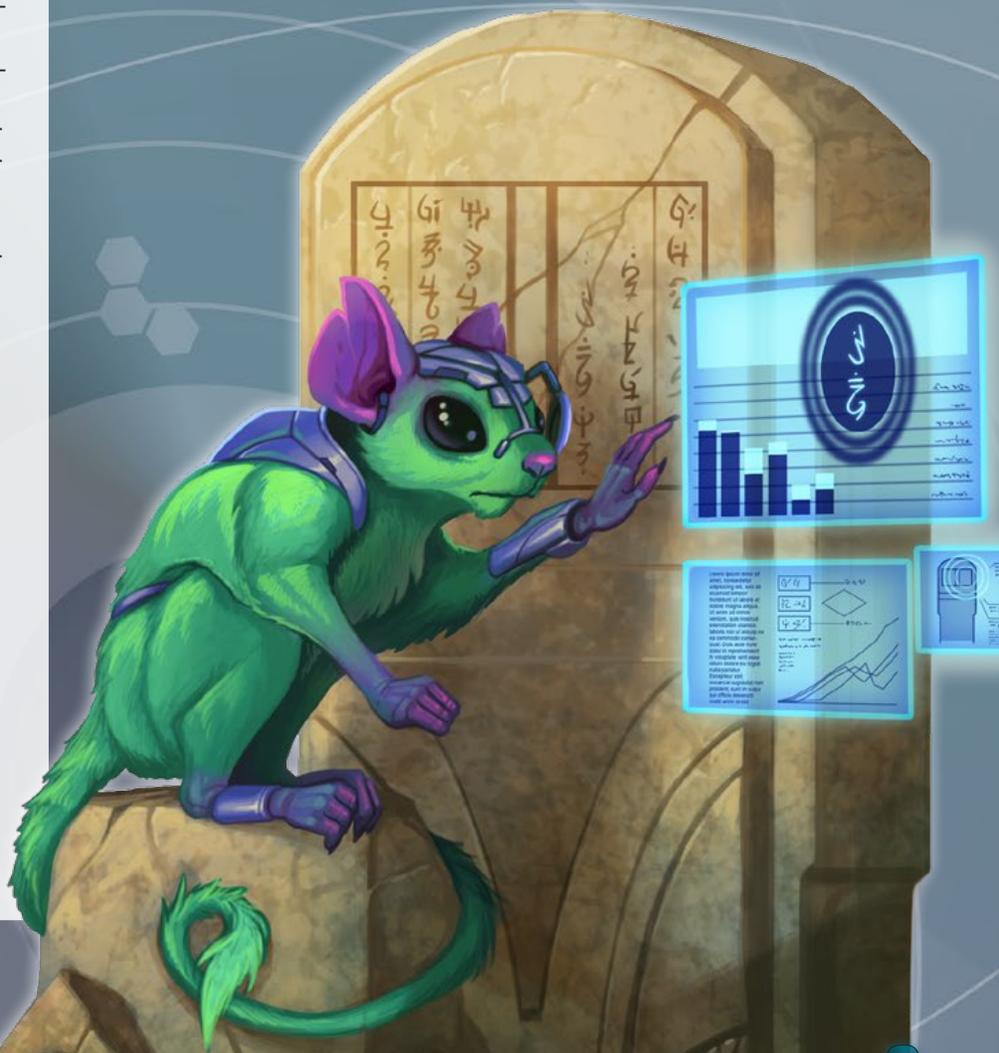
Advantages: +5 SAV, +10 COO, 6 Limbs, Limber (Level 1) Trait, +10 Climbing skill, +10 Freerunning skill

Disadvantages: Alien Biochemistry, Social Stigma (Alien), Social Stigma (Pod)

Notes: Small Size trait

CP Cost: 40

Credit Cost: Expensive



Plasmid: There are two models of these floating around: quadruped and hexaped. The former is for people that don't adjust to the extra limbs as well.

Nezumi: Can any of you smart gals, guys, or others that actually do morph design tell me exactly why this thing needed vocal cords that make it sound like a four-year-old child on helium? Was it really necessary?

Delta-V: I was wondering that myself. These things are useful on smaller habs and long-haul craft for getting into hard to reach places, but I just can't take anyone seriously when they sound like a cartoon.

Plasmid: Don't blame the scientists, the scuttlebutt I heard was that the voice tested well in focus groups, so put that one on the marketing folks.

Skinwalker: The vocals were the very first thing I modded when I tried this morph out.



SECURITY POD

Originally developed for joint-nation peace-keeping missions and border/enclave security roles, security pods were essentially mass-produced AI-operated soldiers. For obvious reasons, they fell out of favor during the Fall, but they are slowly regaining acceptance. They are a favored morph by mercenaries for infiltration and guerrilla warfare purposes.

Implants: Adrenal Boost, Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Light), Claws, Cortical Stack, Cyberbrain, Eelware, Enhanced Vision, Grip Pads, Mnemonic Augmentation, Puppet Sock, T-Ray Emitter

Movement Rate: 4/20

Aptitude Maximum: 30

Durability: 35

Wound Threshold: 7

Advantages: +10 SOM, +5 to one other aptitude of the player's choice

Disadvantages: Social Stigma (Pod) trait

CP Cost: 30

Credit Cost: Expensive

SECURITY POD (SPACE MARINE VARIANT)

The space marine variant of the security pod was optimized for orbital skirmishes, boarding actions, suppressing asteroid miner revolts, and other space-theater operations.

Implants: Add Oxygen Reserve, Prehensile Feet, Vacuum Sealing

CP Cost: 30

Credit Cost: Expensive



Parallax: Ah, the good old toy soldiers fielded by so many pre-Fall militaries and then exploited by the TITANs during the Fall. I guess you can't really fault the old Earth governments too much, they seemed like a good deal. They were loyal, durable, looked near enough to human that people didn't complain too much, followed orders, and even sometimes had actual human egos in them. They lost popularity, of course, after the TITANs took over legions of sec pods and used them to commit all sorts of atrocities, but they're making a comeback.

Rivet: Some people have the misconception that these were always directly controlled by the TITANs. Not true. It was common for them just to reprogram the AIs. So be careful about any sec pods you come across in long-lost or out-of-the-way habs, where some of them still linger.



SELKIE



Selkies look like a human-seal hybrid, and in fact their genetics are aquanaut with heavy splices of seal traits. Their arms are standard human-shaped, but their legs are fused into a pair of hind flippers for powerful swimming. On land, they can stand but have difficulty moving, as they must flop, roll, or hop like a seal. They are adapted for the lack of air, deep cold, and crushing pressure of subcrustal seas.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Echolocation, Enhanced Hearing, Enhanced Vision, Enhanced Respiration, Gills, Hydrostatic Pressure Adaptation, Swim Bladder, Temperature Tolerance (Improved Cold), Toxin Filters

Movement Rate: 1/4, Swim 4/20

Aptitude Maximum: 30

Durability: 40

Wound Threshold: 8

Advantages: +5 COO, +10 SOM, +5 to one other aptitude of the player's choice, +10 Swimming skill

Notes: Non-Human Biochemistry trait

CP Cost: 55

Credit Cost: Expensive



Nevermore: There's getting used to the morph, then there's getting used to the environment the morph operates in. I found out the hard way I am not wired for deep sea excursions. It's oppressive.

Nezumi: I keep hearing rumors that someone has hacked a mermaid variant, complete with drop-dead looks and pheromones, of course.

Eludere: Sounds like something you'd find in a scum swarm somewhere.





SHAPER



Shapers are the ultimate disguise morph. Constructed as pods, the default shaper look is intentionally generic, based on the computer-generated composite average look of the solar system's residents. They lack the distinctive seam lines applied to most pod morph designs. The skinflex system allows the morph to quickly change its outward appearance. Additional modifications help the morph evade or fool sensor and biometric systems. Shapers are a favorite tool for spies and are excellent for infiltration or fooling surveillance. They are often remotely operated via puppet sock. Shapers are illegal in many habitats.

Implants: Basic Biomods, Basic Mesh Inserts, Chameleon Skin, Clean Metabolism, Cortical Stack, Cyberbrain, Emotional Dampers, Gait Masking, Mnemonic Augmentation, Nanotat ID Flux, Puppet Sock, Sex Switch, Skinflex

Movement Rate: 4/20

Aptitude Maximum: 30

Durability: 30

Wound Threshold: 6

Advantages: +5 INT, +5 SAV, +5 to one aptitude of the player's choice

CP Cost: 45

Credit Cost: Expensive (minimum 40,000)

Ruqinzh: The gait-masking feature is a nice touch, but it takes a little bit to get the swing of it.

Skinwalker: Yeah they way we walk and move isn't really something we think about, but the active masking basically tightens or loosens muscles in ways that feel quite unnatural.



SLITHEROID



Slitheroid bots are synthetic shells taking the form of a 2-meter-long segmented metallic snake, with two retractable arms for tool use. Snake bots can coil, twist, and roll their bodies into a ball or hoop, moving either by slithering, burrowing, rolling, or pulling themselves along by their arms. The sensor suite and control computer are housed in the head.

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

Mobility System: Snake 4/16, Roller 8/32

Aptitude Maximum: 30

Durability: 45

Wound Threshold: 9

Advantages: +5 COO, +5 SOM, +5 to one other aptitude of the player's choice, Armor 8/8

CP Cost: 40

Credit Cost: Expensive

Stitch: I don't want to spoil the fun, but one of the biggest manufacturers of slitheroids has a habit of including "easter egg" features in their morphs. From the sound of it, each one tends to be unique.

Scent.In.Hell: One ego's easter egg is another's distracting glitch. I understand that programmers find these things amusing, particularly among themselves, but discovering a new "feature" in a high-stress situation can be dangerous, especially if you have to figure out how to use it.

Chiro: Oh, calm down, these aren't the sorts of things that are life and death.





SPARE

Spare morphs are small, cheap, lightweight, synthetic shells designed to be used as a replacement should someone's original morph be killed or destroyed. A cortical stack (retrieved from the character's previous morph; see p. 268, *EP*) can be easily plugged into the spare morph, effectively resleeving them (they must make Integration, Alienation, and Continuity Tests as normal; see pp. 270-272, *EP*). Once plugged in, it takes only 3 Action Turns for the cortical stack's data to be read and checked for integrity and the ego to run inside the spare's cyberbrain.

Spare morphs are designed for portability. Packed as a flat disc 15 centimeters in diameter and with a mass of 2 kilograms, when activated they pop into a spherical shape with 6 slender and retractable 20-centimeter limbs (3 arms and 3 legs). They are a common piece of equipment for gatecrashing teams.

Enhancements: Access Jacks, Basic Mesh Inserts, Cyberbrain, Extra Limbs (3 Arms/3 Legs), Grip Pads, Mnemonic Augmentation, Puppet Sock

Mobility System: Walker 2/8

Aptitude Maximum: 20

Durability: 15

Wound Threshold: 3

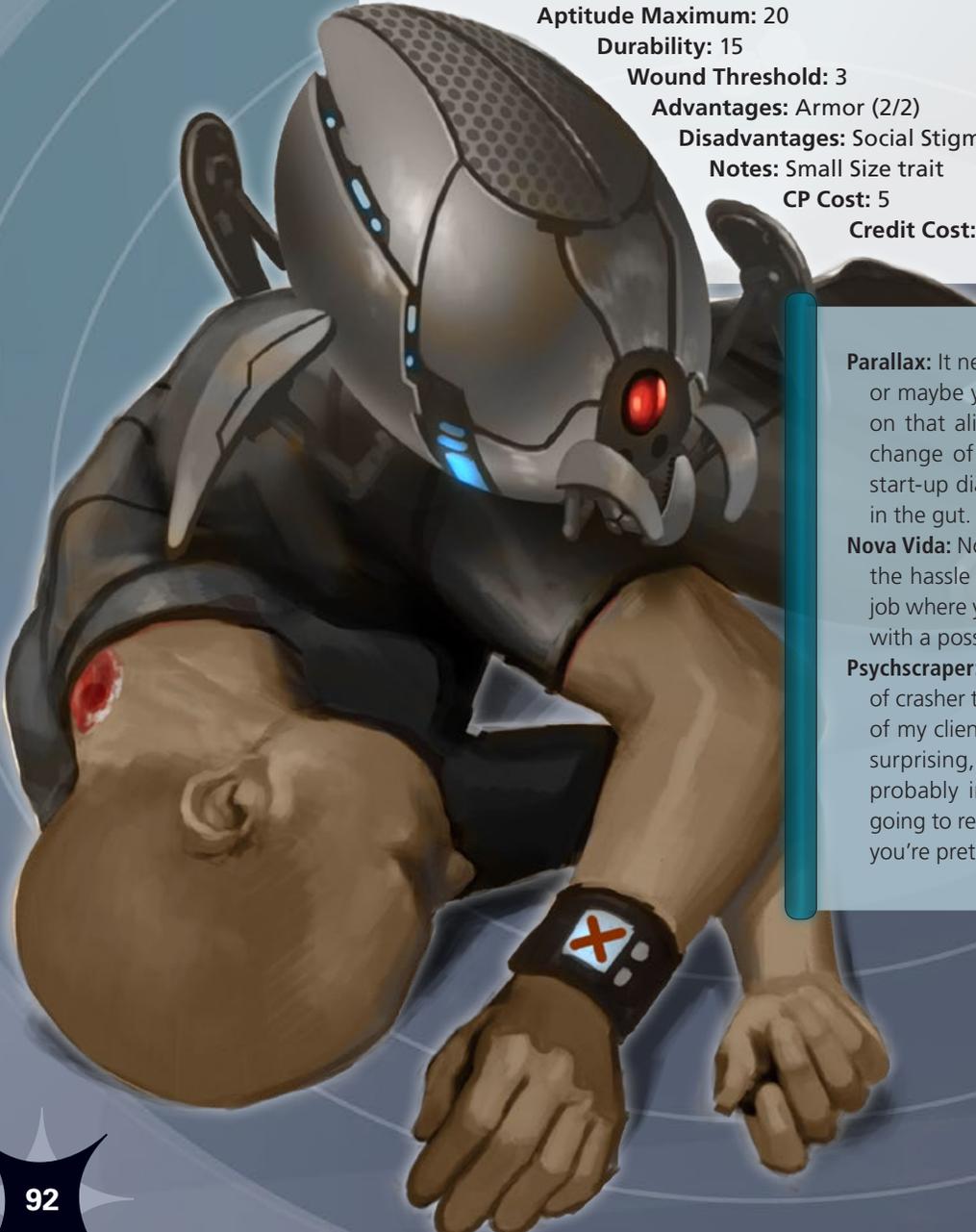
Advantages: Armor (2/2)

Disadvantages: Social Stigma (Clanking Masses)

Notes: Small Size trait

CP Cost: 5

Credit Cost: Moderate



Parallax: It never fails. You're in the middle of a firefight, or maybe you're in the middle of admiring the leaves on that alien plant. Next thing you know, there's a change of scenery, you're significantly shorter, and start-up diagnostics are scrolling past. Gets you right in the gut.

Nova Vida: Not much to look at, but these are well worth the hassle to bring these along on gate ops—or any job where you'll be isolated in the field for long periods with a possible casualty rate.

Psychscrapper: As a psychosurgeon who works with a lot of crasher teams, I've noticed that a significant number of my clients have developed a phobia of spares. Not surprising, since if you wake up in a spare you're probably in a bad place, and the first thing you're going to remember is how you bit it. To make it worse, you're pretty much useless to the rest of your team.



SPECIALIST POD

Designed specifically to compete with popular mid-range morphs like the menton and olympian, the specialist pod is cheaper and faster to create than a biomorph. It also offers the user a high degree of customization.

Implants: Access Jacks, Basic Biomods, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Mnemonic Augmentation, Puppet Sock

Movement Rate: 4/20

Aptitude Maximum: 30

Durability: 35

Wound Threshold: 7

Advantages: +10 to one aptitude of the player's choice, +5 to one other aptitude of the player's choice

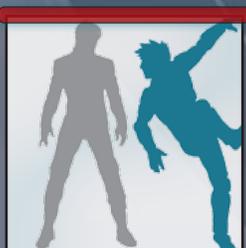
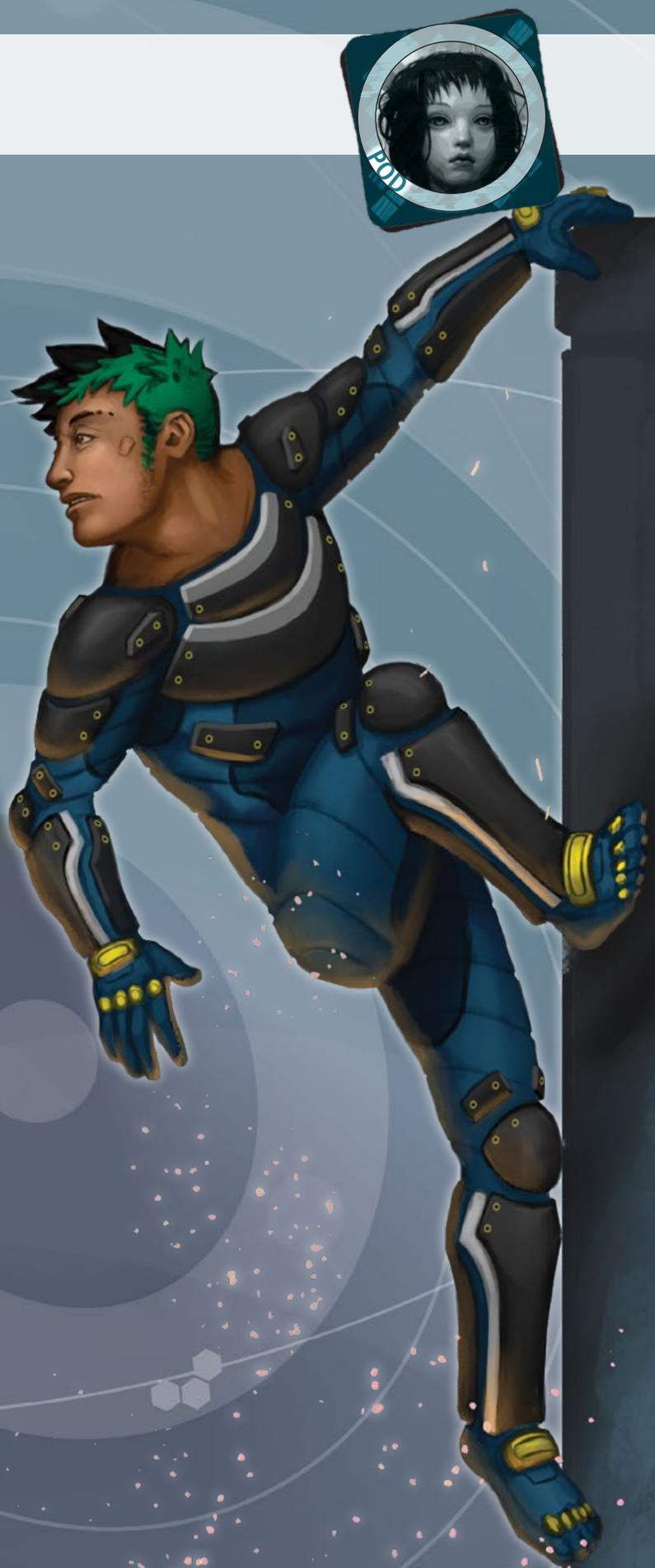
Disadvantages: Social Stigma (Pod) trait

CP Cost: 25

Credit Cost: High

Violet Perdido: The black market sales pitches for the "specialty" each of these morphs have are quite often hilarious.

Expat: I sleeved one of these last time I went to the Belt; it was the only option on short notice. Turned out the morph looked uncannily like my mother. It really weirded me out. I couldn't even look in the mirror after a while.





SPHERE



Popular with AGIs and synthmorph activists, this morph is a sphere approximately one meter in diameter. It can extend up to four flexible limbs as required, and typically hovers at approximately human eye level. The first tests of this morph revealed that the chameleon surface was necessary because it allows the user to display the image of a face, which made most transhumans both more comfortable talking with this morph and less likely to assume that it is a robot.

Enhancements: 360-Degree Vision, Access Jacks, Basic Mesh Inserts, Chameleon Skin, Cortical Stack, Cyberbrain, Enhanced Vision, Extra Limbs (4 Arms), Gas-Jet System, Mnemonic Augmentation, Puppet Sock, Telescoping Limbs

Mobility System: Roller 8/32, Thrust Vector 4/20

Aptitude Maximum: 30

Durability: 35

Wound Threshold: 7

Advantages: 4 arms, +10 COG, +5 to three other aptitudes of the player's choice, Armor 6/6

CP Cost: 65

Credit Cost:

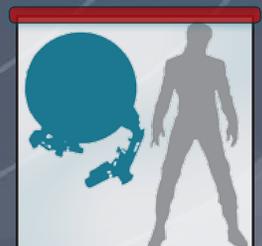
Expensive (minimum 70,000+)

Rivet: For the next time you need to roll into action!

Qi: *groan*

Sava: Laugh all you want, the maneuverability of rollers like this is impressive. One of my teammates saved my ass once by rolling down a ramp, spinning 'round a hairpin turn, taking a bump into the air, and knocking over a gunman like a bowling pin.

Pivo: Just be careful on the model, some are known to have issues with their gyroscopes and stabilizers.



SPLICER



Splicers are genefixed humans. Their genome has been cleansed of hereditary diseases and optimized for looks and health, but has not otherwise been substantially upgraded. Splicers make up the majority of transhumanity.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack

Movement Rate: 4/20

Aptitude Maximum: 25

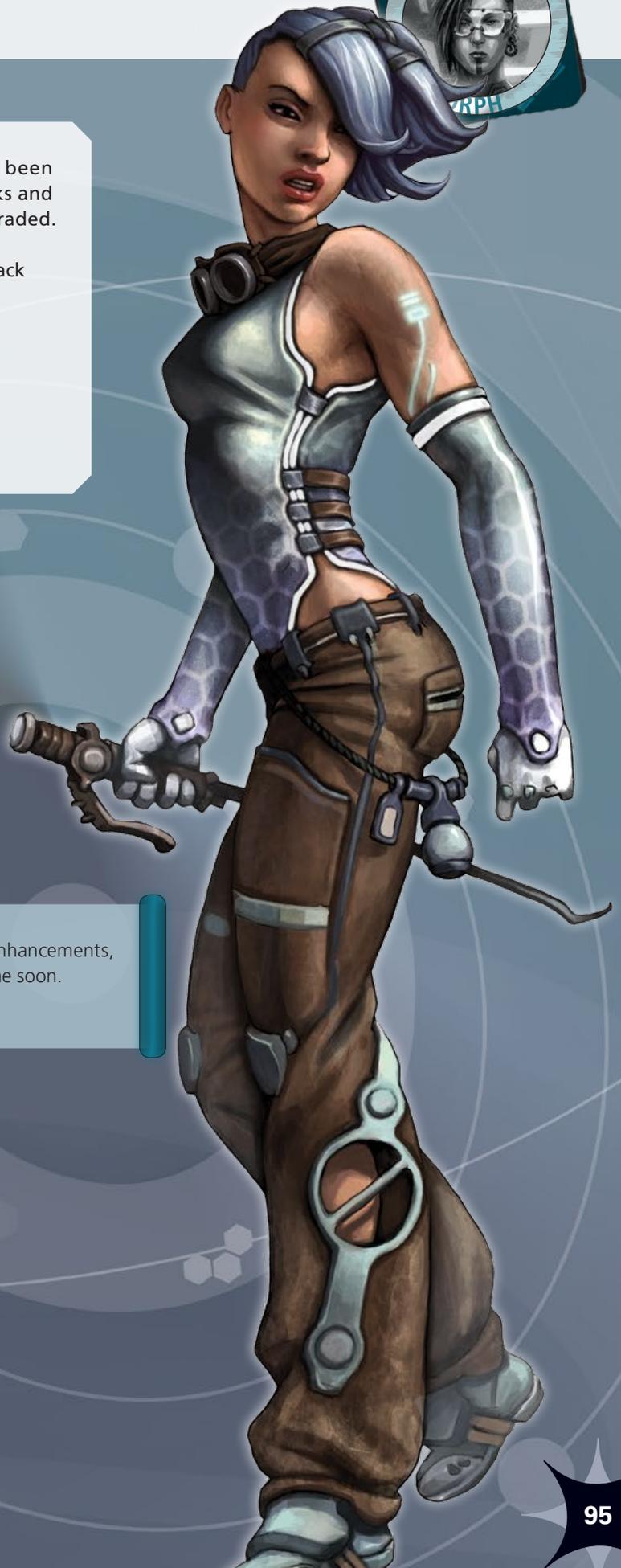
Durability: 30

Wound Threshold: 6

Advantages: +5 to one aptitude of the player's choice

CP Cost: 10

Credit Cost: High



Sequencer: Cheap and ever popular. Despite the lack of enhancements, splicers don't seem like they'll be going out of style any time soon.

Just Mortal: Let's hope that stays true.





STEEL MORPH



This morph was developed by technicians and designers who are members of the Lunar synthmorph rights movement, the Steel Liberators. Middle-class Lunars who came out of poverty and continue to actively support the Steel Liberators sometimes choose this morph, despite the fact that this choice often results in them experiencing significant prejudice from biochauvinists.

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

Mobility System: Walker 4/20

Aptitude Maximum: 30

Durability: 40

Wound Threshold: 8

Advantages: +10 SOM, +5 COG, +5 to two other aptitudes of the player's choice, Armor 8/8

Disadvantages: Social Stigma (Clanking Masses) trait, Uncanny Valley trait

CP Cost: 50

Credit Cost: Expensive (minimum 30,000+)

Psychscaper: They took a bold stepping giving these morphs realistic faces, rather than the usual abstract design. That's been a no-no in the engineer's playbook for decades. Humans don't respond well to faces that are realistic but still artificial. They're addressing that uncanny valley revulsion head on with these morphs, really embracing the otherness aspect and still claiming equal personhood.

Skinwalker: Since these have grown in popularity, the demand is high, and they're actually hard to find. Last time I wanted one, I had to reserve it three months in advance.



STEEL MORPH (VARIANTS)



LIQUID SILVER VARIANT

Designed as a top-end version of the steel morph, this shell's entire outer covering is composed of active nanomachines. A number of synthmorph performers use this shell's shape- and color-altering capacities as part of their acts. However, the fact that this morph can disguise itself as any other humanoid synthmorph, including the ubiquitous case morph, means that a number of covert operatives and criminals also make use of this morph. This version of the steel morph cannot use a synthetic mask.

Enhancements: Add Shape Adjusting, Skinflex, Wrist-Mounted Tools

Advantages: +5 to one additional aptitude

CP Cost: 70

Credit Cost: Expensive (minimum 40,000+)

MASKED VARIANT

This version of the steel morph is equipped with the synthetic mask enhancement, making the shell look like a human biomorph. This version is uncommon, as most Steel Liberators view biological masking as a form of "selling out." It is used both by Lunars who are stuck sleeving into a synthmorph, but whom don't want to suffer discrimination, and by Steel Liberator activists looking to infiltrate biochauvinists and other opponent groups.

Enhancements: Add Synthetic Mask
(this negates the Social Stigma (Clanking Masses) and Uncanny Valley traits)

CP Cost: 55

Credit Cost: Expensive (minimum 40,000+)





SUNDIVER

The sundiver is a synthetic morph designed for solar research and emergency rescue operations. Sundivers are sleek mechanisms, about six meters long. They look a little like ramjets, except for a pair of articulated arms that extend forward from the morph's pointed nose, allowing it to reach for and grasp objects. Because sundivers operate in the coronal environment, they are built to survive superheated plasma and shielded against radiation. Sundivers are equipped with a powerful electromagnetic propulsion system that allows them to skate along solar magnetic lines of force much like the surya do.

Enhancements: 360-Degree Vision, Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Enhanced Vision, Heavy Combat Armor, Internal Rocket, Mnemonic Augmentation, Radar, Reflex Booster

Mobility System: Thrust Vector 12/60

Aptitude Maximum: 30

Speed Modifier: +1 (Reflex Booster)

Durability: 120

Wound Threshold: 24

Advantages: Coronal Adaptation, +5 COO, +10 REF (+20 with Reflex Booster), Armor 16/16

Notes: Large Size trait

CP Cost: 70

Credit Cost: Expensive (minimum 40,000+)



Delta-V: I flew one of these into the sun once. I have never been so terrified in my life. Can't wait to do it again.

Rivet: The sundiver is actually a fairly good all-purpose synth and there's a lot of groups that have started using them in high heat and high rad environments other than suns. If you swap out the propulsion system for something that's a little slower and gives a bit more control, they make pretty good gate-crashing morphs as well.



SURYA



Named for a Hindu sun deity, suryas swim freely in the sun's corona. Looking roughly like whales or orcas, suryas may reach lengths of ten meters or more. They generate powerful magnetic fields that shield them from solar radiation and heat, while allowing them to surf the solar wind and extract ionized particles. Strong bones and connective tissues protect against the crushing solar gravity. Beneath their thick hides are channels of liquid water interleaved with layers of fat which serve to shield the organism from harmful radiation. Engineered medichines repair tissue damaged by radiation and convert hydrogen ions into water. A surya's skin is an extraordinary organ, embedded with chromatophores that allow them to transmit alternating patterns of light and dark for communication. In addition, a lateral line runs down their sides, allowing them to detect the long-period sound waves that reflect off the sun's lower atmosphere and resonate through the corona's gas and plasma. Suryas traveling through the transition zone between the corona and the chromosphere use these vibrations to predict and avoid heavy solar weather.

Implants: Basic Biomods, Basic Mesh Inserts, Chameleon Skin, Cortical Stack, Enhanced Hearing, Enhanced Vision, Lateral Line, Medichines, Vacuum Sealing

Movement Rate: Thrust Vector 8/40

Aptitude Maximum: 30

Durability: 100

Wound Threshold: 20

Advantages: Coronal Adaptation trait, +10 COO, +5 REF, +5 SOM, +10 Free Fall skill

Notes: Non-Human Biochemistry trait, Very Large Size trait

CP Cost: 50

Credit Cost: Expensive (minimum 30,000+)



Sun Bu'er: Part whale, part extremophile, part magnetic bottle. You don't get much weirder.

Cymascopist: Surya tend to stick together in pods, but that's not just because of the neo-cetacean cultural influence among the Solarians. They actually group together for more efficient cooling, using their magnetic fields to eject heated plasma and create a refrigerating low-pressure zone around the pod.





SWARMANOID

The swarmanoid is not a single shell per se, but rather a swarm of hundreds of insect-sized robotic microdrones. Each individual “bug” is capable of crawling, rolling, hopping several meters, or using nanocoaster fan blades for airlift. The controlling computer, cortical stack, and sensor systems are distributed throughout the swarm. Though the swarm can “meld” together into a roughly child-sized shape, the swarm is incapable of tackling physical tasks like grabbing, lifting, or holding as a unit. Individual bugs are quite capable of interfacing with electronics. For additional rules on swarmanoids, see p. 311, *EP*, and p. 211, *Transhuman*.

Enhancements: 360-Degree Vision, Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Mnemonic Augmentation, Swarm Composition

Mobility System: Walker 2/8, Hopper 4/20, Rotor 4/32

Aptitude Maximum: 30

Durability: 30

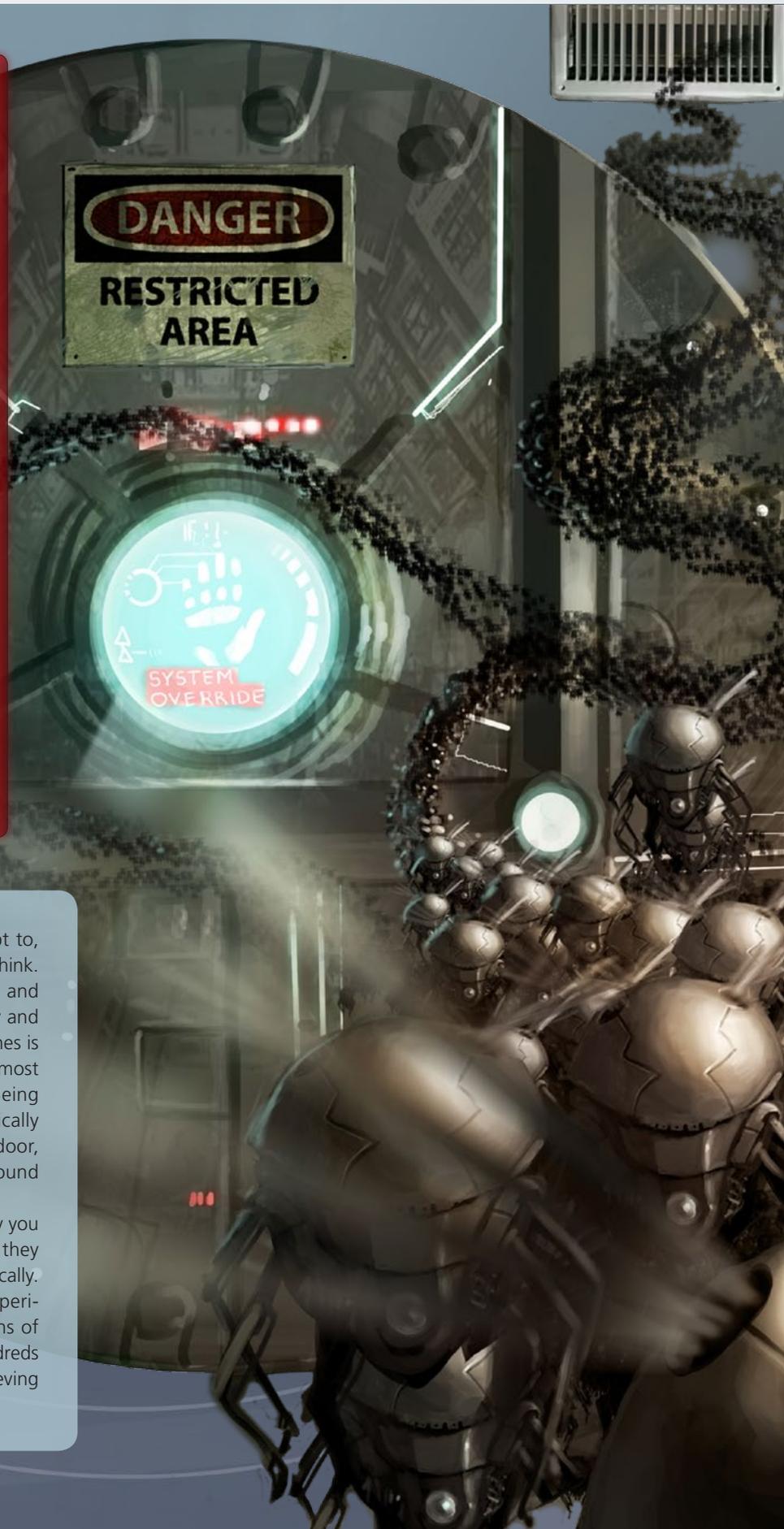
Wound Threshold: 6

CP Cost: 25

Credit Cost: Expensive

Skinwalker: This morph is rough to adapt to, but not usually for the reasons people think. Yeah, the sensory input is overloading, and simultaneous lack of a substantial body and the possession of thousands of small ones is a serious acclimation hurdle. What gets most people, though, is the frustration. Being severely limited in what you can physically do, from holding a cup to opening a door, tends to aggravate people and compound the alienation.

Voight-Kampff: I think that’s probably why you see a lot more AGIs using these when they want something that can operate physically. For them, it’s almost the opposite experience: you go from experiencing millions of things simultaneously to just a few hundreds to thousands of inputs, but it beats sleeving into something even less able.



SWARMANOID VARIANTS



SKULKER VARIANT

Skulkers are a stealth swarmanoid designed to infiltrate sensitive areas and avoid detection by sensors.

Enhancements: Add Chameleon Skin, Radar Invisibility

CP Cost: 35

Credit Cost: Expensive (minimum 30,000)

SMART SWARM VARIANT

The smart swarm is a robust attempt to get more utility out of the swarmanoid morph design. It makes use of larger modular minidrones (rather than microdrones) that can lock together into various shapes, enabling limited physical actions and tool use.

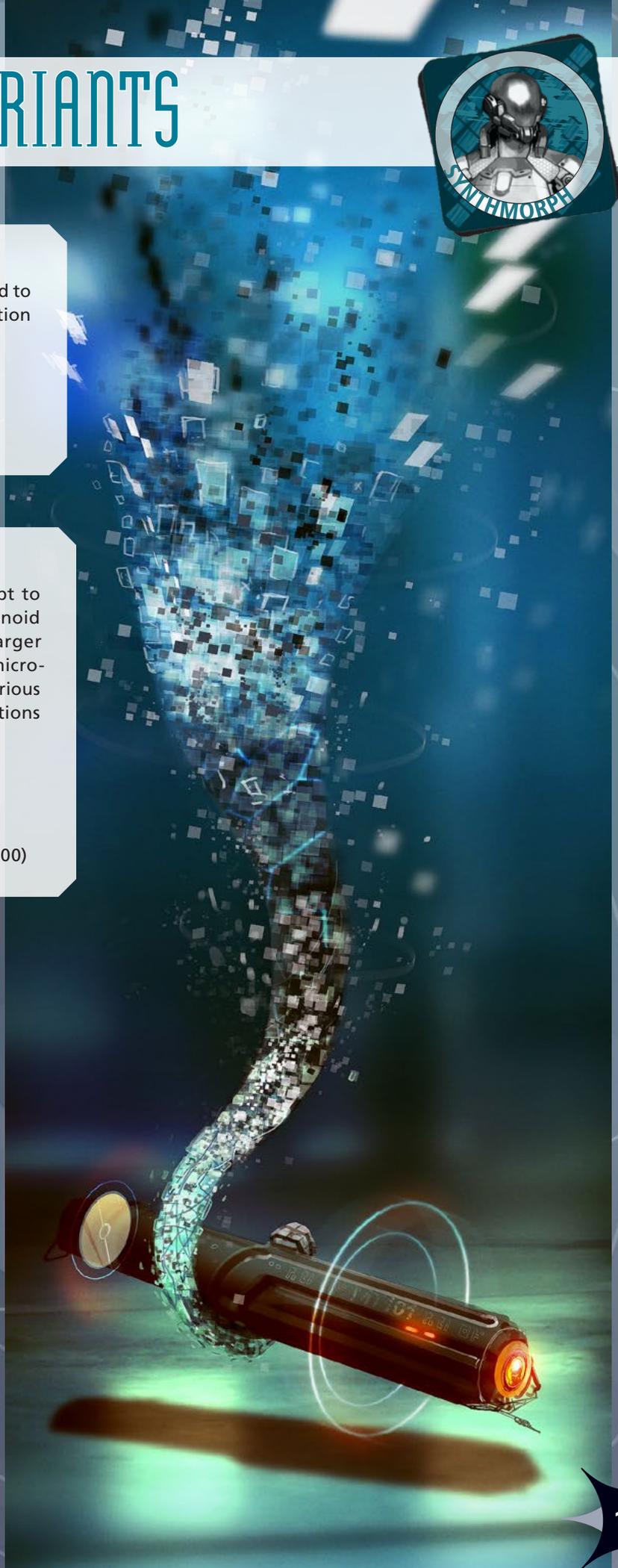
Enhancements: Add Modular Design, Smart Swarm

Mobility System: Shaped Swarm 2/16

CP Cost: 30

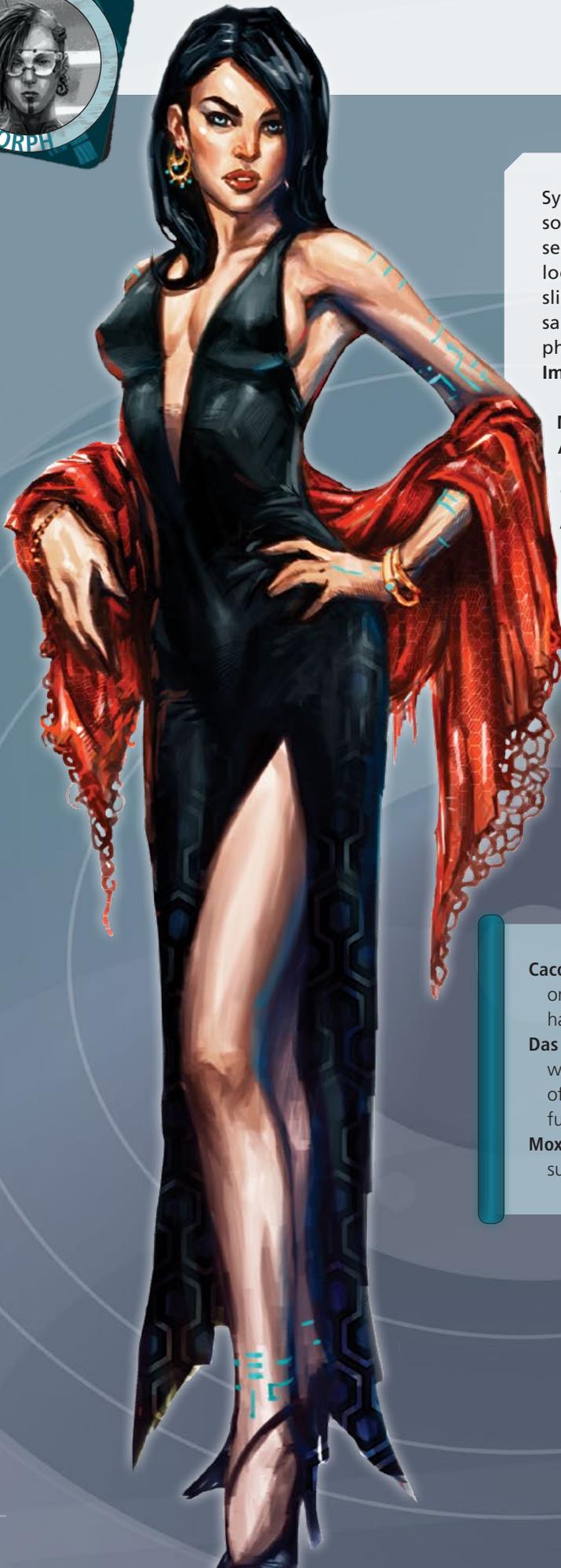
Credit Cost: Expensive (minimum 30,000)

Stitch: I know an AGI engineer who is a real master at using smart swarms. I've seen them shape mechanical structures like a track of ball bearings in order to slide something along. They're also good at taking advantage of the environment to create more leverage, like an improvised pulley. It takes a lot of skill to pull those kinds of tricks off, though.





SYLPH



Sylph morphs are tailor-made for media icons, elite socialites, XP stars, models, and narcissists. Sylph gene sequences are specifically designed for distinctive good looks. Ethereal and elfin features are common, with slim and lithe bodies. Their metabolism has also been sanitized to eliminate unpleasant bodily odors and their pheromones adjusted for universal appeal.

Implants: Basic Biomods, Basic Mesh Inserts, Clean Metabolism, Cortical Stack, Enhanced Pheromones

Movement Rate: 4/20

Aptitude Maximum: 30

Durability: 35

Wound Threshold: 7

Advantages: Striking Looks (Level 1) trait, +5 COO, +10 SAV, +5 to one other aptitude of the player's choice

CP Cost: 40

Credit Cost: Expensive

Cacophonous: In autonomist circles, sylphs were looked down on for a while as superficial and egotistical. Those attitudes have mostly passed, but you still find them in some places.

Das Frettchen: There's still plenty of stigma on sylphs elsewhere—notably in socialite circles, of all places. It's the sort of morph the clueless and uncultured sleeve into for society functions, not realizing that off-the-rack is still off-the-rack.

Moxie Harper: It's a good thing we've evolved as a species past such classist notions of taste.



SYNTH

Synths are anthropomorphic robotic shells (androids and gynoids). They are typically used for menial labor jobs where pods are not as good of an option. Cheaper than many other morphs, they are commonly used for people who need a body quickly and cheaply or simply on a transient basis. Though they look humanoid, synths are easily recognizable as non-biological unless they have the synthetic mask option (p. 311, *EP*).

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

Mobility System: Walker 4/20

Aptitude Maximum: 30

Durability: 40

Wound Threshold: 8

Advantages: +5 SOM, +5 to one other aptitude of the player's choice, Armor 6/6

Disadvantages: Social Stigma (Clanking Masses) trait, Uncanny Valley trait

CP Cost: 30

Credit Cost: High

Skinwalker: There are so many models of synth out there, they're almost hard to classify. Quality ranges from walking junk heap to cutting-edge.

Nevermore: They make versions of these for uplifts too, particularly neo-hominids and neanderthals. Slightly different form, same function.

Moxie Harper: Since these are so prevalent among the clanking masses—and uniform-looking out of the box—it's quite the trend these days to glitter these up with custom paint jobs, after-market add-ons, and other aesthetic mods.

Rivet: Don't forget the weird fashion of wearing clothes with your synth. I get that it makes you seem more human, but sorta defeats the purpose in my book.





SYNHTAUR

The synthtaur resembles an elegant mechanical centaur, but is a versatile and extremely durable synthmorph. The shape adjusting enhancement allows it to switch between being a two-armed quadruped standing 1.7 meters tall or a four-armed biped standing 2.4 meters high, as well as allowing it to fit into small spaces. Its telescoping legs even allow it to reduce its height to become a 2-meter-tall bipedal humanoid. This morph is popular with gatecrashers, people exploring ruined habitats, and anyone going into dangerous and remote situations.

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Extra Limbs (6 Arms/Legs), Grip Pads, Mnemonic Augmentation, Pneumatic Limbs (2 Hind Legs), Prehensile Feet, Shape Adjusting, Telescoping Limbs (4 Lower Arms/Legs)

Mobility System: Walker 6/40 quadruped, 4/20 biped
Aptitude Maximum: 30 (40 SOM)

Durability: 60

Wound Threshold: 12

Advantages: 6 Arms/Legs, +10 SOM, +5 to two other aptitudes of the player's choice, Armor 8/8

Notes: Large Size trait

CP Cost: 70

Credit Cost: Expensive (minimum 80,000+)



Nezumi: There's a Titanian ice-metal band that rocks the shit out of these morphs. They do concerts out in the frozen methane tundra, geared up like some sorta cryonic barbarian fantasy sim. It's epic.

Jake Carter: I've been seeing more of these in the Martian outback lately. The shape-changing makes the quite useful for nomad types. I'm just waiting to see one painted green with tusks.



TAKKO



The first synthetic octopus design from the engineers at Feral Robot is a hardy shell custom-designed to make octopi uplifts feel more at home in a synthetic body with eight functioning appendages. Though it lacks ink sacs, the takko features vectored-thrust jets for micro-gravity propulsion.

Enhancements: 360-Degree Vision, Access Jacks, Basic Mesh Inserts, Chameleon Skin, Cortical Stack, Cyberbrain, Enhanced Vision, Extra Limbs (8 Arms), Grip Pads, Mnemonic Augmentation, Polarization Vision

Mobility System:

Walker 4/24, Thrust Vector 8/40

Aptitude Maximum: 30

Durability: 40

Wound Threshold: 8

Advantages:

Beak Attack (1d10 + 2 DV, use Unarmed Combat skill), +10 Free Fall skill, +10 Climbing skill, +5 COO, +5 INT, +5 SOM, Armor 8/8

CP Cost: 60

Credit Cost: Expensive (minimum 45,000+)



Skinwalker: For human egos checking out the eight-armed life, takkos tend to be easier to acclimate to than octomorphs. The cyberbrain mind-states are more conducive to human mental frameworks.

Pivo: These were a big hit among neo-octopi when first released. There's an ongoing complaint about the lack of chemoreceptors on the arms in most models—imagine having a human biomorph with no sense of taste or smell—but the overall dexterity and design keeps us happy.

Callosum: The cyberbrains on these incorporate some of the neo-octopi neural framework in the arms, meaning that have a bit of a mind of their own, but they include better proprioception than most octomorphs too.



THESEUS



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 medichines 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.

Implants: Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Light), Cortical Stack, Direction Sense, Emergency Farcaster, Enhanced Vision, Low Pressure Tolerance, Medichines, Nanophages, Oxygen Reserve, Radiation Sense, T-Ray Emitter, Temperature Tolerance (Cold), Toxin Filters

Movement Rate: 4/20

Aptitude Maximum: 30

Durability: 40

Wound Threshold: 8

Advantages: +5 SOM, +5 WIL, +5 to one other aptitude of the player's choice

CP Cost: 30

Credit Cost: Expensive

Stitch: I get sentinels asking for this morph every time they go on a new op. Theseus's don't grow on trees, however, and they're still pretty rare.

Cacophonous: Maybe Firewall should initiate a project to propagate more of them.



VACUUM POD



Optimized for vacwork, this pod is preferred in situations where novacrabs or synths don't fare as well socially. The vacuum pod is based on the bouncer morph and looks superficially identical to one.

Implants: Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Light), Cortical Stack, Cyberbrain, Enhanced Respiration, Grip Pads, Mnemonic Augmentation, Oxygen Reserve, Prehensile Feet, Puppet Sock, Vacuum Sealing

Movement Rate: 4/20

Aptitude Maximum: 30

Durability: 35

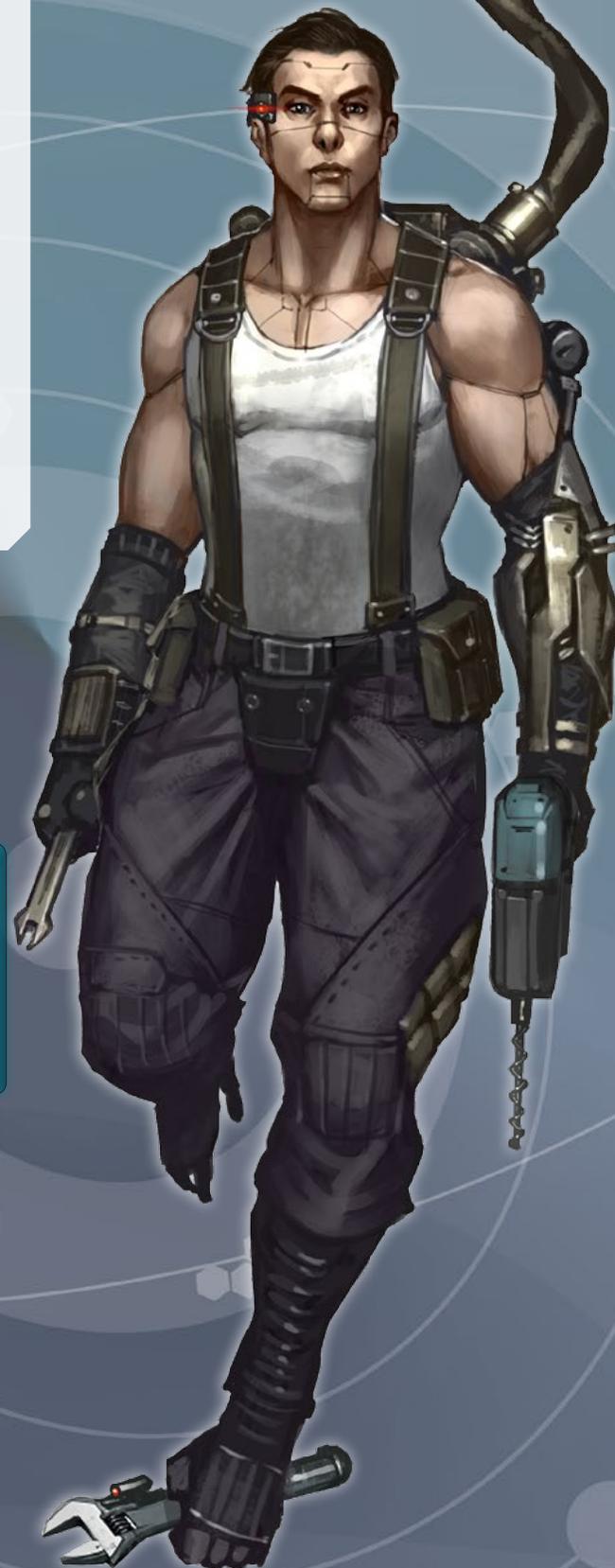
Wound Threshold: 7

Advantages: Limber (Level 1) trait, +5 COO, +5 SOM, +5 to one other aptitude of the player's choice

Disadvantages: Social Stigma (Pod) trait

CP Cost: 30

Credit Cost: Expensive



Expat: More than many other pods, vac pod models tend to suffer from cookie-cutter looks. I've worked several ship construction jobs where it was extremely challenging to visually tell some of the pod-sleeved vacworkers apart.





VENUSIAN GLIDER

The glider is designed to survive for many hours in Venus's unbreathable atmosphere. Tall and thin, with long, strong limbs and a lightweight build, this morph also features gliding membranes (p. 166, *Sunward*) that allow it to soar through the upper Venusian atmosphere. It can even gain altitude by riding thermals (which it can see using its enhanced vision). Once Venusian terraforming efforts are complete, an upgraded version of this morph will be able to breathe normally.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Enhanced Respiration, Enhanced Vision, Gliding Membranes, Grip Pads, Prehensile Feet, Respirocytes

Movement Rate: 4/20, gliding

Aptitude Maximum: 30

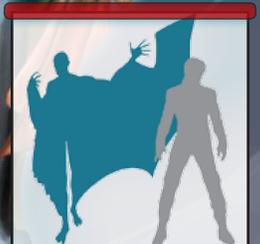
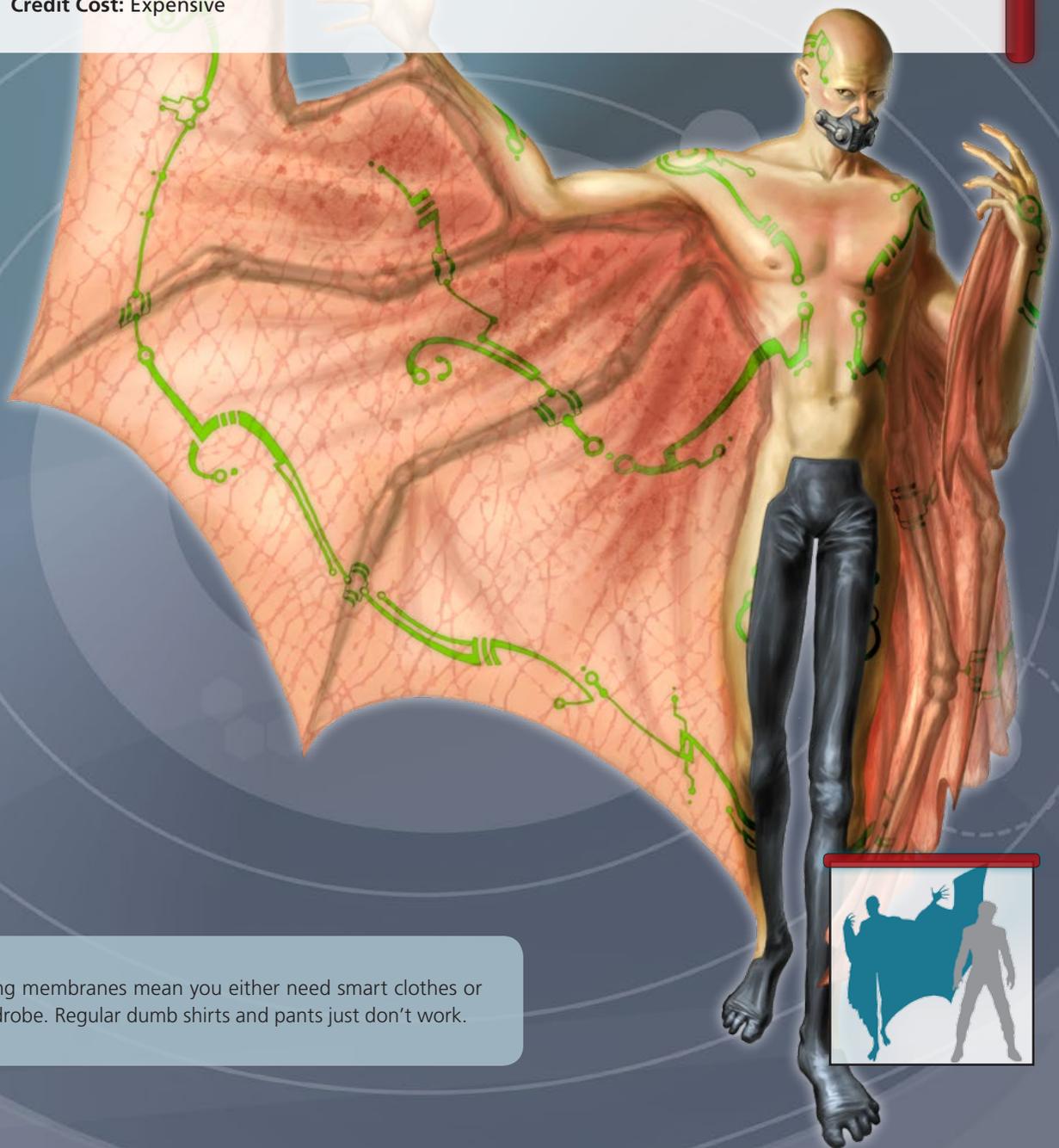
Durability: 30

Wound Threshold: 6

Advantages: Limber (Level 1) trait, +5 REF, +5 SOM, +5 to two other aptitudes of the player's choice

CP Cost: 40

Credit Cost: Expensive



Callosum: The gliding membranes mean you either need smart clothes or a specialized wardrobe. Regular dumb shirts and pants just don't work.

WHIPLASH



Designed by autonomist xenobotanists as an experiment in developing a cyberbrain/planimal interface, whiplash pods are bioengineered from planimal stock found on Sunrise (see *Exotic Life*, p. 130, *Gatecrashing*), with other transgenic features (see *Whiplash*, p. 173, *Gatecrashing*). Whiplash pods are gaining some traction among gatecrashers due to their ability to blend in to arboreal environments. The primary modification made to the whiplash stock was to turn the entire organism upside down and orient the digestive portion of the organism horizontally, so that the whiplash's tri-lobed orifice faces forward. The whiplash's grasping roots were also converted into even more motile "walking tentacles" borrowed from other Sunrise planimals. Other adjustments include the addition of a pair of grasping limbs, each with four universally opposable digits; artificial sensing mods (providing transhuman-standard sensing ability); and a general toughening of the internal structure for rigidity and support. The barrel-like body remains very similar to the original planimal stock and, reorientation notwithstanding, the digestive system remains mostly unchanged. The ability to extend and retract the whiplash's feeding tendril was heavily enhanced, so now the tendril acts more like a two-meter-long chameleon-like tongue than a hanging food-trap.

Implants: Access Jacks, Basic Biomods, Basic Mesh Inserts, Chameleon Skin, Cortical Stack, Cyberbrain, Mnemonic Augmentation, Puppet Sock

Movement Rate: 4/20

Aptitude Maximum: 30

Durability: 40

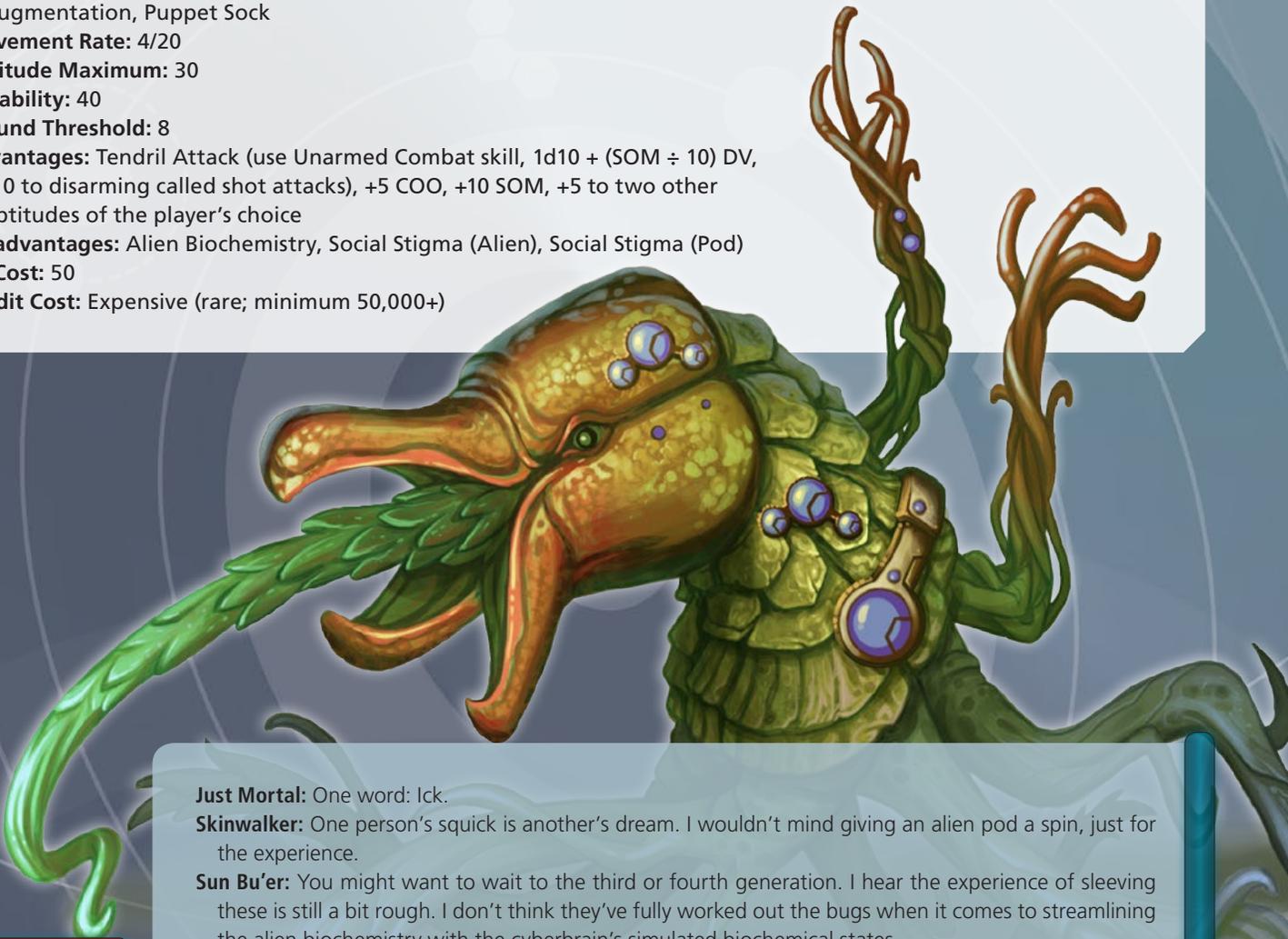
Wound Threshold: 8

Advantages: Tendril Attack (use Unarmed Combat skill, 1d10 + (SOM ÷ 10) DV, +10 to disarming called shot attacks), +5 COO, +10 SOM, +5 to two other aptitudes of the player's choice

Disadvantages: Alien Biochemistry, Social Stigma (Alien), Social Stigma (Pod)

CP Cost: 50

Credit Cost: Expensive (rare; minimum 50,000+)



Just Mortal: One word: Ick.

Skinwalker: One person's squick is another's dream. I wouldn't mind giving an alien pod a spin, just for the experience.

Sun Bu'er: You might want to wait to the third or fourth generation. I hear the experience of sleeving these is still a bit rough. I don't think they've fully worked out the bugs when it comes to streamlining the alien biochemistry with the cyberbrain's simulated biochemical states.

Violet Perdido: I know I was told that in the future I could be anything, but I never really imagined that would including being a houseplant.

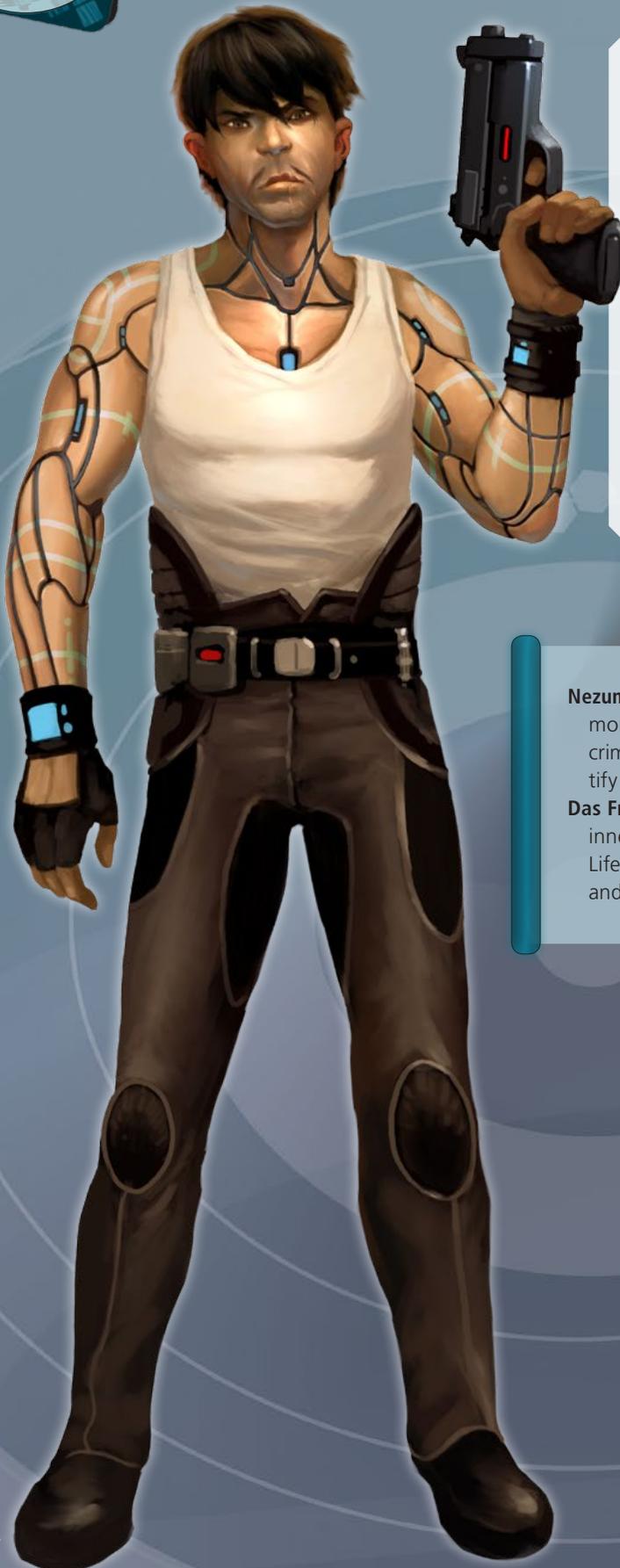
Nova Vida: In all seriousness, these don't see much use outside of certain gatecrashing ops. I've used one once and it has a lot more synthetic interface elements than most pods, not sure if this is because of the plant or the alien aspects though.

Plasmid: I did a bit of spec consulting on the whiplash and IIRC it's the plant elements; the sensory elements of flora are so much different from ours that it required a lot of major work.





WORKER POD



Part exalt human, part machine, these basic pods are virtually indistinguishable from humans. Worker pods are often used in menial labor jobs where interaction with humans is necessary.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Mnemonic Augmentation, Puppet Sock

Movement Rate: 4/20

Aptitude Maximum: 30

Durability: 35

Wound Threshold: 7

Advantages: +10 SOM, +5 to one aptitude of the player's choice

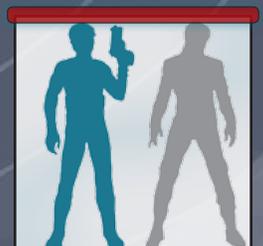
Disadvantages: Social Stigma (Pod) trait

CP Cost: 20

Credit Cost: High

Nezumi: Despite being pods, these are often favored as cheap morphs over synths. They're especially popular with some criminal and radical groups whose members really self-identify as working class.

Das Frettchen: There's a shadow war going on between two inner system pod production houses: Replicant and Ota Lifeworks. It's grown from patent infringement to black ops and tailored viruses targeting each other's products.



XU FU



Named after a historical Chinese explorer, many gatecrashers consider xu fuses the ideal exoplanet exploration synthmorph. Its main body sits atop 6 legs (up to 2 meters long, though retractable) that end in multidirectional smart wheels for quick travel, capable of rolling in any direction and over rough terrain. For exceptionally difficult terrain, the wheels can be retracted and the xu fu can maneuver as a walker. In addition to two standard arms, it features a third 2-meter long sensor-equipped limb for reaching far distances, overseeing obstacles, etc. Xu fuses have an impressive sensor package and are ideal for surface-based scouting as well as investigating tunnels, collecting samples, and so on.

Enhancements: 360° Vision, Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Direction Sense, Echolocation, Electrical Sense, Enhanced Hearing, Enhanced Vision, Extra Limbs (3 Arms/6 Legs), Grip Pads, Lidar, Mnemonic Augmentation, Pneumatic Limbs, Radar, Puppet Sock, Radiation Sense, Telescoping Limbs (Legs, 1 Arm), T-Ray Emitter

Mobility System: Walker 4/20, Wheeled 4/32

Aptitude Maximum: 30

Durability: 40

Wound Threshold: 8

Advantages: +5 COO, + 5 SOM, Armor (8/8)

CP Cost: 60

Credit Cost: Expensive (minimum 50,000+)

Nova Vida: Though it's designed for gate ops, this shell is getting a lot of traction within the solar system. It's just a useful, utilitarian morph.



used as slave labor in others, and even illegal in some areas. Because pods underwent accelerated growth in their creation and were mostly grown as separate parts and then assembled, their biological design includes some shortcuts and limitations, offset with implants and regular maintenance. They lack reproductive capabilities. In many habitats, their legal status is a hotly contested issue. For more details, see *Pod People*, p. 216, *Transhuman*.

Unless otherwise noted, pods are also considered *biomorphs* for all rules purposes.

SYNTHETIC MORPHS

Synthetic morphs are completely artificial/robotic. They are usually operated by AIs or via remote control, but the lack of available biomorphs after the Fall meant that many infugees resorted to resleeving in robotic shells, which were also cheaper, quicker to manufacture, and more widely available. Nevertheless, synthmorphs are viewed with disdain in many habitats, an option that only the poor and desperate accept to be sleeved in. Synthetic morphs are not without their advantages, however, and so are commonly used for menial labor, heavy labor, habitat construction, and security services.

All synthmorphs have the following advantages:

- **Lack of Biological Functions.** Synthmorphs need not be bothered with trivialities like breathing, eating, defecating, aging, sleeping, or any similar minor but crucial aspects of biological life.
- **Pain Filter.** Synthmorphs can filter out their pain receptors so that they are unhampered by wounds or physical damage. This allows them to ignore the -10 modifier from 1 wound (see *Wound Effects*, p. 207, *EP*), but they suffer -30 on any tactile-based Perception Tests and will not even notice they have been damaged unless they succeed in a (modified) Perception Test.
- **Immunity to Shock Weapons.** Synthmorphs have no nervous system to disrupt, and their optical electronics are carefully shielded from interference. Shock attacks may temporarily disrupt their wireless radio communications, however, for the duration of the attack.
- **Environmental Durability.** Synthmorphs are built to withstand a wide range of environments, from dusty Mars to the oceans of Europa to the vacuum of space. They are unaffected by any but the most extreme temperatures and atmospheric pressures. Treat as temperature tolerance (p. 305, *EP*) and vacuum sealing (p. 306, *EP*).
- **Toughness.** Synthetic shells are made to last—a fact reflected in their higher Durability and

built-in Armor ratings. Their composition also makes their physical strikes more damaging: apply a +2 DV modifier on unarmed attacks for human-sized shells and larger.

IDENTIFYING MORPHS

Morphs come in a wide variety of makes and models. While the original sylph brand was designed by Skinaesthesia, there are hundreds of copies, knock-offs, spin-offs, and alternative models out there that are all functionally similar, even if they have slightly different genetics. Many of these have their own model names, such as Sylphid, Cassandra, and Sedusa. In game terms, however, they are all treated as sylphs or perhaps knock-offs or variants.

Within *Eclipse Phase*, visually identifying a morph's model is not always easy, especially humanoid biomorphs with a standard body plan. Many morphs, such as octomorphs, neo-avians, remade, and arachnoids, are immediately recognizable (by type if not specific model) due to their obvious characteristics. Some people ID or boast of their morph model via their social networking profiles—assuming they tell the truth. Many brand-name morph models have a distinctive look or have been mass-produced to a degree that they are easily recognized (which makes for good camouflage; see the *Innocuous* trait, p. 146, *EP*). Even then, however, there is no guarantee that you are not dealing with an older, outdated model, an experimental version, or a newer, improved model. Since a biomorph or pod's looks are easily altered with a quick cosmetic change or some genetic tweaks, there is no guarantee that a sylph-looking morph is indeed a sylph. While synthmorphs are more easily identifiable due to their distinctive physical construction, even these may be masked. Pods tend to be more identifiable given the seamlined look with which they are typically designed and the corporate logos with which they are branded.

VISUAL ID

Characters that seek to visually identify a morph's general type (case, exalt, etc.) must make an appropriate Knowledge Skill Test, such as *Interest: Synthmorph Models* or *Profession: Morph Design*. A *Medicine* skill with an appropriate field (for biomorphs, including pods) or *Hardware: Robotics* skill (for synthmorphs) may be used as a complementary skill. Apply a -30 modifier for humanoid biomorphs that lack any specific physical characteristics that might give

them away (such as a bouncer's prehensile feet or a flat's noticeable advanced age). Other modifiers may be taken into account, such as a well-known brand-name or cookie-cutter-looks morph (+20) or use of a new prototype (-20). Use of an image recognition program to match the morph against known models applies an additional +20 modifier. If a morph has been intentionally masked, this test is made as an Opposed Test against the masker's Disguise, Medicine: Biosculpting, or Hardware: Robotics skill. A success will pinpoint the morph's type, common characteristics (major aptitude modifiers), and standard augmentations and enhancements. Every 10 points of MoS will reveal an additional insight, such as the particular manufacturer, model, specific traits, lesser-known capabilities, and any visible deviations the particular morph in question has from the model's norms.

EXAMINATION

An actual physical examination of a morph uses a Medicine skill with an appropriate field (for biomorphs, including pods) or Hardware: Robotics skill (for synthmorphs), but with a +10 modifier. Appropriate Knowledge skills may be used as a complementary skill. Use of the appropriate equipment (genetic testing), terahertz scanning, and so on will apply additional modifiers or simply identify the morph outright.

MORPH VARIANT RULES

Thanks to the capitalist inclinations of the hypercorp system, morphs are not only traded as valuable commodities, but as luxury goods for demanding consumers. While the majority of transhumanity has to settle for a stock splicer, flat, or case morph, many transhumans look for something that will help them stand out of the crowd. Knock-offs, variants, and limited edition models of popular morph lines thrive in the marketplace. The following optional rules introduce more variety into the game and can be used in any kind of campaign.

KNOCK-OFFS

Knock-off morphs are designed to resemble the stock version of a popular morph brand, with just enough cosmetic changes (exotic coloration or other bits of cosmetic flair) to avoid legal challenges by the brand-name morph's manufacturer. Their primary advantage is to undercut the price of the brand-name version, thus offering a cheaper alternative. The drawback is that they

sometimes come with a social stigma attached and may be of inferior quality. Many knock-offs are not just equal quality, but essentially the same as the brand-name version, as they are constructed using the same minifactories, blueprints, or pirated genetics as the originals. In markets where the brand-name version cannot be sold or easily acquired (whether for cultural, legal, or political reasons), local entrepreneurs may introduce a knock-off to fill the demand at the brand-name's market price.

In game terms, knock-offs are offered at a 10% cheaper Cost, but have the Social Stigma (Knock-off) trait. The knock-off version of a brand-name exalt, which normally retails at an Expensive Cost (20,000), would sell for 18,000. When a character acquires a new knock-off morph, the player rolls a Moxie x 10 Test and consults the Knock-off Test table.

Analyzing a morph to determine if it is a knock-off requires an Excellent Success (MoS 30+) on a visual test (see *Identifying Morphs*, p. 113), but can be more accurately ascertained with proper genetics or diagnostics tests as noted. Morph brokers who sell knock-offs do not like customers testing their product beforehand and will usually disallow or discourage it.

Knock-off morphs do not provide any social skill bonuses or penalties unique to that exact type of morph unless the viewer is fooled by the counterfeit. For example, a knock-off of a Futura morph would only provide modifiers based on its connection to the Lost Generation if the viewer thought it was an actual futura. Social modifiers based on the general morph type (biomorph, synthmorph, pod) still apply to the knock-off.

To make a Knock-Off test, make a Moxie x 10 Test and check the result on the Knock-Off Test table.

VARIANTS

Variant morphs are modifications of existing stock morph lines to better suit certain market segments with specific needs. While individuals can add implants to fine tune their morph as needed, when a large enough class of customers all need the same traits, it is more efficient to create a variant morph that addresses their needs. For example, colonists of an exoplanet with an ecosystem filled with virulent alien diseases might need splicers with the Rapid Healer and Improved Immune System traits. Instead of manually adding the traits to each morph, the hypercorp would create a variant morph for all new colonists.

The cost of creating a variant morph is substantial, so it is not done lightly. Nor do variants stray too

OPTIONAL RULE: MORPH VARIETY

Gamemasters that simply wish to introduce a bit of variety and randomness to the resleeving process can use a simple variation of the knock-off rules. Whenever a character sleeves into a morph they have never been in before, have them make a Moxie x 10 Test. On a Critical Failure, choose one of the options from the Severe Failure entry on the Knock-off Test table. On a Critical Success, choose one of the options from the Critical Success entry on the Knock-off Test table. ■

far from the stock version. Push a stock morph too far in one direction and it becomes an entirely new type of morph—and usually rapidly exceeds the project’s budget. Most variants are created by large organizations for internal use. Individual consumers typically prefer to customize stock morphs rather than buy variants with an unproven track record.

In game terms, a variant morph will have up to a total of 20 CP of modifications which are different from the original version’s traits and implants. A variant morph may shift up to 10 points of aptitude bonuses into any aptitude desired. Note that the difference in cost counts for both negative and positive modifications. For example, a variant morph with a 10 CP negative trait and a 10 CP positive trait can’t take any further modifications. For the purposes of variant morphs, an implant with a moderate or lower price costs 1 CP, high costs 5 CP, and expensive costs 20 CP.

Variant morphs are often unavailable on the open market. When they are, they usually cost 2–20% more than the stock version.

EXAMPLE: ZEN PILOT VARIANT MORPH

Zen pilots are a variant of the hibernoid biomorph. They are designed to withstand high emotional distress from long periods of isolation in deep space. With the endocrine control and drug gland implants, zen pilots can survive being completely alone for years at a time.

Implants: Basic Biomods, Basic Mesh Inserts, Circadian Regulation, Cortical Stack, Hibernation, Endocrine Control, Drug Glands (Comfort and Juice)

Aptitude Maximum: 25

Durability: 35

Wound Threshold: 7

Advantages: +10 WIL

CP Cost: 30

Credit Cost: Expensive (minimum 30,000)

EXAMPLE: MARTIAN VARIANTS

Almost all of the common biomorphs have been adapted by one party or another for survival in Mars’s partially terraformed outdoors. Martian versions exist for exalts, furies, ghosts, mentons, neo-hominids, olympians, sylphs, and all of the varieties of pods, among others. These “red” variants have the following changes:

Implants: Add Enhanced Respiration and Temperature Tolerance.

CP Cost: Remains the same.

Credit Cost: Remains the same, but add 10,000 when not on Mars.

KNOCK-OFF TEST

RESULT	MODIFICATIONS
Failure	Social Stigma (Knock-off) and –5 to one randomly-selected aptitude
Severe Failure (MoF 30+)	Social Stigma (Knock-off) and choose one: –10 to one aptitude, Aggressive GRM, Drug Fiend, Frail (Level 1), Genetic Defect (Level 1), Lemon, Neural Damage, Personality Artifact, Proprietary Tech, Severe Allergy (Level 1), Unattractive (Level 1), Uncontrollable Urge, Unfit (Level 1), Weak Immune System (Level 1), Zero-G Nausea
Critical Failure	Social Stigma (Knock-off) and choose two from Severe Failure (above) or one from this list: Frail (Level 2), Genetic Defect (Level 2), Low Pain Tolerance, Severe Allergy (Level 2), Unattractive (Level 2), Unfit (Level 2), Weak Immune System (Level 2)
Success	Social Stigma (Knock-off)
Excellent Success (MoS 30+)	Social Stigma (Knock-off), but tests to determine the morph’s knock-off status suffer a –30 modifier.
Critical Success	As Excellent Success (above) and choose one of the following traits: Drug Exception, Improved Immune System (Level 1), Limber (Level 1), Pain Tolerance (Level 1), Rapid Healer, Skill Artifact, Striking Looks (Level 1), or Tough (Level 1). Alternatively, one negative trait may be removed from this morph (but not the Social Stigma (Knock-Off) trait).

Note that some traits are only applicable to certain types of morphs (synthmorphs cannot take Rapid Healer, for example).

OUTER SYSTEM MORPH VARIANTS

Many morphs used in outer system environments are tailored with modifications specific to the locale.

BIOMORPHS WITH CYBERBRAINS

The cultures of the outer system are far more accepting of forking and regular resleeving. For this reason, many biomorphs in the outer system are equipped with cyberbrains rather than organic brains by default. This makes the resleeving process quicker (less than a minute as opposed to an hour) and makes it substantially easier to fork. The drawback is that cyberbrains are vulnerable to hacking (p. 261, *EP*).

Biomorphs with this option have Access Jacks, Cyberbrain, Mnemonic Augmentation, and an optional Puppet Sock. Increase CP Cost by 5; Credit Cost remains the same.

CEREAN VARIANTS

Biomorphs on Ceres must be capable of handling the ammonia content in the water in addition to the pressure.

Cerean Aquanaut: As the aquanaut biomorph (p. 150, *Gatecrashing*), but equipped with hydrostatic pressure adaption. CP and Credit Costs remain the same.

Cerean Neo-Cetaceans: Neo-cetaceans modified for survival on Ceres also have gills, hydrostatic pressure adaption, temperature tolerance (improved cold; p. 166, *Sunward*), and toxin filters. Increase CP Cost by 10; Credit Cost remains the same.

Cerean Octomorph: Favored by the Hidden Concern, Cerean octomorphs are equipped with eelware, hydrostatic pressure adaption, temperature tolerance (improved cold; p. 166, *Sunward*), and toxin filters. Increase CP Cost by 10; Credit Cost remains the same.

EUROPEAN VARIANTS

Various biomorphs have been adapted to survive in the intense pressures and deep cold of the subsurface European waters.

European Aquanaut: As the aquanaut biomorph (p. 150, *Gatecrashing*), but equipped with hydrostatic pressure adaption. CP and Credit Costs remain the same.

European Uplifts: Neo-cetaceans and neo-octopi are natural fits for the European environment. Any of these morphs (including the takko) can be modified for survival on Europa, adding hydrostatic pressure adaption and temperature tolerance (improved cold; p. 166, *Sunward*). Increase CP Cost by 5; Credit Cost remains the same.

European Orca: The greatest success to date is the European orca, a cetacean uplift that upgrades the neo-orca with carapace armor, eelware, enhanced vision, hydrostatic pressure adaption and temperature tolerance (improved cold; p. 166, *Sunward*). Increase CP Cost by 10; Credit Cost remains the same. These are especially useful as undersea guards or mercenaries.

OUTER SYSTEM SYNTHMORPHS

Given that social attitudes toward cases and synths (and similar low-end shells) are not as prejudiced in autonomist and some other outer system cultures, gamemasters may wish to disallow the Stigma: Clanking Masses negative trait in campaigns based primarily in these areas. To balance this out, gamemasters may require these morphs to take the Uncanny Valley negative trait instead.

TITANIAN VARIANTS

Commonly encountered morphs on Titan include:

Titanian Fliers: Lunar fliers (p. 162, *Sunward*) augmented with temperature tolerance (improved cold; p. 166, *Sunward*). CP and Credit Costs remain the same.

Titanian Olympians: Often used by athletes and outdoor workers, these are standard olympian biomorphs augmented with temperature tolerance (improved cold; p. 166, *Sunward*). CP and Credit Costs remain the same.

LIMITED-EDITION MORPHS

Limited-edition morphs are made to fulfill social needs rather than political or utilitarian needs. Hypercorp morph designers make most of their credits by selling limited-edition morphs to hyperelite customers with a burning desire to show off their taste and wealth. Autonomist morph designers create limited-edition morphs to commemorate great deeds or show off their artistic skills as a kind of living performance art. No matter what the political orientation of a particular morph designer, the basic motive remains the same—to signify that this particular group of morphs is special and unique in a post-scarcity society.

In game terms, limited-edition morphs all have the Unique Look trait (p. 95, *EP*). The cost of a limited-edition morph is vastly more expensive in hypercorp territory, depending on how unique the look is. The most expensive limited editions can cost up to 100 times the cost of a stock version of that morph, which has led to a speculative market for limited-edition morphs. Some hyperelite collect them like pre-Fall artwork.

Autonomist-manufactured limited edition morphs will generally cost the same as a stock morph, but characters who want the morph must get the approval of the morph's designer. Characters who make or modify their morph to resemble a limited edition typically suffer large rep loss when it is revealed.

The exact nature of the Unique Look trait is only limited by the imagination of the gamemaster. Hypercorp limited editions tend to use expensive and proprietary technology along with legal protection to create a look that can't be replicated. Limited-edition morph designers in autonomist regions tend to use reputation and social awareness to keep the look of their product unique. Some examples are presented below.

THE PANTHEON

Hyperelite designer Venturi Ballard created the ultimate limited-edition line of morphs: a series of unique morphs, each themed after a different celestial object. Currently, there is one morph for every inhabited planet and heavily populated moon in the solar system. Furthermore, Ballard has gone to great lengths to build each morph on the planet it is meant to represent and tries to keep them on that planet, using both legal and technological safeguards to ensure the morph stays there. Rumors of secret contracts, ultimate mercenaries, and other extreme measures circulate freely through the mesh, something Ballard seems to encourage. This quirk has made the Pantheon even more famous, as transhumans throughout the solar system debate whether Ballard has the right to control a morph he designs to that extent.

The launch of the Pantheon line was a major media event, with gala balls, auctions, behind-the-scenes drama, and political protests from activists who decried the Pantheon morphs as a tremendous waste of resources. Since their

unveiling, the morphs have become celebrities themselves, regardless of the ego sleeved in them. Bloggers, x-casters, and paparazzi follow the Pantheon morphs, keeping track of their movements and the egos sleeved in them. Even past owners of the Pantheon morphs attract stalkers, particular ones that fans hate or love. The Pantheon fan base argues endlessly about who deserves to be sleeved in one and who should be banned. Some fans stalk egos that used drugs or engaged in risky behavior that put the morph in danger. The most devoted fans believe the morphs have feelings independent of the ego and write elaborate stories about them.

Ballard has released a Pantheon morph for Mercury, Venus, Luna, Mars, Europa, Titan, Oberon, and Titania. Each is a biomorph suitable for its locale and each is worth at least 10 times the price of its stock version. The Luna, Venus, Mars, and Titan morphs are each worth millions. There is no Earth Pantheon morph, as Ballard has said it would only be right when the Earth can be inhabited again by transhumans. The Jovian Republic has prohibited Ballard from creating any Pantheon morphs for its territory. Ballard is rumored to be creating new Pantheon morphs for exoplanets like Sky Ark and Ascension.

HEIRLOOM

A more common limited-edition morph, the Heirloom is a splicer morph created with genetic material from famous historical figures. They are typically priced as Expensive morphs, though some particular figures are cheaper or more expensive than others.

Even before the Fall, highly eccentric and well-funded grave robbers discreetly collected DNA samples from the remains of dead celebrities, royalty, famous artists and thinkers—whoever they could. Combined with samples from known relatives, these ghoulish collectors had the ability

EXAMPLE

The Venus Pantheon morph is a modified female Venusian glider morph with the Striking Looks (Level 2) and Unique Look traits. The Venus morph is colored to resemble the skies of Venus, a brilliant combination of white, ochre, and yellow. The morph is tattooed with symbols from ancient depictions of Venus, including Mayan and Chinese star maps. The most striking feature is the Morning Star, which appears to be a small glowing star that orbits the

EXAMPLE

Venus Morph. Most believe the Morning Star is a custom-built gnat bot, but others believe it is an alien artifact recovered from an exoplanet. The Venus morph is currently located on the Octavia aerostat, owned by the mayor, Halis Sapien, who loans the morph out to friends and visiting celebrities. Some popular socialites have traveled all the way from Titan, just for a chance to sleeve in the Venus morph.



to clone some celebrities, though legal restrictions prevented them from doing so except in a few outlaw countries and off-world. After the Fall, things changed. Some collectors made it off Earth with their libraries of famous DNA intact, but in desperate need of money. They sold their collections to a group of unscrupulous morph brokers, who in turn created the Heirloom morph line. With the old governments shattered by the Fall, no one was in a position to oppose this, especially as they became an extremely profitable morph line. Many Fall survivors wanted to carry a bit of old Earth history with them. How better to do that than with a famous person?

Heirlooms promise 100% DNA authenticity, but in reality, most of the “clones” from the 20th century and earlier are only approximations—composites made from genetic fragments from grave remains from several generations of relatives. Some engineering and cosmetic surgery is done on the morph to make it look exactly like the person in question. Each Heirloom is implanted with a database about the person on which it is based, so the ego sleeved in it will be able to answer any trivia questions about the person.

Several morph brokers sell Heirlooms. In order to keep them profitable, they enforce a mutually agreed artificial scarcity. Each Heirloom dealer agrees to sell only a certain number of morphs based on person X per quarter. If a particular Heirloom is destroyed, the dealer can replace it. The most common Heirlooms are photogenic celebrities from the late 20th century and later, as they are the ones with the highest demand. Famous political figures, especially dictators and other prominent national leaders, are the second most popular. Intellectuals and artists have modest demand. Royalty is the least popular, as few transhumans care enough about Earth history to recognize old aristocrats on sight, but some hyperelites prefer them. A few libertine gerontocrats even commission Heirlooms with the genetic flaws of the original person left intact. At least one hunchbacked Richard III has been spotted in a Martian night club.

Scum genetic engineers have created parody Heirlooms of madmen, killers, and Hitler. These are normal splicers altered by cosmetic surgery, and are usually found in scum or autonomist habitats. Hitler morphs are becoming quite common in scum swarms, including variations like female Hitlers, synth Hitlers, and even uplift Hitlers, which are usually just octomorphs with implanted mustaches.

TITAN BUSTER

A Barsoomian collective fights the good fight against the remnants of the TITAN presence in the TQZ on Mars. In order to bolster recruitment, the collective rewards fighters who survive six months of active service with a TITAN Buster morph—either a fury or reaper morph with specialized unit decals tattooed or etched on the skin of the morph, plus a notification throughout the autonomist social networks of the character’s achievement. TITAN Busters enjoy positive modifiers when making Social Skill Tests against autonomists or characters with a grudge against the TITANs. Characters that earn the TITAN Buster morph but have to egocast to another habitat may modify another fury or reaper morph to show the TITAN Buster unit decals (a Low cost bodysculpt). Any character that is caught posing as a TITAN Buster without putting in the time is likely to get a flood of negative pings from the @-rep network.

RESLEEING

Resleeving (also called remorphing) is the process of giving a new body to an ego. Changing bodies is a normal part of life for hundreds of millions of transhumans, and it is an even more frequent occurrence for people in certain professions. Characters involved in specialized work may resleeve as often as once a month. Those who travel frequently may do so even more often. Also, given the number of infugees who died during the Fall but have now acquired a new morph, the vast majority of transhumanity has resleeved at least once. As such, most transhumans are accustomed to resleeving.

Adjusting to a new body takes time and a bit of effort (see *Integration*, p. 119). Resleeving is also difficult psychologically, as reflected by continuity (p. 120) and alienation (p. 119).

Once an ego fully inhabits a new morph, the new morph’s cortical stack needs ten minutes to amass a complete backup of the ego.

RESLEEING BIOMORPHS AND PODS

Resleeving takes about an hour in a properly equipped clinic. In essence, the process works like uploading in reverse. The new sleeve is hooked up to an ego bridge that infiltrates the brain with nanobots that physically restructure the brain’s neural structure and connections according to the map provided by the backup. Sleeving takes six times as long as uploading because the nanobot swarm working as a wet printer in the template brain needs to duplicate

the entire physical structure of the ego's neural network. For resleeving, a "wet" ego bridge is used, meaning that the sleeve and ego bridge are submerged in a vat filled with nanogel.

Sleeving into a pod only takes half an hour, as their brains are half biological, half cyberbrain.

RESLEEING SYNTHMORPHS

Resleeving into the cyberbrain of a synthmorph is much easier and quicker, being a matter of copying the backup into the cyberbrain (an instantaneous affair) and then running the backup in its virtual brain state (1 Action Turn). The drawback to synthmorphs is that they are more difficult to acclimate to (see *Integration*, below), they are vulnerable to cyberbrain hacking (p. 261, *EP*), and synthmorphs are viewed as low class in some cultures.

EVACUATING A CYBERBRAIN

Characters inhabiting a synthmorph cyberbrain may voluntarily choose to evacuate by copying themselves as an infomorph onto another device. This takes 1 full Action Turn; see *Infomorph Resleeving*, p. 120.

RESLEEING COSTS

The costs involved for the resleeving process itself are generally subsumed in the costs of the backup insurance and/or the new sleeve itself. Costs for individual morphs are noted in their descriptions. See *Morph Brokerage* (p. 121) for rules on finding and acquiring morphs.

INTEGRATION

Getting used to a new body typically takes some time. The character must become acclimated to the changes in height, weight, sex, and capabilities, which often requires unlearning ways of doing things that worked fine for their previous form. Resleeving in a synthetic morph or an uplift is also quite confusing at first, given the drastically different morphologies, change in limb structure (and sometimes amount of limbs), and so on. Luckily, transhuman minds are adaptive things, and this process is aided by the application of mental "patches" during the resleeving process that give the character a bit of a boost for using their new body.

An ego in a new morph makes an Integration Test upon taking control of the body, rolling SOM × 3 (morph bonuses do not apply) and applying modifiers from the Integration and Alienation Modifiers table. The result of the test is explained on the Integration Test table.

ALIENATION

After loss of continuity, the other major factor impacting resleeving characters is alienation. Once the ego has its new sleeve under control, it's time to look in the mirror. The Alienation Test reflects the experience of coming to terms with a new face, skin, and brain. For example, transferring to a

INTEGRATION TEST

TEST RESULT	EFFECT
Critical Failure	Character is unable to acclimate to the new morph—something is just not right. Character suffers a –30 modifier to all physical actions until resleeved.
Severe Failure (MoF 30+)	Character has serious trouble acclimating to the new morph. They suffer a –10 modifier to all actions for 2 days plus 1 day per 10 full points of MoF.
Failure	Character has some trouble acclimating to new morph. They suffer a –10 modifier to all physical actions for 2 days plus 1 day per 10 full points of MoF.
Success	Standard acclimation period. The character suffers a –10 modifier to all physical actions for 1 day.
Excellent Success (MoS 30+)	No ill effects. Character acclimates to new morph in no more than a few minutes.
Critical Success	Lookin' good! This morph is an exceptionally good fit for the character. No ill effects; gain 1 Moxie point for use in that game session only.

INTEGRATION AND ALIENATION MODIFIERS

SITUATION	EFFECT
Familiar; character has used this exact morph extensively in the past	+30
Clone of prior morph	+20
Character's original morph type (what they were raised with)	+20
Adaptability trait (Level 2)	+20
Adaptability trait (Level 1)	+10
Character has previously used this type of morph	+10
First time resleeving	–10
Character is an AGI sleeving into a physical body	–10
Character is an uplift resleeving in a non-uplift (of their type) body	–10
Synthetic morph	–10
Sex change (from last morph)	–10
Morph is heavily modified	–10
Morphing Disorder trait (Level 1)	–10
Morphing Disorder trait (Level 2)	–20
Infomorph (does not apply to AGIs) (Alienation Test only)	–20
Fork (Alienation Test only)	–20
Morphing Disorder trait (Level 3)	–30
Exotic morph (see <i>Exotic Morphs</i> , p. 120)	–30

radically different morph (such as a swarmanoid) can be difficult to grasp. Uplifts often struggle to get acquainted with the unusual hormonal urges of a human biomorph and vice versa. While the character's ego is as it was in their last sleeve, the brains and neurochemistry of many morphs may alter aptitudes like WIL or COG. The effects of this can be frustrating or disorienting.

Every character makes an Alienation Test to reflect how mentally stressful it is to get a grip on their new body, rolling INT × 3 and apply modifiers from the Integration and Alienation Modifiers table. Consult the Integration Test table (p. 119) to determine the effects.

CONTINUITY TEST

Perhaps the biggest shock that strikes most resleeving characters is the loss of continuity of self. This is particularly true for characters who died. If their cortical stack was retrieved, they will remember their own death. If they were restored from an archived backup, they will not remember their death, but they will have lost an entire period of their life—all the way back to their last backup. In fact, if their body was not recovered, they may not even know that they are dead for certain—there may be a surviving copy of themselves out there. The driving point in this loss of continuity is a sort of existential crisis—they are no longer the original person they once were. This leads some to question whether they are who they think they are, or are they some poor imitation and not a real person at all?

To determine how this loss of continuity affects a character, make a Continuity Test by rolling WIL × 3. Every character suffers stress from loss of continuity, as noted on the Continuity Stress table. Reduce this stress damage by 1 point per 10 full

points of MoS on the Continuity Test, or increase it by 1 point for every 10 full points of MoF.

INFOMORPH RESLEEING

Rather than resleeving into a physical body, a backup may instead be instantiated as an infomorph, a purely digital form. Infomorphs are distinct from backups in that backups are inert files. Infomorphs are backups imprinted onto a virtual brain template and run as a program. This virtual brain state must be run on a specific device and follows all of the rules noted for infomorphs on p. 265, *EP*. Infomorphs may copy themselves to other devices, typically erasing themselves from the previous device as they go. Infomorphs that copy without erasing are treated as forks.

Characters instantiating as infomorphs must make Continuity and Alienation Tests, just like resleeving.

Infomorphs may be resleeved into physical morphs, following normal resleeving rules.

ALIENATION TEST

TEST RESULT	EFFECT
Critical Failure	Extreme Dysmorphia. The character doesn't like their new sleeve at all and suffers 2 stress points per 10 full points of MoF.
Failure	Character is uneasy about the new morph and suffers 1 stress point per 10 full points of MoF.
Success	Character adapts to their new look well. No ill effects.
Critical Success	Best. Morph. Ever. The new morph jives perfectly with the character's sense of self, and even enhances it somewhat. The character actually heals $1d10 \div 2$ (round up) stress points.

EXOTIC MORPHS

A number of morphs count as exotic for the purposes of Integration and Alienation Test modifiers (−30):

- All uplift morphs other than neo-hominids and neanderthals.
- All non-humanoid pods: chickcharnies, novacrabs, scurriers, whiplashes, etc.
- Unusual biomorphs such as ariels, cloud skates, huldurs, ripwings, salamanders, and suryas.
- Synthmorphs, bots, and vehicles with unusual morphologies: fenrirs, flexbots, nautiloids, skulkers, smart swarms, swarmanoids, and takkos.
- Habitats.

CONTINUITY STRESS

SITUATION	STRESS VALUE
Backup from cortical stack	
Character remembers peaceful or not notable death	$1d10 \div 2$ (round down)
Character remembers sudden or violent death	1d10
Backup from archive	
Short memory gap (less than 1 day)	$1d10 \div 2$ (round down)
Memory gap greater than one day	1d10
Not knowing if/how you died	+2
Uploading-to-resleeve with continuity (p. 269 <i>EP</i>)	0
Uploading-to-resleeve without continuity	$1d10 \div 2$ (round down)
Character is a fork	2

RESLEEING AND THE GAMEMASTER

The gamemaster has a fine amount of control over what a character can obtain when resleeving. The characters may be supplied with new morphs by Firewall or whatever employer/patron for whom they are currently working. In this case, the gamemaster can simply assign whatever morphs they see fit—with complete control over enhancements, traits, etc. While morphs should be tailored for the mission at hand, this presents an opportunity for the gamemaster to throw the characters some new toys to play with and also some new challenges to overcome. Gamemasters are encouraged to mix it up, have fun, and give players something they can work with without necessarily giving them everything they want.

In other cases, the availability of desired morphs may be limited by the resleeving location. A small outpost in the wilds of Mars is unlikely to have a wide selection of morphs—in fact, a few rusters and synthmorphs may be all they have. Similarly, large habitats have a high demand for good morphs, so there may be a waiting list for top-of-the-line sylphs or remade morphs. In the same vein, available morphs are going to be subject to local legalities, so getting that reaper morph may be out of the question. Characters could always turn to black market morph providers, but these come with their own risks.

What this means is that gamemasters should never be afraid to say no if a character is pursuing a morph that is unreasonable or potentially disruptive to the game. While it's good form to give the players what they want once in a while, it also makes for more interesting roleplaying to saddle them with morphs that are a little different than what they were hoping for or that come with some interesting challenges, such as a physical addiction. For extra fun, leave the character unaware of a morph's negative traits or secret implants until they reveal themselves. As always, the goal is to have fun, but variety often helps with that. ■

MORPH BROKERAGE

Morphs are a major commodity in transhuman society. The technology and materials needed to grow new morphs are cheap and abundant, though they take time. Cloned biomorphs take at least a year and a half, even with accelerated growth. Pods, which are typically pieced together from vat-grown parts, take about 6 months. Synthmorphs like cases and synths can be produced in a day, whereas more complicated models can take a week or more. Theoretically, supply will one day outstrip demand to the point where flesh is free.

Characters have several options for acquiring morphs when they travel by egocast, suffer heavy damage, or just feel like a new body. When egocasting, the most common method for travelers of middling means is to store their current morph in a body bank's secure facility and lease a morph at their destination. Less commonly, characters may rely on public resleeving facilities, or if they have the means they may purchase a new morph outright. Characters who expect to stay at their destination indefinitely or who decide to resleeve but aren't traveling might instead opt for a trade-in on their old body, leaving it behind permanently in most cases.

MORPH AVAILABILITY

As noted under *Resleeving and the Gamemaster*, finding the model of morph you want is not always easy. While many basic morph types (cases, synths, splicers) are generally available,

characters can also locate new morphs using their Networking skills (see *Reputation and Social Networks*, p. 285, *EP*). Certain morph types are harder to find than others; the gamemaster should apply an appropriate modifier for any morphs that seem rare or unusual (for example, swarmanoids or reapers). Likewise, some morphs may simply be unavailable in a given locale. Rusters are rarely available off of Mars, for example, while on Europa, most morphs are exotic local aquatic varieties.

The gamemaster determines which factions are able to provide new morphs in a given locale. Factions will not provide morphs that are unavailable to that faction as starting characters. If the faction is not the dominant one in that locale, a penalty should be applied, ranging from -10 to -30. Despite having a presence in a given locale, some factions may be unable to provide morphs at all.

If the character is seeking a customized morph with specific implants or enhancements, the search will be more challenging. The gamemaster should apply a -10 to -30 modifier here as well, depending on the extent and legality of the modifications sought.

MORPH ACQUISITION

Once a morph is located, the character may call in favors (p. 289, *EP*) or pay credits for it. In the inner system, morph prices are often inflated by demand in the market such that the most desirable morph types can cost a small fortune. Outsystem,



prices in rep are more reasonable but still steep due to population pressures on life support-dependent outer system settlements. For travelers and frequent body hoppers, there are a number of ways to defray these costs.

BROKERAGE AND MATCHMAKING

Finding morphs for travelers and the bodiless is a specialized skill demanding deep social networks and a flair for negotiation. In general, it's a seller's market, so brokers (or "matchmakers," as they're called in the open economy) act as agents for the person seeking a body. Listed morph costs assume a 10% fee paid to the broker. Characters wishing to cut out the middleman may reduce cost by 10% but take a -30 penalty on their Networking Test to locate an available morph.

CUSTOMIZED MORPHS

If a character seeks to have a customized morph (with extra bioware, cyberware, or nanoware implants or robotic enhancements), the costs for these enhancements are added to the morph's cost (if the gamemaster chooses, discount package deals may apply). Likewise, morphs may come saddled with positive or negative morph traits (p. 145, *EP*). These traits raise or lower the morph's cost at a rate of +500 credits per CP for positive traits, or -200 credits per CP of negative traits. Negative traits typically reflect abuses the morph has suffered at the hands of previous occupants.

TRADE-IN

For those who wish to leave their old morph behind permanently, trade-ins on current morphs are an option. The high demand for bodies means that a buyer is almost always available unless the gamemaster finds extenuating circumstances. Morphs may be traded in for the value shown on the Morph Costs table (adjusted for any positive or negative traits), less a 10% physical exam and finder's fee. This is either paid to the morph broker in cred or rendered as a favor using rep.

PATRON PROVISIONING

Characters on missions for rich or influential patrons may have morphs provided for them. Normally such provisions are made for the duration of a job, although less commonly the morph itself might be payment for services rendered. Gamemasters are encouraged to be creative with such arrangements, though players should be advised that such bargains can quickly turn Faustian.

BLACK MARKET MORPHS

Black market body traders promise to provide the buyer with morphs and upgrades of choice regardless of a habitat's laws against weapons or implants, in addition to bypassing standard arrival registration via darkcasting. Illegal morphs usually come with a price markup (+25% at least), whereas used morphs with unsavory backgrounds (and traits) can usually be acquired on the cheap (-25%).

INDENTURE

Characters who find themselves too destitute to afford a new morph can strike a deal for indentured service—a "deal" that is rarely advantageous to the new indenture. Typical contracts require years of indentured labor—terraforming Mars, herding comets, asteroid mining, constructing habitats, colonizing exoplanets, etc.—in exchange for a cheap synthetic morph or splicer at the end of the term. Gamemasters may use their discretion in offering such terms, though in many cases the terms offered will temporarily or permanently end the character's career as a free agent. Hypercorps using indentured labor are notorious for changing the terms at a whim, extending the service period, or slamming the indenture with a slew of hidden and outrageous charges that were not made clear up front. Characters may, of course, enter into such service fully intending to grab their morph and run at the first opportunity, but the hypercorps are very protective of their investments. Indentures are closely monitored and tracked, and the hypercorps are not above sending ego hunters to retrieve a runaway.

PUBLIC RESLEEING

Some locales, notably Titan, have a well-developed public resleeing infrastructure intended to provide a body to anyone who needs one. Morphs provided are usually unremarkable cases, synths, or splicers with no Positive traits or optional implants. Anyone holding citizenship in a locale with public resleeing may apply for a body. Wait times are between a month and two years, with Reputation influencing wait times at the gamemaster's discretion.

RENTING MORPHS

For temporary visits where an infomorph won't do, morphs may be leased rather than bought. The cost to rent a morph is 1% of its cost per day, plus a Low charge for resleeing. This cost includes rental insurance (see below). If the rental insurance is waived (not always possible unless you have a good Rep), the rental cost may be reduced by half.

CUSTOM-GROWN OR -DESIGNED MORPHS

Some people are very particular about their morphs. To them, nothing “off the shelf” will do, even if it’s a customized model tricked out with specific implants, traits, and biosculpting. Instead, they desire something unique, something that must be specially grown or designed.

In the case of biomorphs, this usually means that the patron desires a very specific set of genetic traits. This could be traits from their original genetic lineage, traits copied from someone they idolized or honored, genes artfully crafted by a renowned genetic designer, or mystery traits purchased at great expense from the Factors or extracted from a lost TITAN lab. Alternatively, it could mean the client seeks something more specific, such as an exact duplicate clone of their original body.

While it is possible to put an existing morph in a healing vat and alter its genetics with metamorphing nanoviruses in a matter of days, these procedures

are difficult and prone to disaster. In many cases, it is preferred to simply grow the desired clone from scratch, though even with accelerated growth this takes from 1.5 to 2 years (or 6 months to 1 year in the case of pods). Nevertheless, some hyperelites have taken steps to ensure that the morph they desire is available at all likely egocast destinations.

Though rarer, custom synthmorphs are sometimes sought after, usually by people who wish to showcase unique or artistic robotic designs, but sometimes also by engineers or agents who are field-testing prototypes. Assuming blueprints are available, such models can be constructed in a matter of hours or days.

Aside from time, the largest barrier to custom and unique morph designs is typically cost. Ultimately it is the gamemaster’s decision on what expenses such measures entail—usually starting at Expensive and moving up—or even whether they are possible at all. ■

Characters who are leasing a morph may also use their previous morph as collateral. In this case, deduct the cost of the character’s current morph from the rental morph before calculating the 1% cost per day, with a minimal rental cost of 10 credits per day.

PENAL LEASE

Characters visiting the inner system or Jovian Republic may be able to lease morphs belonging to prisoners. In most jurisdictions, criminals are sentenced to terms in rehabilitative simulspace with a stipulation that the prisoner’s morph becomes state property during their term of incarceration. Morphs acquired this way often have complicated histories but also tend to have modifications useful to Firewall agents. Conversely, characters who find themselves imprisoned may be subject to having their body leased out during incarceration.

The effects of taking a penal lease are at the discretion of the gamemaster. A character may have to pull some strings with their Reputation in order to lease such a morph, especially if it has restricted or illegal modifications. Negative traits, cases of mistaken identity, and unfortunate encounters with friends and associates of the morph’s former occupant are among the possible drawbacks to this type of arrangement. On the up side, penal leases may reduce costs for both leasing and insuring the morph, again subject to the gamemaster’s discretion.

RENTAL INSURANCE

Leased morphs must be covered by an insurance policy, which often restricts the character from breaking the law or taking the morph anywhere too dangerous or lawless. Characters may purchase hazard insurance that will cover taking the morph into certain dangerous situations, but this will double the rental price at minimum.

If a character suffers extensive organic damage or death while insured, the insurance will cover 80% of the morph’s cost, meaning that the character is expected to pay the other 20%. If they cannot pay, their possessions or their stored morph may be seized in payment.

If a character violates their insurance policy by intentionally putting themselves in harm’s way above the threat level at which the policy was purchased, without first communicating with and rendering payment to the insurer, the policy may be declared void. If the leased morph dies under a voided policy and the character cannot pay to replace it, their possessions and stored morph may be subject to seizure.

Seizure takes different forms depending upon the local economy and legal system. In hypercorp space, it is a straightforward seizure of liquid assets, including forced uploading if the character’s morph is seized. Elsewhere, the character is more likely to end up owing a lot of favors or taking severe hits to their reputation, but they are unlikely to undergo forced uploading or outright physical seizure of their morph.

IMPLANTS

IMPLANT	TYPE	PAGE	IMPLANT	TYPE	PAGE
Access Jacks	Cyberware	p. 306, <i>EP</i>	Enhanced Hearing	Bioware	p. 301, <i>EP</i>
Adrenal Boost	Bioware	p. 302, <i>EP</i>	Enhanced Pheromones	Bioware	p. 305, <i>EP</i>
Anti-Glare	Cyberware	p. 306, <i>EP</i>	Enhanced Respiration	Bioware	p. 305, <i>EP</i>
Basic Biomods	Standard	p. 300, <i>EP</i>	Enhanced Respiration (Specific)	Bioware	p. 152, <i>Gatecrashing</i>
Basic Mesh Inserts	Standard	p. 300, <i>EP</i>	Enhanced Smell	Bioware	p. 301, <i>EP</i>
Bioweave Armor (Heavy)	Bioware	p. 303, <i>EP</i>	Enhanced Vision	Bioware	p. 301, <i>EP</i>
Bioweave Armor (Light)	Bioware	p. 302, <i>EP</i>	Fat Storage	Bioware	p. 197, <i>Transhuman</i>
Bodysculpting	Cosmetic	p. 309, <i>EP</i>	Gait Masking	Nanoware	p. 149, <i>Panopticon</i>
Carapace Armor	Bioware	p. 303, <i>EP</i>	Gas-Jet System	Cyberware	p. 166, <i>Sunward</i>
Chameleon Skin	Bioware	p. 303, <i>EP</i>	Ghostrider Module	Cyberware	p. 307, <i>EP</i>
Circadian Regulation	Bioware	p. 304, <i>EP</i>	Gills	Bioware	p. 305, <i>EP</i>
Claws	Bioware	p. 304, <i>EP</i>	Gliding Membrane	Bioware	p. 166, <i>Sunward</i>
Clean Metabolism	Bioware	p. 304, <i>EP</i>	Grip Pads	Bioware	p. 305, <i>EP</i>
Cortical Stack	Standard	p. 300, <i>EP</i>	Hand Laser	Cyberware	p. 308, <i>EP</i>
Cyberbrain	Standard	p. 300, <i>EP</i>	Hardened Skeleton	Cyberware	p. 308, <i>EP</i>
Cyberclaws	Cyberware	p. 307, <i>EP</i>	Hibernation	Bioware	p. 305, <i>EP</i>
Cybercortex	Cyberware	p. 148, <i>Panopticon</i>	High-G Adaptation	Bioware	p. 152, <i>Gatecrashing</i>
Cyberlimb	Cyberware	p. 307, <i>EP</i>	Hyper-Linguist	Bioware	p. 301, <i>EP</i>
Cyberlimb Plus	Cyberware	p. 308, <i>EP</i>	Hydrostatic Pressure Adaptation	Bioware	p. 188, <i>Rimward</i>
Dead Switch	Cyberware	p. 306, <i>EP</i>	Implant Masking	Cyberware	p. 148, <i>Panopticon</i>
Digestive Symbiotes	Nanoware	p. 198, <i>Transhuman</i>	Implanted Nanotoxins	Nanoware	p. 308, <i>EP</i>
Digging Claws	Bioware	p. 152, <i>Gatecrashing</i>	Lateral Line	Bioware	p. 166, <i>Sunward</i>
Direction Sense	Bioware	p. 301, <i>EP</i>	Life Recorder	Cyberware	p. 148, <i>Panopticon</i>
Drug Glands	Bioware	p. 304, <i>EP</i>	Long-Term Life Support	Nanoware	p. 189, <i>Rimward</i>
Echolocation	Bioware	p. 301, <i>EP</i>	Low Pressure Tolerance	Bioware	p. 166, <i>Sunward</i>
Eelware	Bioware	p. 304, <i>EP</i>	Math Boost	Bioware	p. 301, <i>EP</i>
Efficient Digestion	Bioware	p. 197, <i>Transhuman</i>	Medichines	Nanoware	p. 308, <i>EP</i>
Eidetic Memory	Bioware	p. 301, <i>EP</i>	Memory Lock	Cyberware	p. 149, <i>Panopticon</i>
Electrical Sense	Cyberware	p. 306, <i>EP</i>	Mental Speed	Nanoware	p. 308, <i>EP</i>
Emergency Farcaster	Cyberware	p. 306, <i>EP</i>	Mnemonic Augmentation	Cyberware	p. 307, <i>EP</i>
Emotional Dampers	Bioware	p. 304, <i>EP</i>	Monitor Module	Cyberware	p. 197, <i>Transhuman</i>
Endocrine Control	Bioware	p. 304, <i>EP</i>			

Continued on next page

ROBOTIC ENHANCEMENTS

ENHANCEMENT	PAGE	ENHANCEMENT	PAGE	ENHANCEMENT	PAGE
360-Degree Vision	p. 311, <i>EP</i>	Industrial Armor	p. 310, <i>EP</i>	Radiation Shielding	p. 167, <i>Sunward</i>
Brain Box	p. 198, <i>Transhuman</i>	Internal Rocket	p. 198, <i>Transhuman</i>	Reduced Signature	p. 149, <i>Panopticon</i>
Chemical Sniffer	p. 311, <i>EP</i>	Invisibility	p. 149, <i>Panopticon</i>	Retracting/Telescoping Limbs	p. 311, <i>EP</i>
Cryonic Protection	p. 190, <i>Rimward</i>	Lidar	p. 311, <i>EP</i>	Shape Adjusting	p. 311, <i>EP</i>
Ego Sharing	p. 190, <i>Rimward</i>	Light Combat Armor	p. 310, <i>EP</i>	Smart Swarm	p. 198, <i>Transhuman</i>
Extra Limbs	p. 310, <i>EP</i>	Magnetic System	p. 311, <i>EP</i>	Smart Wings	p. 190, <i>Rimward</i>
Extreme Heat Shielding	p. 166, <i>Sunward</i>	Modular Design	p. 311, <i>EP</i>	Sound System	p. 199, <i>Transhuman</i>
Extreme Pressure Adaptation	p. 167, <i>Sunward</i>	Nanoscopic Vision	p. 311, <i>EP</i>	Structural Enhancement	p. 311, <i>EP</i>
Fractal Digits	p. 311, <i>EP</i>	Pneumatic Limbs	p. 311, <i>EP</i>	Swarm Compositions	p. 311, <i>EP</i>
Heavy Combat Armor	p. 310, <i>EP</i>	Radar	p. 311, <i>EP</i>	Synthetic Mask	p. 311, <i>EP</i>
Hidden Compartment	p. 311, <i>EP</i>	Radar Absorbent	p. 149, <i>Panopticon</i>	Weapon Mount	p. 311, <i>EP</i>
Holographic Projector	p. 198, <i>Transhuman</i>	Radar Invisibility	p. 150, <i>Panopticon</i>		

IMPLANTS (CONT.)

IMPLANT	TYPE	PAGE
Multiple Personalities	Bioware	p. 301, <i>EP</i>
Multi-Tasking	Cyberware	p. 307, <i>EP</i>
Muscle Augmentation	Bioware	p. 305, <i>EP</i>
Nanophages	Nanoware	p. 309, <i>EP</i>
Nanotats	Cosmetic	p. 310, <i>EP</i>
Nanotat ID Flux	Nanoware	p. 149, <i>Panopticon</i>
Neurachem	Bioware	p. 305, <i>EP</i>
Neural Enhancers	Nanoware	p. 189, <i>Rimward</i>
Optogenetics Module	Cyberware	p. 197, <i>Transhuman</i>
Oracles	Nanoware	p. 309, <i>EP</i>
Oxygen Reserve	Cyberware	p. 308, <i>EP</i>
Parallel Processor	Cyberware	p. 189, <i>Rimward</i>
Personal Power Plant	Nanoware	p. 153, <i>Gatecrashing</i>
Piercings	Cosmetic	p. 310, <i>EP</i>
Plasma Sail Implant	Cyberware	p. 189, <i>Rimward</i>
Poison Gland	Bioware	p. 305, <i>EP</i>
Polarization Vision	Bioware	p. 148, <i>Panopticon</i>
Possum Cache	Cyberware	p. 197, <i>Transhuman</i>
Prehensile Feet	Bioware	p. 305, <i>EP</i>
Prehensile Tail	Bioware	p. 305, <i>EP</i>
Puppet Sock	Cyberware	p. 307, <i>EP</i>
Radiation Sense	Cyberware	p. 306, <i>EP</i>
Radiation Tolerance	Bioware	p. 189, <i>Rimward</i>
Reflex Boosters	Cyberware	p. 308, <i>EP</i>
Respirocytes	Nanoware	p. 309, <i>EP</i>

IMPLANT	TYPE	PAGE
Scarification	Cosmetic	p. 310, <i>EP</i>
Scent Affinity	Bioware	p. 148, <i>Panopticon</i>
Scent Alteration	Cosmetic	p. 310, <i>EP</i>
Sense Affinity	Cyberware	p. 149, <i>Panopticon</i>
Sex Switch	Bioware	p. 305, <i>EP</i>
Skeletal Disguise	Nanoware	p. 149, <i>Panopticon</i>
Skillware	Nanoware	p. 309, <i>EP</i>
Skindyes	Cosmetic	p. 310, <i>EP</i>
Skinflex	Nanoware	p. 309, <i>EP</i>
Skinlink	Nanoware	p. 309, <i>EP</i>
Skin Pocket	Bioware	p. 305, <i>EP</i>
Subdermal Implants	Cosmetic	p. 310, <i>EP</i>
Swim Bladder	Bioware	p. 152, <i>Gatecrashing</i>
Temperature Tolerance	Bioware	p. 305, <i>EP</i>
Temperature Tolerance (Cryonic)	Bioware	p. 189, <i>Rimward</i>
Temperature Tolerance (Improved Cold)	Bioware	p. 166, <i>Sunward</i>
Toxin Filters	Bioware	p. 305, <i>EP</i>
T-Ray Emitter	Cyberware	p. 306, <i>EP</i>
Ultraviolet Vision	Bioware	p. 148, <i>Panopticon</i>
Vacuum Sealing	Bioware	p. 306, <i>EP</i>
Wings	Bioware	p. 166, <i>Sunward</i>
Winterist	Bioware	p. 189, <i>Rimward</i>
Wrist-Mounted Tools	Nanoware	p. 309, <i>EP</i>

FLEXBOT UPGRADES

UPGRADE	PAGE
Advanced Internal Articulation	p. 209, <i>Transhuman</i>
Articulated Gear Mount	p. 209, <i>Transhuman</i>
Body Mass Converter	p. 209, <i>Transhuman</i>
Mass Transfer	p. 210, <i>Transhuman</i>
Modularized Gear	p. 210, <i>Transhuman</i>
Reconfigurable Proprioception	p. 210, <i>Transhuman</i>
Squishbot	p. 210, <i>Transhuman</i>

SWAMANOID ENHANCEMENTS

ENHANCEMENT	PAGE
Gas-Jet System	p. 213, <i>Transhuman</i>
Injectors	p. 213, <i>Transhuman</i>
Internal-Rocket System	p. 213, <i>Transhuman</i>
Jaws	p. 214, <i>Transhuman</i>
Laser Link	p. 214, <i>Transhuman</i>
Micro-Tools	p. 214, <i>Transhuman</i>
Microwave Link	p. 214, <i>Transhuman</i>
Recharge Pack	p. 214, <i>Transhuman</i>
Ultrasound Link	p. 214, <i>Transhuman</i>

SOFTWARE

SOFTWARE	PAGE
Cartography Package	p. 199, <i>Transhuman</i>
Monitor AI	p. 199, <i>Transhuman</i>

INFOMORPH SOFTWARE

SOFTWARE	PAGE
Autodelete	p. 139, <i>Transhuman</i>
Copylock	p. 139, <i>Transhuman</i>
Digital Veil	p. 139, <i>Transhuman</i>
Emergency Backup	p. 140, <i>Transhuman</i>
Hacking Alert	p. 140, <i>Transhuman</i>
Persistence	p. 140, <i>Transhuman</i>
Active Countermeasures	p. 140, <i>Transhuman</i>
Impersonate	p. 140, <i>Transhuman</i>
Increased Speed	p. 141, <i>Transhuman</i>
Mental Repair	p. 141, <i>Transhuman</i>
Mental Stability	p. 141, <i>Transhuman</i>
Panopticon	p. 141, <i>Transhuman</i>

POSITIVE MORPH TRAITS

D100 ROLL	TRAIT	CP COST
01–03	Coronal Adaptation (p. 164, <i>Sunward</i>)	30
04–10	Drug Exception (p. 83, <i>Transhuman</i>)	10
11–17	Eidetic Memory (p. 146, <i>EP</i>)	10
18–23	Enlarged Size (p. 83, <i>Transhuman</i>)	10
24–29	Exceptional Aptitude (p. 146, <i>EP</i>)	20
30–32	High-Temperature Operation (p. 165, <i>Sunward</i>)	10
33–38	Improved Immune System (biomorphs only) (p. 146, <i>EP</i>)	10/20
39–45	Innocuous (p. 146, <i>EP</i>)	10
46–51	Limber (biomorphs only) (p. 146, <i>EP</i>)	10/20
52–57	Natural Immunity (biomorphs only) (p. 146, <i>EP</i>)	10
58–63	Pain Tolerance (biomorphs only) (p. 146, <i>EP</i>)	10/20
64–69	Psi Chameleon (biomorphs only) (p. 147, <i>EP</i>)	10
70–75	Psi Defense (biomorphs only) (p. 147, <i>EP</i>)	10
76–81	Rapid Healer (biomorphs only) (p. 147, <i>EP</i>)	10
82–86	Skill Artifact (p. 86, <i>Transhuman</i>)	10/20
87–92	Striking Looks (biomorphs only) (p. 148, <i>EP</i>)	10/20
93–00	Tough (p. 148, <i>EP</i>)	10/20/30

NEGATIVE MORPH TRAITS

D100 ROLL	TRAIT	CP COST
01–04	Addiction (biomorphs only) (p. 148, <i>EP</i>)	5/10/20
05–06	Aged (flats/splicers only) (p. 148, <i>EP</i>)	10
07–09	Aggressive GRM (p. 87, <i>Transhuman</i>)	10
10–12	Drug Fiend (p. 88, <i>Transhuman</i>)	10
13–15	Fast Metabolism (p. 165, <i>Sunward</i>)	5
16–18	Frail (p. 149, <i>EP</i>)	10/20
19–20	Genetic Defect (flats only) (p. 149, <i>EP</i>)	10/20
20–21	Impaired Hearing (octomorphs only) (p. 145, <i>Panopticon</i>)	5
22–24	Impaired Linguistics (uplifts only) (p. 147, <i>Panopticon</i>)	10/20
25–26	Impaired Proprioception (octomorphs/flying squid only) (p. 90, <i>Transhuman</i>)	10
27–29	Implant Rejection (biomorphs only) (p. 150, <i>EP</i>)	5/15
30–31	Lacks Manipulators (p. 90, <i>Transhuman</i>)	10
32–36	Lemon (synthmorphs only) (p. 150, <i>EP</i>)	10
37–39	Low-Gravity Adaptation (p. 91, <i>Transhuman</i>)	10
40–42	Low Pain Tolerance (biomorphs only) (p. 150, <i>EP</i>)	20
43–45	Memory Artifact (p. 91, <i>Transhuman</i>)	5
46–48	Mild Allergy (biomorphs only) (p. 150, <i>EP</i>)	5
49–51	Neurochemical Imbalance (p. 91, <i>Transhuman</i>)	5
52–53	No Cortical Stack (p. 151, <i>EP</i>)	10
54–56	Personality Artifact (p. 92, <i>Transhuman</i>)	10
57–60	Planned Obsolescence (p. 165, <i>Sunward</i>)	5
61–64	Proprietary Tech (synthmorphs only) (p. 93, <i>Transhuman</i>)	10
65–67	Psi Vulnerability (biomorphs only) (p. 151, <i>EP</i>)	10
68–70	Reduced Size (p. 93, <i>Transhuman</i>)	10
71–73	Severe Allergy (biomorphs only) (p. 151, <i>EP</i>)	10/20
74–76	Social Stigma (p. 151, <i>EP</i>)	10
77–78	Temperature Intolerance (Warm) (p. 188, <i>Rimward</i>)	10
79–81	Unattractive (biomorphs only) (p. 151, <i>EP</i>)	10/20/30
82–84	Uncanny Valley (p. 151, <i>EP</i>)	10
85–87	Uncontrollable Urge (p. 94, <i>Transhuman</i>)	10
88–90	Unfit (p. 152, <i>EP</i>)	10
91–92	Weak Grip (neo-avians & neo-pigs only) (p. 148, <i>Panopticon</i>)	10
93–95	Weak Immune System (biomorphs only) (p. 152, <i>EP</i>)	10
96–00	Zero-G Nausea (p. 152, <i>EP</i>)	10

RANDOM MORPH TABLE

MORPH TYPE	
D100 ROLL	TYPE
01–50	Biomorph
51–55	Uplift Biomorph
56–65	Pod Biomorph
66–95	Synthmorph
96–00	Infomorph/Eidolon

BIOMORPHS			
D100 ROLL	TYPE	PAGE REF	CP COST
01–03	Flat	(p. 31)	0
04–13	Splicer	(p. 95)	10
14–21	Exalt	(p. 27)	30
22–26	Menton	(p. 56)	40
27–34	Olympian	(p. 74)	40
35–39	Sylph	(p. 102)	40
40–46	Bouncer	(p. 13)	40
47–49	Fury	(p. 37)	75
50	Futura	(p. 38)	40
51–53	Ghost	(p. 41)	70
54–56	Hibernoid	(p. 46)	25
57–59	Neotenic	(p. 68)	25
60–62	Remade	(p. 79)	60
63–69	Ruster	(p. 83)	25
70	Lunar Flyer	(p. 54)	35
71–72	Martian Alpiner	(p. 55)	30
73	Salamander	(p. 84)	40
74	Surya	(p. 99)	50
75	Venusian Glider	(p. 108)	40
76–77	Hazer	(p. 45)	35
78	Hulder	(p. 47)	50
79	Hyperbright	(p. 48)	70
80	Ring Flyer	(p. 80)	70
81	Selkie	(p. 89)	55
82	Aquanaut	(p. 6)	50
83–85	Crasher	(p. 21)	70
86	Dvergr	(p. 26)	50
87	Ariel	(p. 8)	50
88–89	Bruiser	(p. 14)	60
90	Cloud Skate	(p. 18)	55
91	Faust	(p. 28)	85
92	Freeman	(p. 36)	10
93	Grey	(p. 42)	25
94–95	Nomad	(p. 70)	30
96–99	Observer	(p. 72)	40
00	Theseus	(p. 106)	30

UPLIFT BIOMORPHS			
D100 ROLL	TYPE	PAGE REF	CP COST
01–30	Neo-Avian	(p. 59)	25
31–50	Neo-Hominid*	(p. 63)	25
51–70	Octomorph	(p. 73)	50
71–75	Neanderthal	(p. 64)	40
76	Neo-Beluga	(p. 60)	45
77	Neo-Dolphin	(p. 61)	40
78–92	Neo-Gorilla	(p. 62)	35
93	Neo-Orca	(p. 65)	60
94–98	Neo-Pig	(p. 66)	20
99	Neo-Porpoise	(p. 67)	35
00	Neo-Whale	(p. 69)	75

*Used for Neo-Chimps (1–5), Neo-Bonobos (6–7), and Neo-Orangutans (8–0)

POD BIOMORPHS			
D100 ROLL	TYPE	PAGE REF	CP COST
01–15	Pleasure Pod	(p. 76)	20
16–30	Worker Pod	(p. 110)	20
31–33	Novacrab	(p. 71)	60
34–35	Digger	(p. 24)	30
36–38	Ripwing	(p. 81)	40
39	Scurrier	(p. 87)	40
40	Whiplash	(p. 109)	50
41–42	Chickcharnie	(p. 17)	35
43–44	Hypergibbon	(p. 49)	30
45–46	Shaper	(p. 90)	45
47–53	Ayah	(p. 9)	25
54–62	Basic Pod	(p. 10)	5
63–67	Critter	(p. 22)	15
68–70	Flying Squid	(p. 35)	55
71–72	Jenkin	(p. 52)	20
73–75	Samsa	(p. 85)	60
76–83	Security Pod	(p. 88)	30
84–86	Space Marine	(p. 88)	30
87–95	Specialist Pod	(p. 93)	25
96–00	Vacuum Pod	(p. 107)	30

SYNTHMORPHS			
D100 ROLL	TYPE	PAGE REF	CP COST
01–20	Case	(p. 15)	5
21–35	Synth	(p. 103)	30
36–40	Arachnoid	(p. 7)	45
41–45	Dragonfly	(p. 25)	20
46–49	Flexbot	(p. 32)	20*
50	Reaper	(p. 78)	100

SYNTHMORPHS			
D100 ROLL	TYPE	PAGE REF	CP COST
51–54	Slitheroid	(p. 91)	40
55–58	Swarmanoid	(p. 100)	25
59	Q Morph	(p. 77)	100
60–61	Steel Morph	(p. 96)	50
62	Steel Morph (Masked)	(p. 97)	55
63	Steel Morph (Liquid Silver)	(p. 97)	70
64	Sundiver	(p. 98)	70
65	Cetus	(p. 16)	45
66	Courier	(p. 20)	70
67	Fenrir	(p. 29)	NA
68	Savant	(p. 86)	65
69	Kite	(p. 53)	30
70	Spare	(p. 92)	5
71–72	Xu Fu	(p. 111)	60
73–74	Gargoyle	(p. 40)	40
75	Skulker	(p. 101)	35
76–77	Takko	(p. 105)	60
78	Biocore	(p. 11)	50
79–80	Blackbird	(p. 12)	45
81	Cloud Skimmer	(p. 19)	65
82	Daitya	(p. 23)	80
83	Fighting Kite	(p. 30)	35
84–85	Galatea	(p. 39)	65
86	Griever	(p. 43)	5
87–88	Guard	(p. 44)	60
89	Guard Deluxe	(p. 44)	75
90	Mimic	(p. 57)	25
91	Nautiloid	(p. 58)	155
92–93	Opteryx	(p. 75)	40
94–95	Rover	(p. 82)	60
96	Space Fighter Rover	(p. 82)	60
97	Smart Swarm	(p. 101)	30
98–99	Sphere	(p. 94)	65
00	Synthtaur	(p. 104)	70

INFOMORPHS/EIDOLONS			
D100 ROLL	TYPE	PAGE REF	CP COST
01–50	Infomorph	(p. 50)	0
51–57	Agent	(p. 51)	35
58–70	Digimorph	(p. 51)	25
71–74	Elite	(p. 51)	35
75–81	Hot Shot	(p. 51)	35
82–85	Sage	(p. 51)	40
86–92	Scholar	(p. 51)	35
93	Slave	(p. 51)	5
94–00	Wirehead	(p. 51)	60

MORPH CONSPIRACIES

EYECHEAT // OPEN CHANNEL: MORPHS

Callosum: Can you tell us some more about your research?

Sequencer: Well, I don't want to start any rumors, especially when our results are far from incomplete. The initial project idea was to try and isolate the genetic traits that make transhumans susceptible to various effects of the exsurgent virus, particularly basilisk hacks.

Eludere: Ahhh, so we could breed out those traits and harden ourselves against infection. Great idea! How's it going?

Sequencer: Well, we did have a breakthrough in isolating some traits, but our work is far from complete. There are a lot of interconnected factors at work.

Black Pharaoh: But you discovered a bit more than that, didn't you, doctor?

Sequencer: Yes, well, after we discovered some of the traits involved, we did a survey sampling to see how widespread these traits were throughout the population. The results were alarming, but expected. They're all but universal.

Black Pharaoh: You're leaving out the best part, doc.

Sequencer: I'm not sure I know what you mean.

Black Pharaoh: You know exactly what I mean. NuForm. Don't be coy.

Just Mortal: What's NuForm?

Qi: Looks like they were a clone growth corp, pretty big right before the Fall. Assets both on and off Earth. They had done some of the larger production runs on various splicer and exalt models. They didn't survive the Fall, though.

Just Mortal: How do they relate?

Black Pharaoh: Since the doc is playing mum, here's a hint. They didn't survive the Fall for a reason.

Plasmid: So someone took them out on purpose? Well, lots of corps and factions used the war as cover to settle grudges. What makes this incident special?

Qi: I'm going to guess it wasn't rivalries. It was the TITANS, wasn't it?

Black Pharaoh: We have a winner! Doc, care to explain?

Sequencer: I'm not sure what you hope to gain here, Pharaoh, but fine, I will explain. The traits we had isolated so far? They were missing from most NuForm models—at least, the few that were left. The TITANS apparently knew this and specifically targeted the corporation and those models for destruction. We looked into it and even found a few incidents where individual people sleeved in NuForm exalts were targeted specifically.

Psychscaper: So the TITANS were eliminating our capacity to resist their mind hacks, before we even knew we had that resistance? Talk about stacking the deck.

Sequencer: We haven't investigated, but I wouldn't be surprised to discover that they had targeted individual people, naturally

born, who were also lacking those specific genetic traits. Many people had their genomes sequenced, the records were available.

Black Pharaoh: It gets even worse. NuForm's genetics weren't completely lost, of course. Many of their models lived on after the Fall, right, doctor?

Sequencer: Yes, mostly thanks to competitors that simply stole the genetic codes. NuForm wasn't around to file lawsuits, after all. So the genetic resistance was still being disseminated ... up to a point. We took a closer look. Within a year of the Fall, every single one of these corps that was using NuForm's genetic templates had changed the templates. The immunity was eliminated from all ongoing production designs.

Just Mortal: This was after the Fall? After the TITANS had allegedly gone?

Sequencer: Indeed. It seems like their agents were still at work.

Qi: And were making coordinated efforts.

Nevermore: Doc, do these susceptible traits appear in uplift species as well?

Sequencer: They didn't, until around AF 2. We've since found the traits in a significant percentage of the major neo-hominid and neo-neanderthal genetic lines, at least the few that we've tested. Other species seem immune.

Just Mortal: So they're, what, breeding us without our knowledge? I'm going to be sick.

Rivet: Um, why aren't we working to remove these traits from the rest of transhumanity? Like right friggin' now?

Sequencer: At this point, it wouldn't matter. Those traits that we had originally isolated, that made us susceptible to certain basilisk hacks? Well, our original research dealt with basilisk hacks that were recorded during the Fall. Turns out the TITANS have tweaked their formula ... or it tweaked itself. Most of the basilisk hacks we've analyzed that appeared in the wild since AF 2 don't take advantage of the susceptible traits we had isolated at all. In other words, the edge we thought we found had already been bypassed a good 7 years before we found it.

Sava: That's a super-intelligence for you. Always five or six steps ahead.

Rivet: I don't know what's worse. The idea that the TITANS are selectively breeding us as a species or the fact that their vectors of attack against us are still mutating—or being shaped—to be more effective.

Nevermore: Neither bodes well for us, I'm afraid.

Just Mortal: Unfortunately, this also brings an all-new perspective to the argument for going exhuman.

Sun Bu'er: Evolve or die, friend. Evolve or die.